

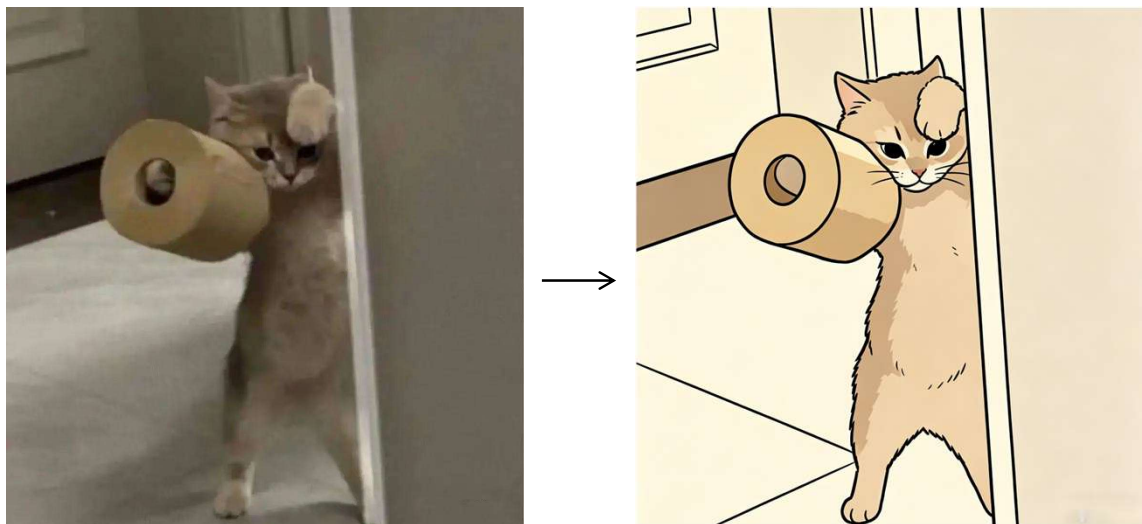
Abstraction in Style: Beyond Texture and Color

Min Lu Yuanfeng He Anthony Chen Jianhuang He
Pu Wang Daniel Cohen-Or Hui Huang*
Shenzhen University

