

# TEXTURE AWARE VIDEO INPAINTING OF COMPLEX SCENES

**Andrés Almansa**

CNRS Telecom ParisTech, France  
andres.almansa@telecom-paristech.fr

We present an automatic video inpainting algorithm which relies on the multi-scale optimisation of a patch-based functional enforcing self-similarity. Unlike previous approaches, the best patch candidates are selected using persistent multi-scale texture attributes. We show that this rationale prevents the usual wash-out of textured and cluttered parts of videos. The resulting approach is able to successfully and automatically inpaint complex situations, including high resolution sequences with dynamic textures and multiple moving objects.

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