



Predicting Perceived Gloss: Do Weak Labels Suffice?

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This is because our **perception of gloss** is guided by complex interactions between:





Same material and illumination Different **geometry**

Same material and illumination Different **geometry**







[Lagunas et al. 2021]

Same material and geometry Different **illumination**







[Lagunas et al. 2021]

Same material and geometry Different **illumination**

Can we predict perceived gloss?





[Lagunas et al. 2021]

[Wills et al. 09] Toward a perceptual space for gloss

[Fleming 12] The influence of Fresnel effects on gloss perception

[Adams et al. 18] Naturally glossy: Gloss perception, illumination statistics, and tone mapping

[Faul et al. 19] The influence of Fresnel effects on gloss perception



Since the publication of **Hunter et al. [1937]** it has been recognized that a single physical measurement is not sufficient to quantify perceived "gloss"

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Multiple proposals have been made:

BRDF parameters (e.g., [Pellacini et al. 00])

Image statistics (e.g., [Motoyoshi et al. 07])

Industry standards (e.g., [Westlund and Meyer 01])



Related Work: Learning-based Methods



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Learning-based methods require **data**

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Datasets:

[Serrano et al. 21] 215 680 human annotations



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[Lagunas et al. 19] **114 840** human annotations [Shi et al. 21] **30 100** human annotations [Lavoué et al. 21] **84 138** human annotations [Delanoy et al. 22] **39 000** human annotations



Learning-based methods require data

<u>Datasets:</u>

We seek a **reduction** of the human annotation **costs**

[Lagunas et al. 19] **114 840** human annotations [Shi et al. 21] **30 100** human annotations [Lavoué et al. 21] **84 138** human annotations [Delanoy et al. 22] **39 000** human annotations



Traditional Approaches





Goal

Traditional Approaches





Our Work

Goal

Traditional Approaches







Goal

Traditional Approaches









Overview

Dataset and Weak Labels



Results



Overview

Dataset and Weak Labels





Results



15 Geometries





15 Geometries

17 Illuminations







15 Geometries



17 Illuminations

50 BSDF variations





15 Geometries



17 Illuminations



50 BSDF variations



3 Random colors and rotations





15 Geometries

17 Illuminations

50 BSDF variations







38 250 Total Images

3 Random colors and rotations







• Disney BSDF

Image Statistics

Industry Standards



• Disney BSDF





Image Statistics

Industry Standards



- Disney BSDF
 - Weighted combination f of roughness (r) and specular (s) parameters [Adams et al. 18]
- Image Statistics

Industry Standards





2 6

- Disney BSDF
 - Weighted combination f of roughness (r) and specular (s) parameters [Adams et al. 18]





•	Image Statistics	2	6	7
	 Skewness of the luminance histogram [Motoyoshi et al. 07] 			
	Inductry Standardo	3	4	7



- Disney BSDF
 - Weighted combination f of roughness (r) and specular (s) parameters [Adams et al. 18]
- Image Statistics
 - Skewness of the luminance histogram [Motoyoshi et al. 07]
- Industry Standards
 - Log ratio at 20° between the reflectances of black glass (r_g) and Disney BSDF (r_d) [Westlund and Meyer 01]







2	6	7
3	4	7
1	2	7
Our Dataset: Weak Labels





Overview





Gloss Predictor

Adapted **VGG16** architecture to a 20D **latent space** *z*

Linear regression





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Adapted **VGG16** architecture to a 20D **latent space** *z*

Linear regression









Minimize Mean Absolute Error (MAE)







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Strong Label Manual annotation from humans [Serrano et al. 2021]









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Randomly **alternate** training steps:



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- 310 images: Different geometries and five measured materials
- **Controlled** variations:
 - A) Rotations
 - B) Geometry complexity
 - C) Illumination frequency
 - D) Specularity
- Reliable annotations



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Overview







$$L_{MAE} = rac{1}{N}\sum |y-\hat{y}|$$

Results





Results

Traditional Approaches





Our Work



Results

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Our Work



Results

Traditional Approaches













	$ \frac{0000000}{00000} $	000000 + Our weak 0000000 +		
	S.100%	S.100%+BSDF S.100%+Img.Stats. S.100%+Industry		
MAE	0.1510			