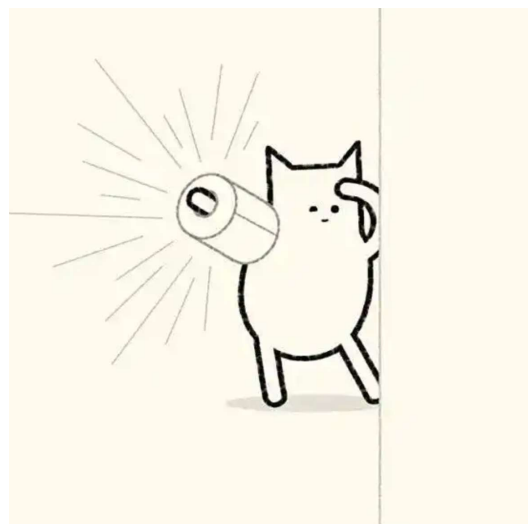
SIGGRAPH 2026

Presenter: Jiangyue Zeng
2026.04.19

Style and Abstraction



Style and Abstraction



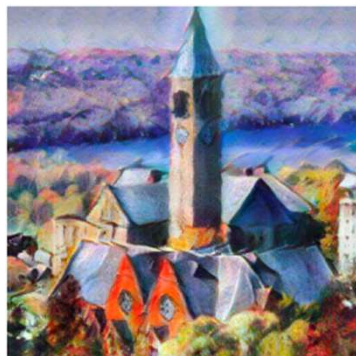
Style Transfer & Visual Abstraction



Style transfer



Neural Style
Transfer



AdaIN

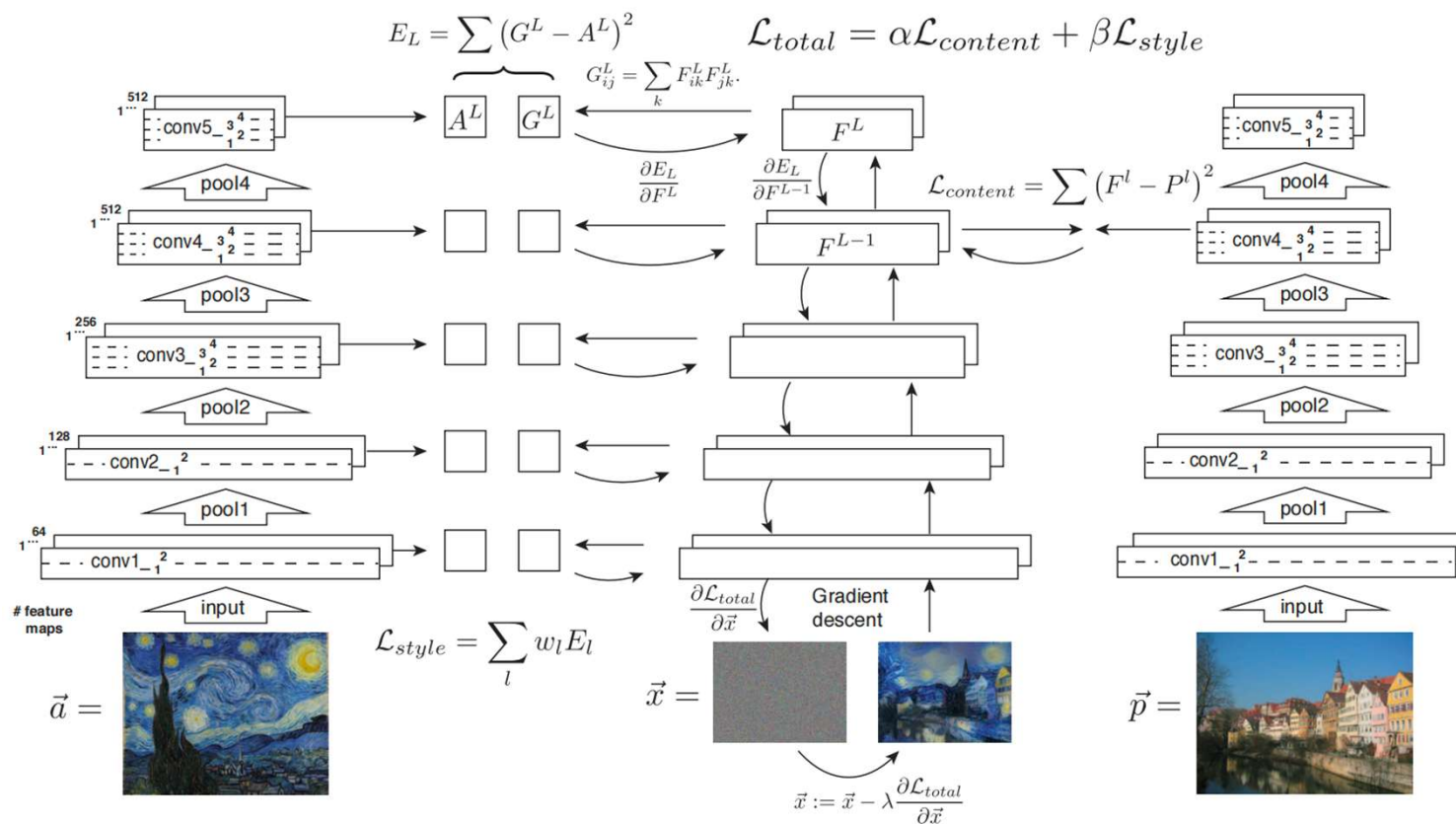


StyleAligned

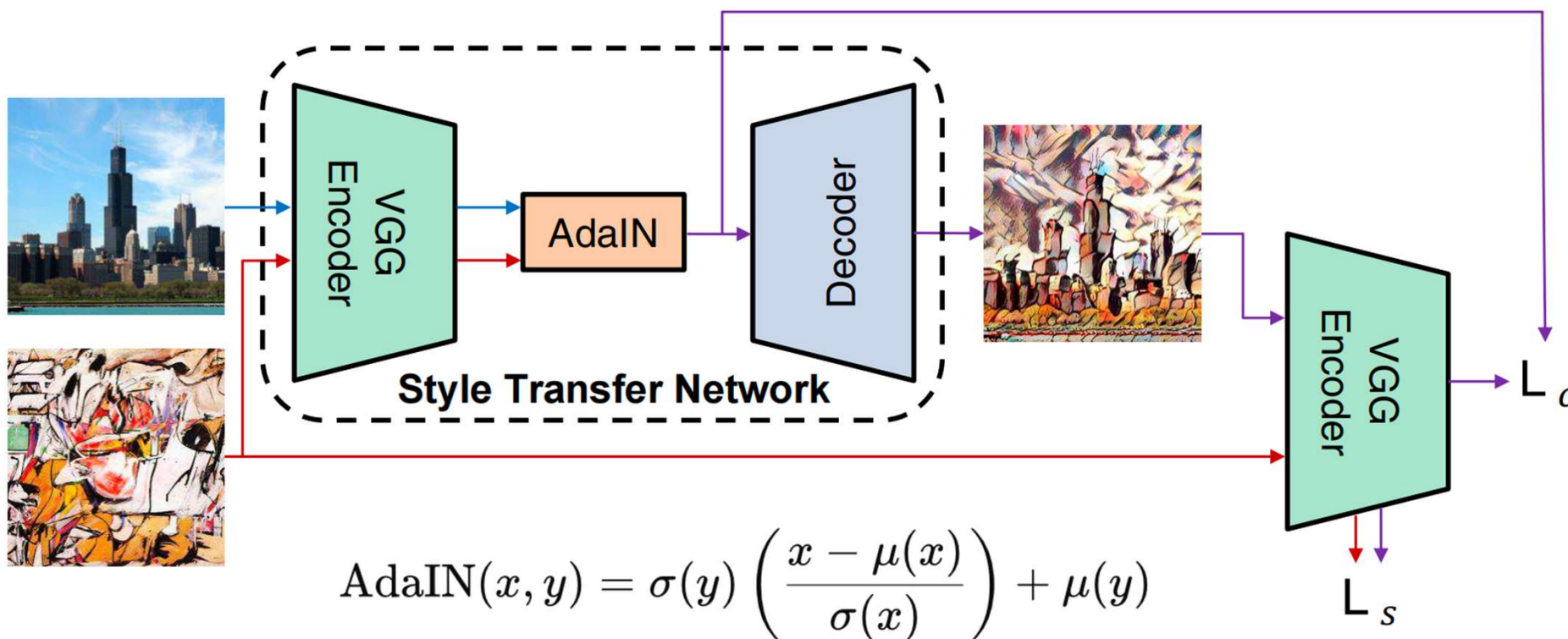


B-LoRA

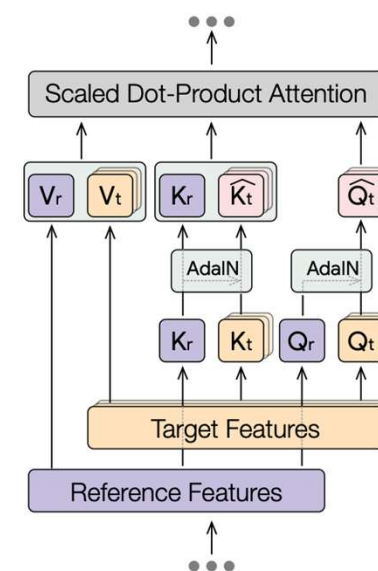
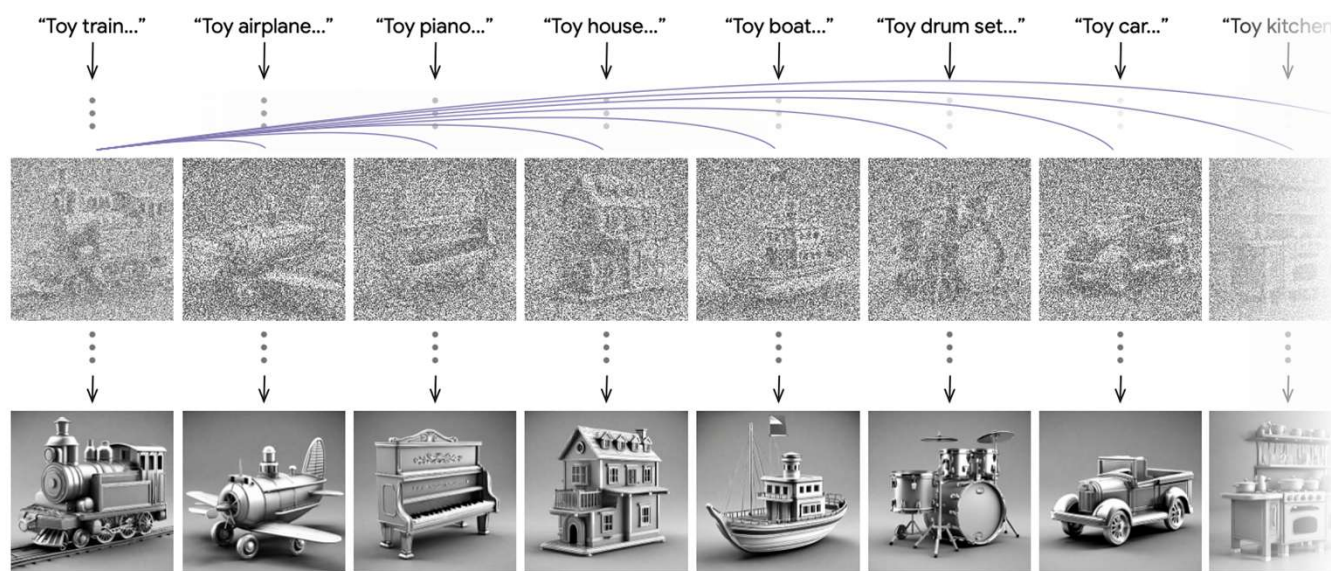
Style Transfer: Neural Style Transfer



Style Transfer: AdaIN



Style Transfer: StyleAlign

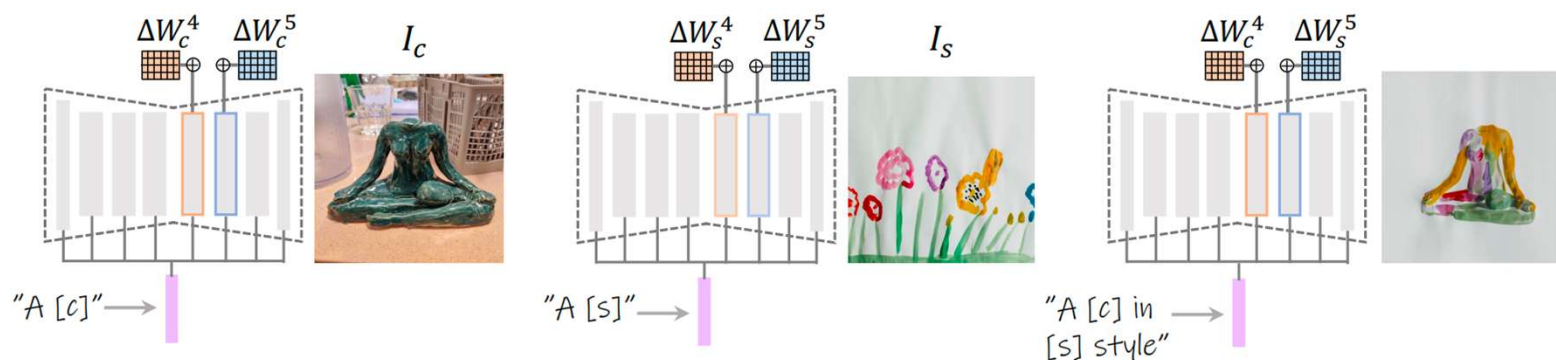


$$\hat{Q}_t = AdaIN(Q_t, Q_r), \hat{K}_t = AdaIN(K_t, K_r)$$

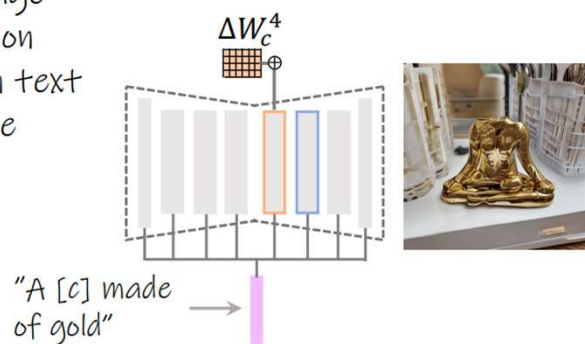
$$Attention(\hat{Q}_t, [K_r; \hat{K}_t]^T, [V_r; V_t])$$

Style Transfer: B-LoRA

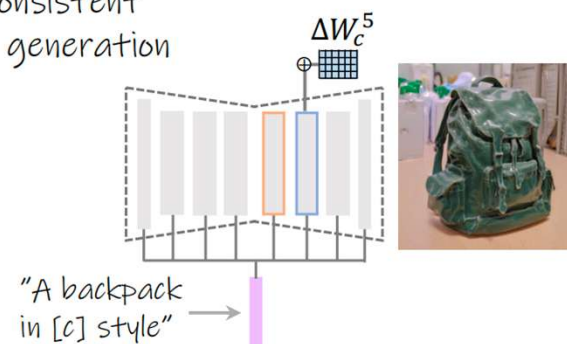
(1) Image stylization based on image style reference



(2) Image stylization based on text reference



(3) Consistent style generation



Visual Abstraction



non-photorealistic
rendering



painterly and
brush-based



CLIP-based
semantic sketch
abstraction

Visual Abstraction: Eyetracking-Based Image Abstraction



(a)
Original image



(b)
Detected edges



(c)
Color segmentation

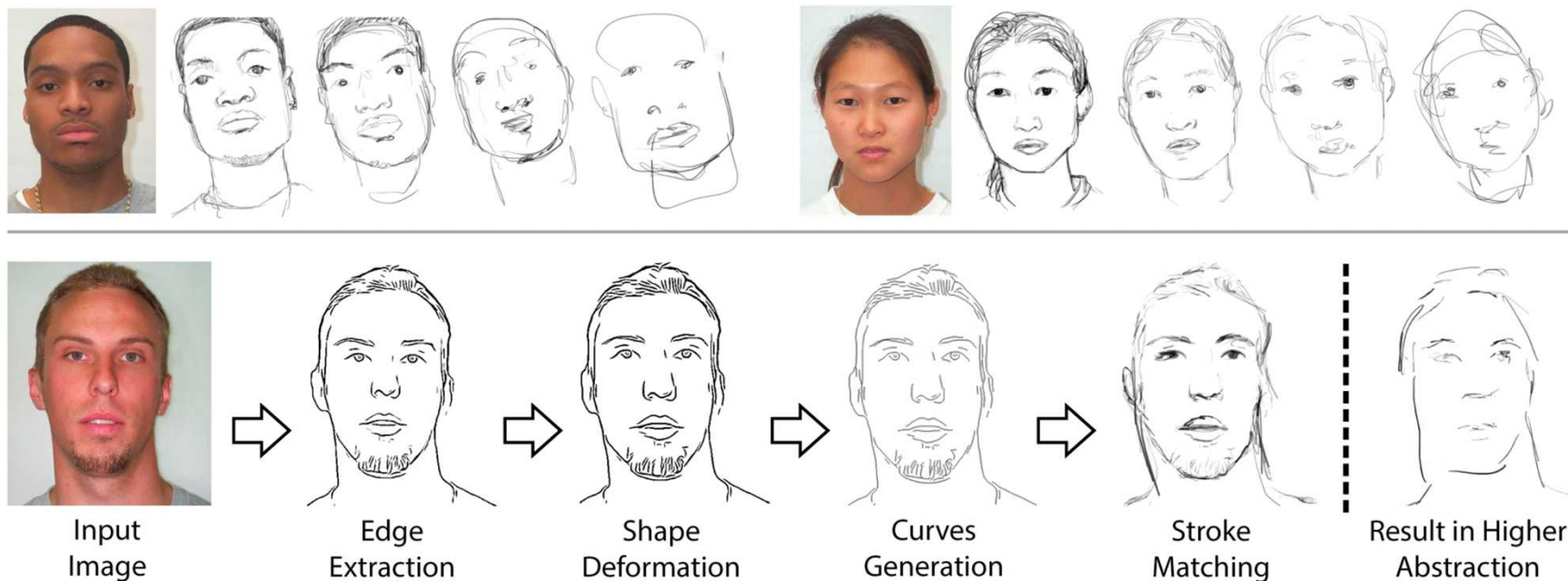


(d)
Color segmentation at
a coarser scale

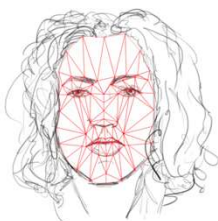
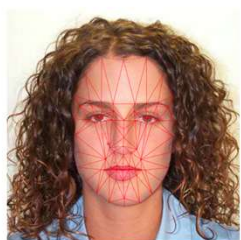
Visual Abstraction: Eyetracking-Based Image Abstraction