	$ \frac{0000000}{00000} $	000000 + Our weak 0000000 +		ur weak labels
	S.100%	S.100%+BSDF	S.100%+Img.Stats.	S.100%+Industry
MAE	0.1510	0.1207	0.1389	0.1484

	$ \frac{0000000}{00000} $	000000 + Our weak 0000000 +		ur weak labels
	S.100%	S.100%+BSDF	S.100%+Img.Stats.	S.100%+Industry
MAE	0.1510	0.1207	0.1389	0.1484

Results: Quantitative

Traditional Approaches





Results: Quantitative

Traditional Approaches









	$ \frac{0 0 0 0 0 0}{0 0 0 0} $ $ \frac{0 0 0 0 0 0}{0 0 0 0} $	Our weak labels		
	S.100%	S.20%+BSDF	S.20%+Img.Stats.	S.20%+Industry
∕IAE↓	0.1510	0.1538	0.1550	0.1797

Results: Qualitative





Results: Qualitative Matte 1 2 3 4 5 6 7 Glossy Glossy









GT	1.00	3.00	6.00
S.100%	2.00	3.87	7.00





GT	1.00	3.00	6.00
S.100%	2.00	3.87	7.00
S.100% + BSDF	1.00	2.90	7.00

Results: Qualitative Glossy Matte

GT	1.00	3.00	6.00
S.100%	2.00	3.87	7.00
S.100% + BSDF	1.00	2.90	7.00
S.20% + BSDF	2.04	2.84	7.00

Results: Qualitative Glossy Matte

GT	1.00	3.00	6.00
S.100%	2.00	3.87	7.00
S.100% + BSDF	1.00	2.90	7.00
S.20% + BSDF	2.04	2.84	7.00





Results: Qualitative



GT	1.00	5.00	7.00
S.100%	1.06	5.33	6.96
S.100% + BSDF	1.00	4.73	7.00
S.20% + BSDF	1.89	3.08	7.00

Results: Qualitative



GT	1.00	5.00	7.00
S.100%	1.06	5.33	6.96
S.100% + BSDF	1.00	4.73	7.00
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- Rotations
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Consistent gloss prediction, with respect to:

• Rotations





- Rotations
- Geometry complexity
- Illumination frequency
- Specularity



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Gloss predictor		MAE \downarrow	Spearman ↑	Pearson ↑
Serrano et al.		inter of include as prescale leads of the residue	Wandon - John Alder Fridak for Labor (1997)	Vaulede 200 value 2000 biologie bare
Ours	S.100%+BSDF			
	S.20%+BSDF			



Gloss predictor		$MAE \downarrow$	Spearman ↑	Pearson ↑
Serrano et al.		0.3293		Minutes for the second in Advance States and a second second second second second second second second second s
Ours	S.100%+BSDF			
	S.20%+BSDF			



Gloss predictor		MAE ↓	Spearman ↑	Pearson ↑
2 	Serrano et al.	0.3293	0.5662	0.5358
Ours	S.100%+BSDF			
	S.20%+BSDF	And the second sec		



Gloss predictor		$MAE \downarrow$	Spearman ↑	Pearson ↑
a	Serrano et al.	0.3293	0.5662	0.5358
Ours	S.100%+BSDF	0.1207	0.8594	0.8788
	S.20%+BSDF	0.1538	0.8366	0.8228



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Results: Generalization to Real Photographs





Results: Generalization to Real Photographs



Gloss predictor		MAE↓	Spearman ↑	Pearson ↑
	Serrano et al.	0.3327	0.4546	0.4266
Ours	S.100%+BSDF	0.2236	0.6625	0.6570
	S.20%+BSDF	0.2386	0.6208	0.6063









20 dimensional latent space Z



20 dimensional latent space Z





20 dimensional latent space Z



















- Slight underestimation of gloss
- Challenging examples: patterned surfaces and sharp shadows

• Slight underestimation of gloss





• Slight underestimation of gloss





- Slight underestimation of gloss
- Challenging examples: patterned surfaces and sharp shadows





- Weak labels to reduce manual annotation cost for perceptual studies
- State-of-the-art performance in gloss prediction
- Consistency, generalization to real photos, and well organized latent space



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- Weak labels to reduce manual annotation cost for perceptual studies
- State-of-the-art performance in gloss prediction
- Consistency, generalization to real photos, and perceptually meaningful latent space

Code and data:

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