Visual Abstraction: Stylized Abstract Portrait Sketch Synthesis



Visual Abstraction: Stylized Abstract Portrait Sketch Synthesis



270s

90s

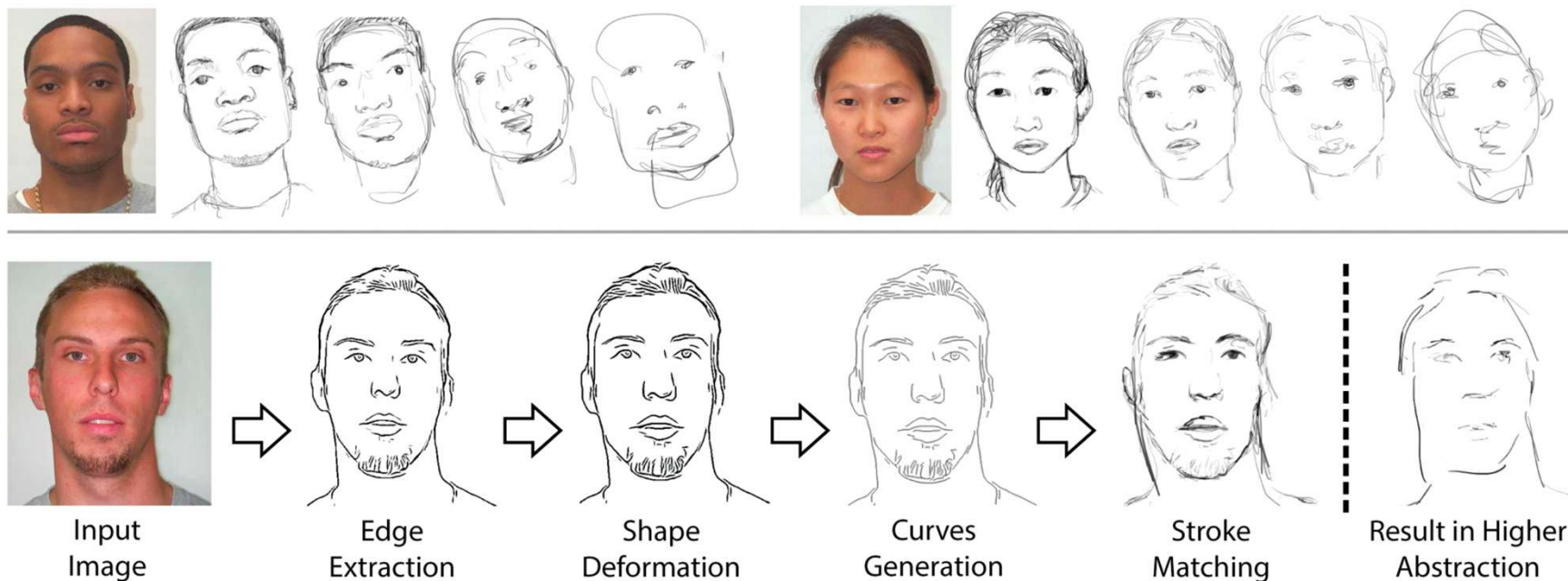
30s

15s

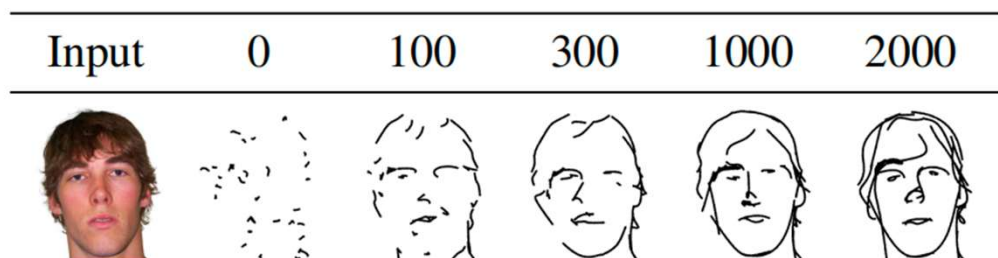
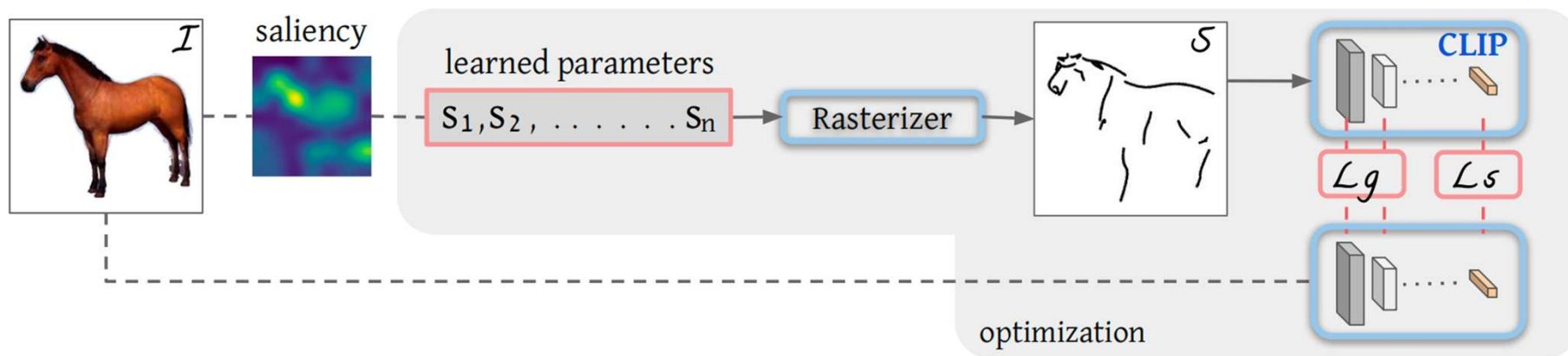
Artist B



Visual Abstraction: Stylized Abstract Portrait Sketch Synthesis



Visual Abstraction: CLIPasso



CLIPasso: Semantically-Aware Object Sketching 2022 ACM TOG

Style Transfer & Visual Abstraction



Background

Setting



Style Reference

Background

Setting

Input



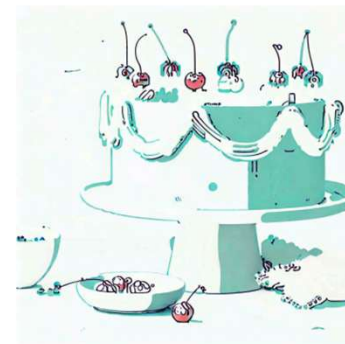
Reference



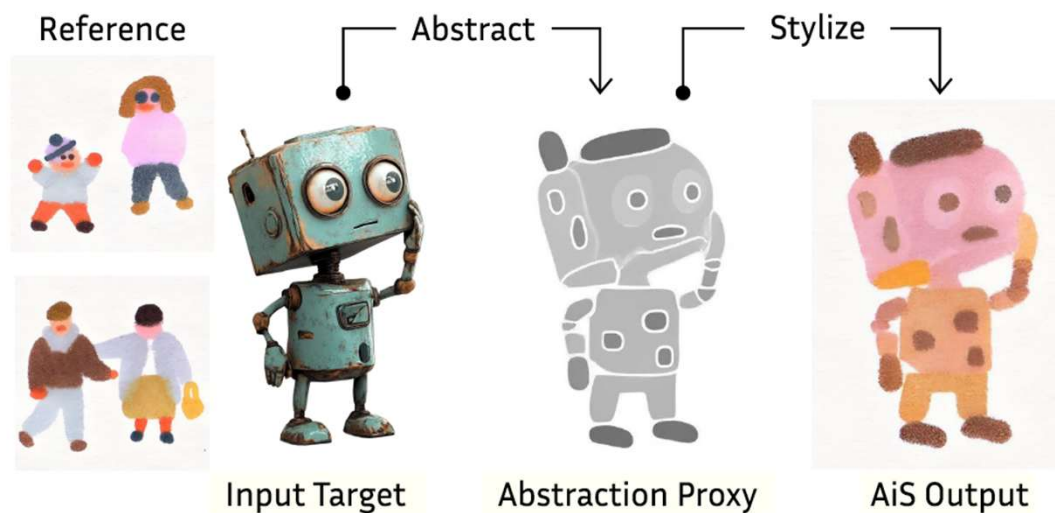
StyleID



AttenDistill



Overall Architecture: *Visual Analogy Transfer (VAT)*

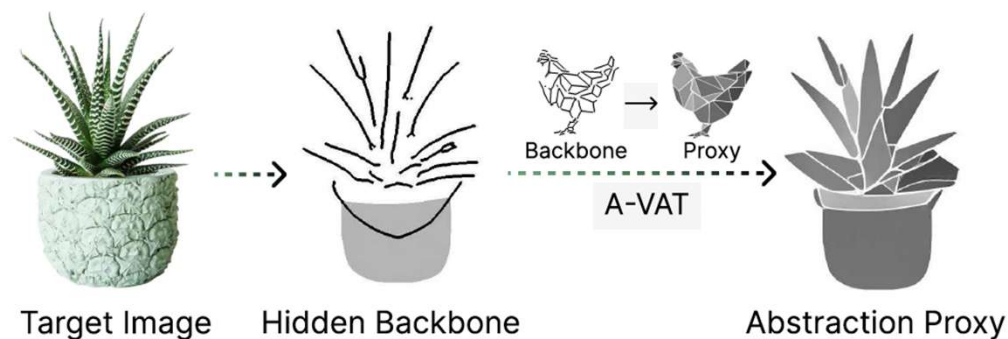


2 Stage generation for abstraction in Style

Stage I: Structural Abstraction

Stage II: Visual Stylization

Stage I: Structural Abstraction



- **Work Directly in Image Space**

- Step 1: Compute Hidden Backbone *with skeleton detection and area erosion*
- Step 2: Generate Abstraction Proxy with **Abstraction VAT (A-VAT)**

Compute Hidden Backbone



Original Image



Simplified Flat-color
Shapes



Original Image



Simplified Flat-color
Shapes

Compute Hidden Backbone



Original Image



Simplified Flat-color
Shapes



Original Image



Simplified Flat-color
Shapes



Compute Hidden Backbone



Original Image



Simplified Flat-color
Shapes



Skeleton Backbone



Original Image



Simplified Flat-color
Shapes



Area Erosion

Compute Hidden Backbone



Skeleton Backbone

Area Erosion



vectorized simplified flat-color shapes

Original Image

Simplified Flat-color
Shapes

Hidden
Backbone

Original Image

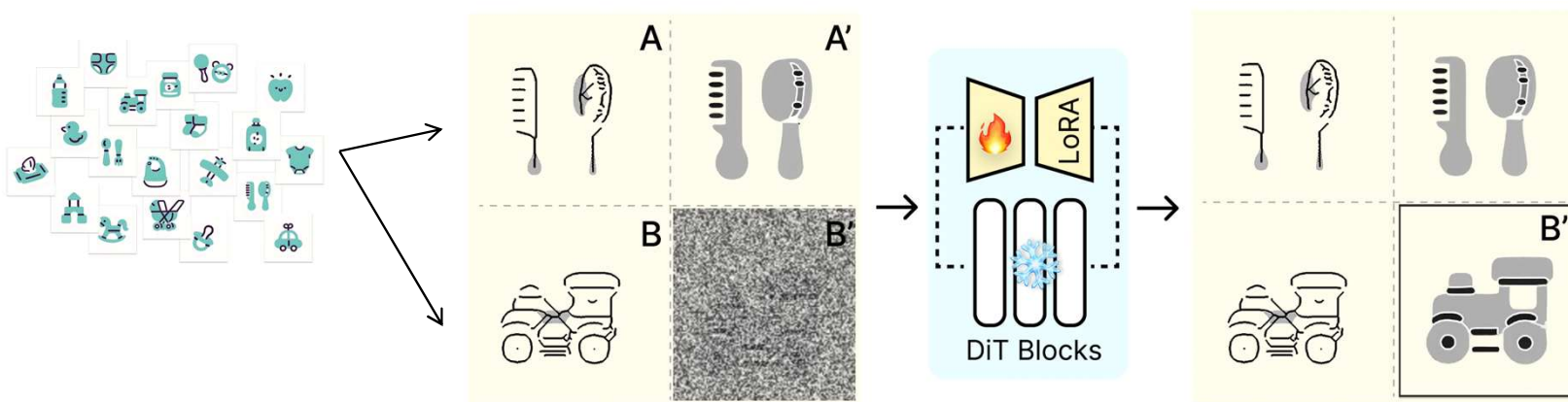
Simplified Flat-color
Shapes

Hidden
Backbone

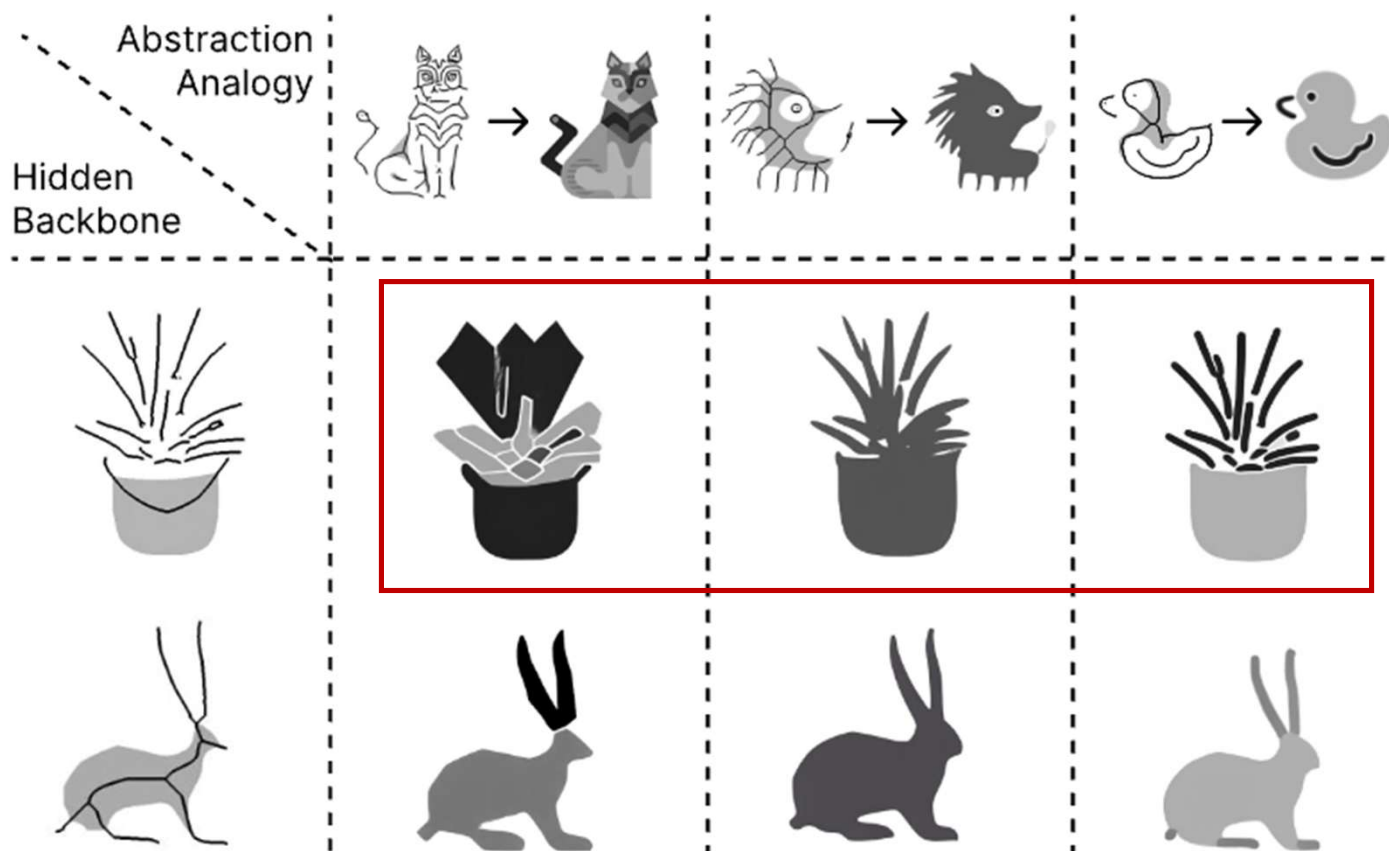
Training of A-VAT model

For each style,

- **LoRA** on DiT with **5 - 20 Samples**
- Training Target: 2 x 2 Grid with one Proxy to be Predicted



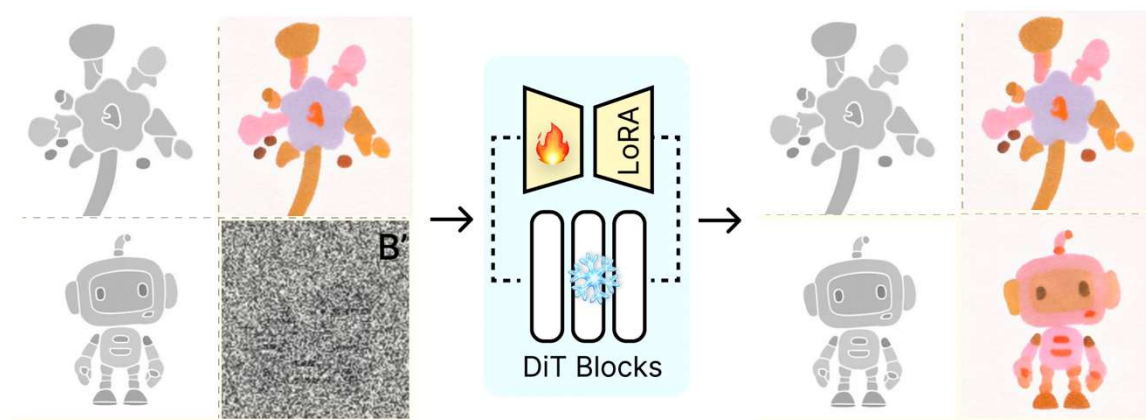
Same Hidden Backbone, Different Style Proxies



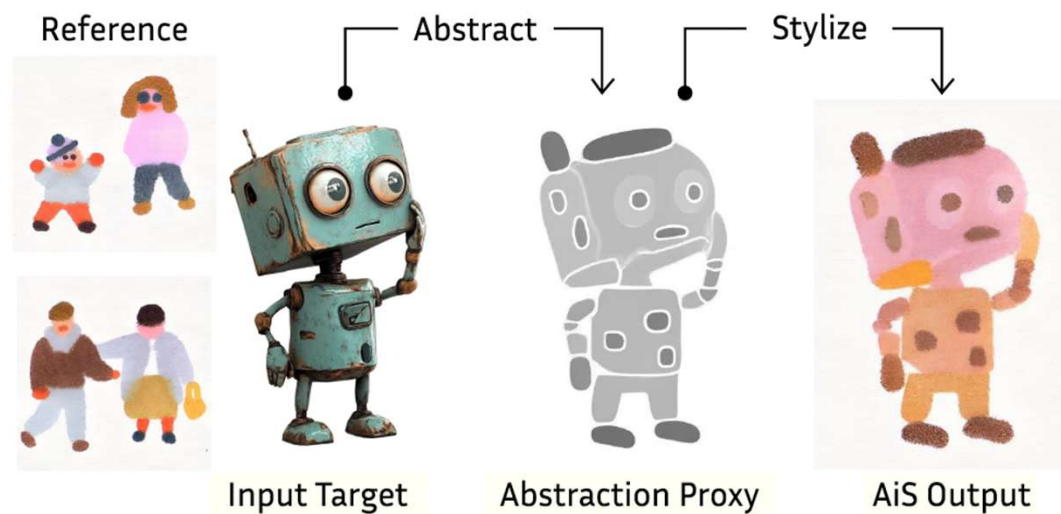
Training of S-VAT model

For each style,

- **LoRA** on DiT with **5 - 20 Samples**
- Training Target: 2 x 2 Grid with one Final Result to be Predicted



Overall



2 Stage generation for abstraction in Style

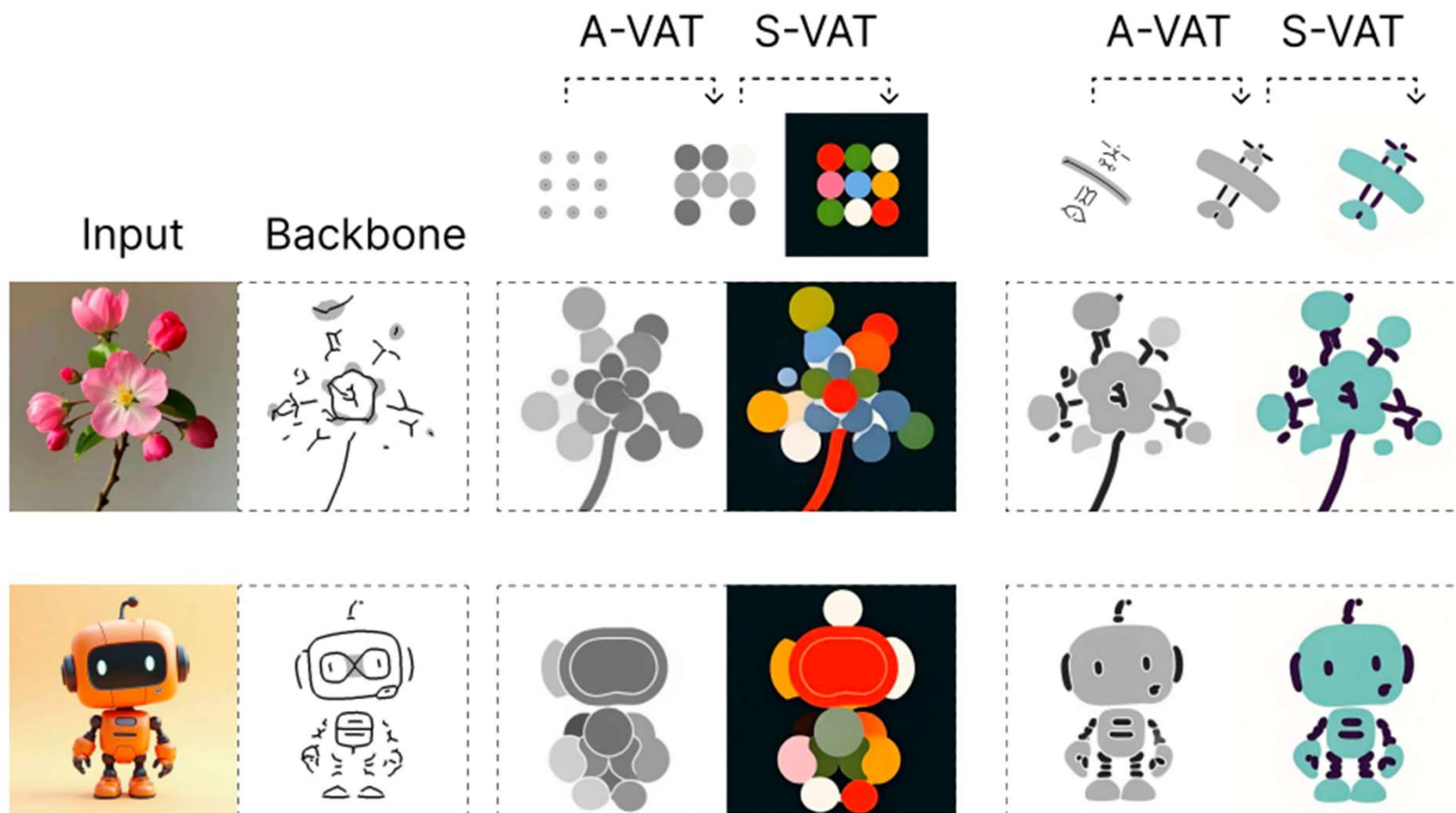
Stage I: Structural Abstraction

Stage II: Visual Stylization

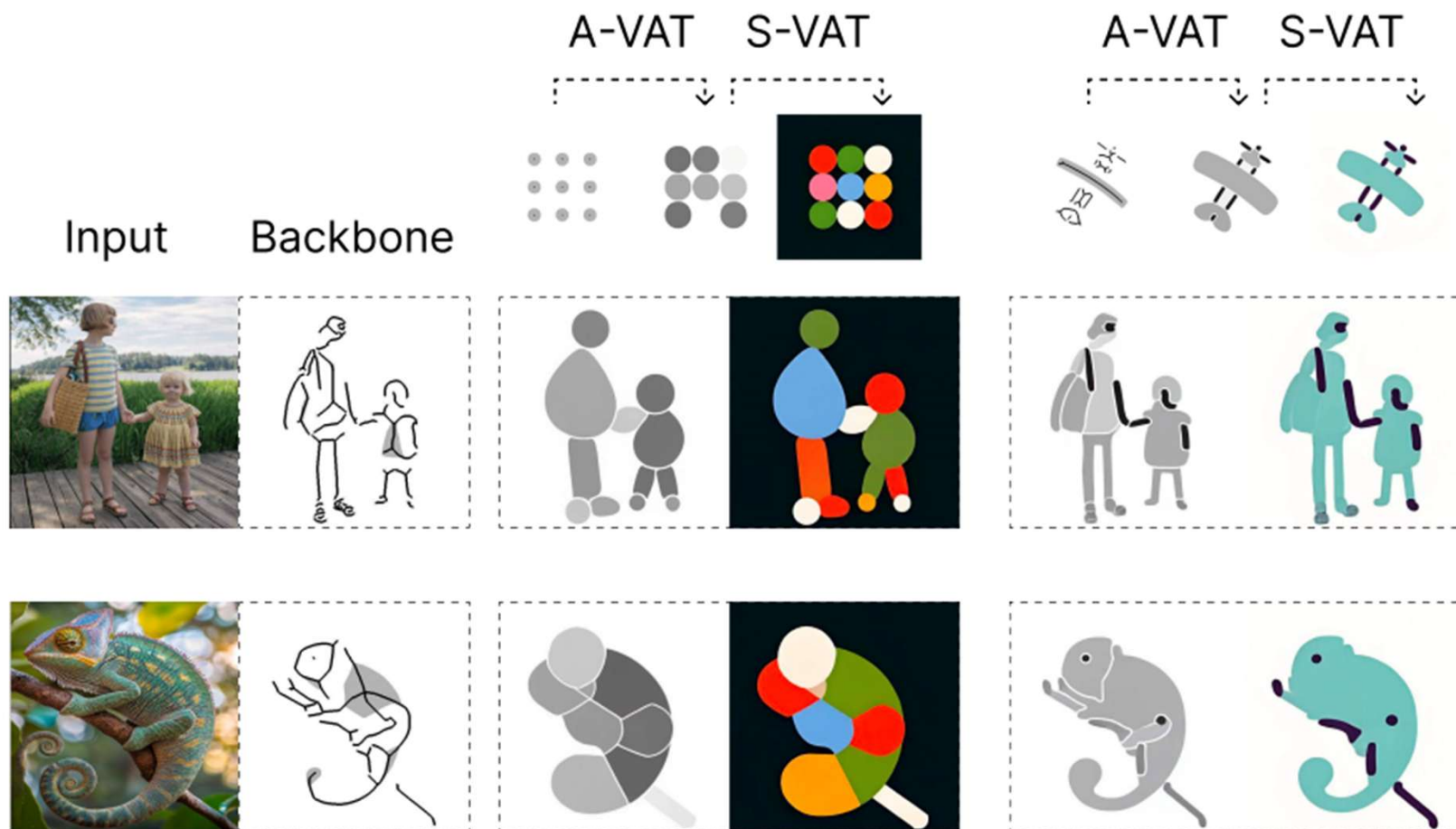
Setup

- **Backbone:** FLUX.1-Fill-dev
- **Resolutions:** 1024×1024 (2×2 analogy grid)
- **LoRA:** rank 16, batch 1, lr 1e-4, 1,000 steps
- **Training Pipeline:** A-VAT + S-VAT, two separate LoRAs; no joint training
- **Compute:** 1×A100 80GB / H100 80GB ~10min

Experiments



Experiments



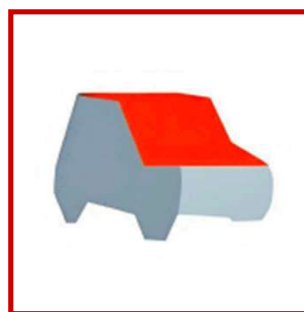
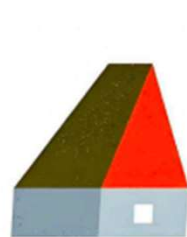
Experiments



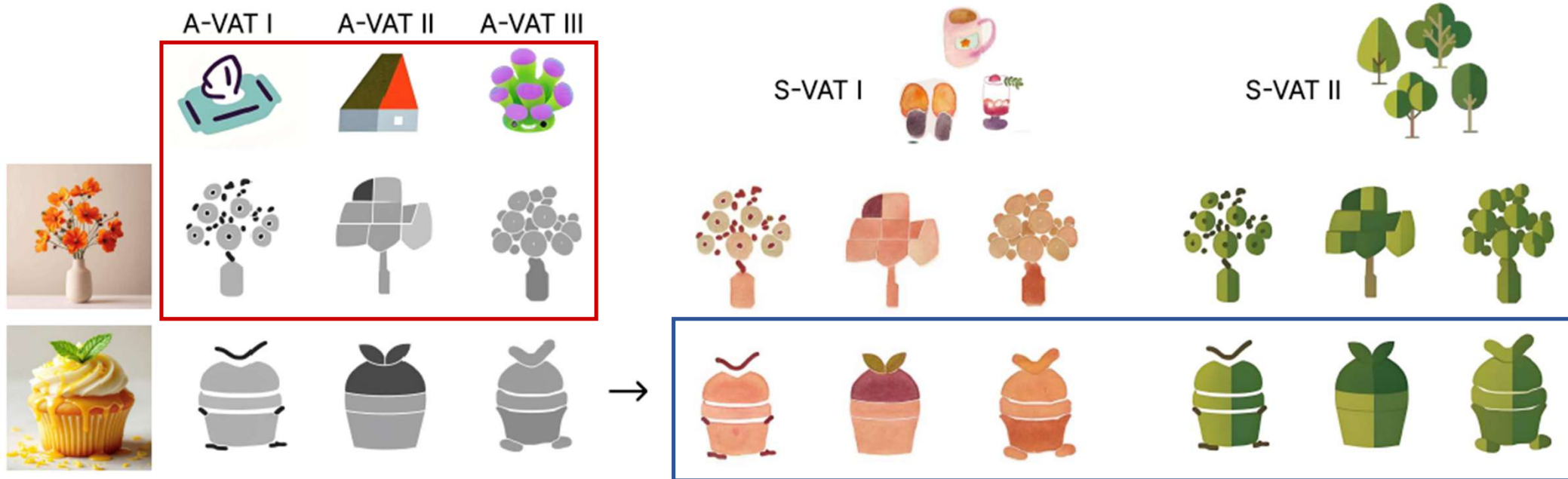
Experiments

Refer.

Target



Method



Comparison



Comparison

Input



Reference



StyleID



AttenDistill



StyleAlign



B-LoRA



ZipLoRA



K-LoRA



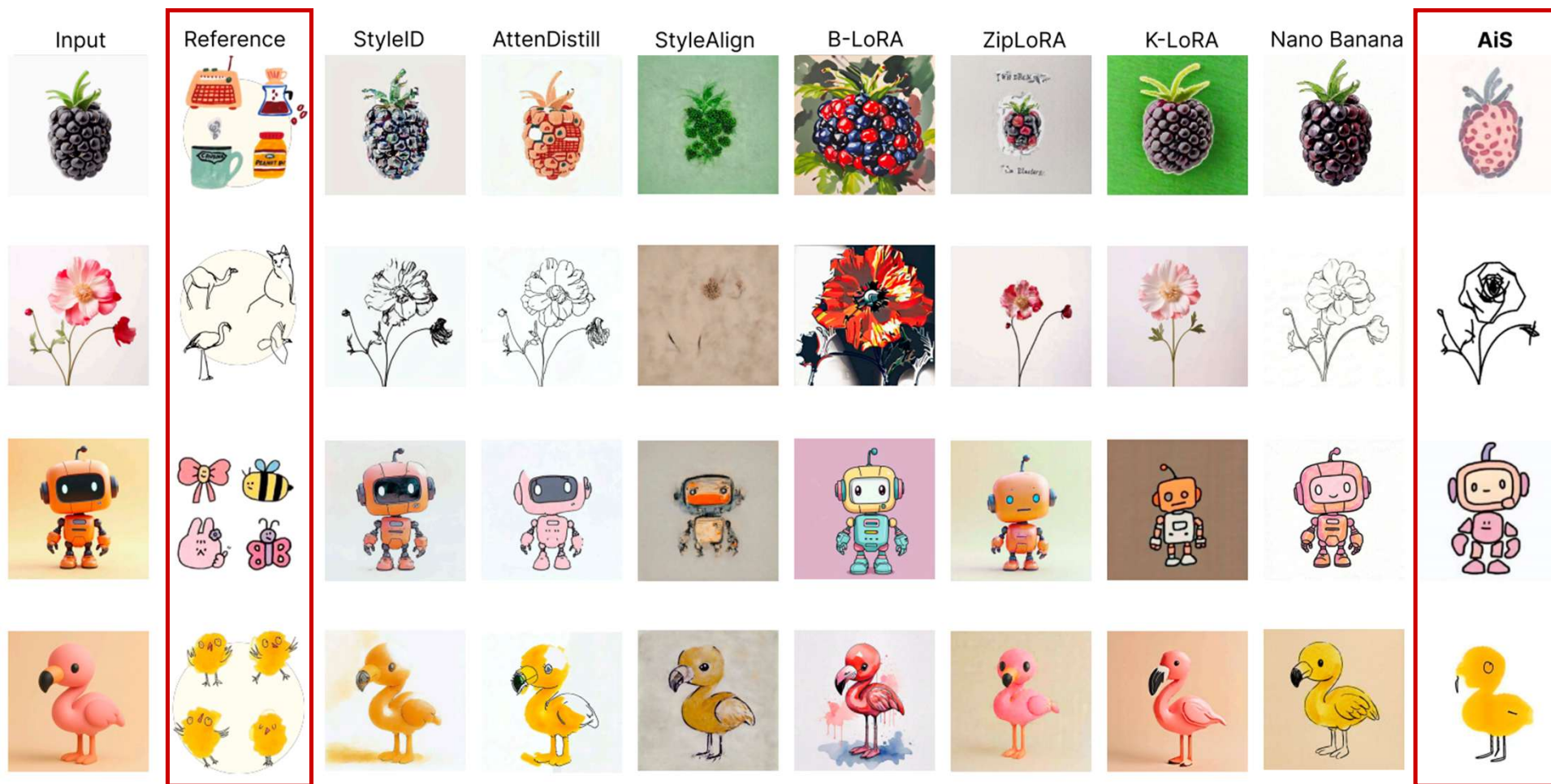
Nano Banana



AiS

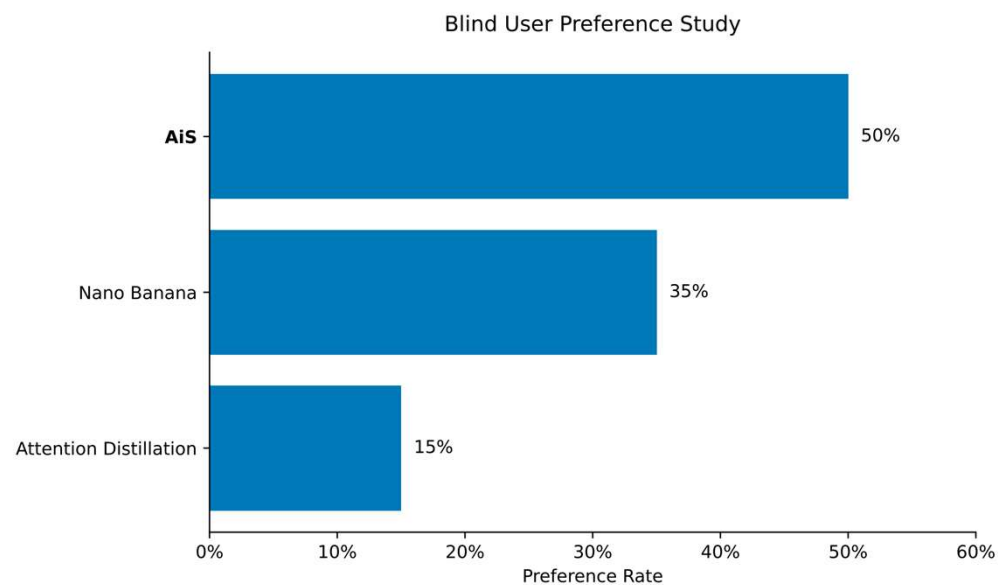


Experiments

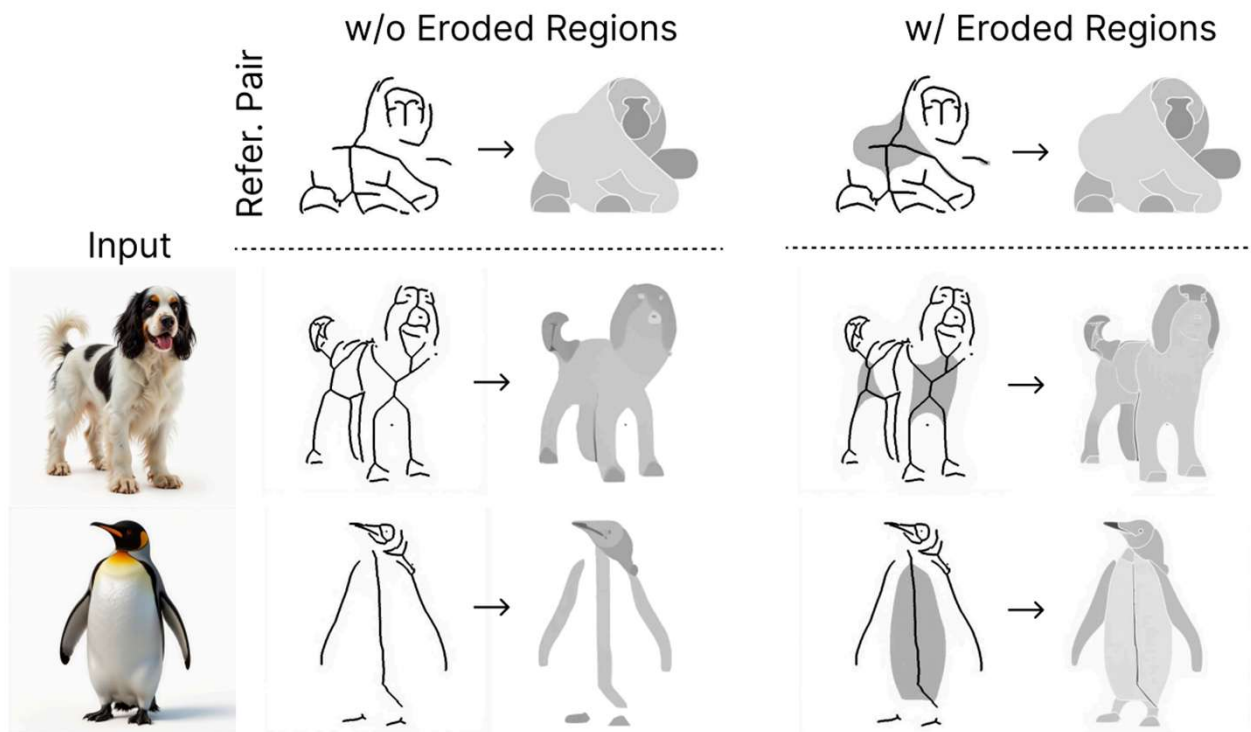


Quantitative Comparison

Metrics	StyleID	A.D.	StyleA.	B-LoRA	ZipLoRA	K-LoRA	Nano Ban.	AiS (Ours)
CSD	0.60	0.64	0.58	0.59	0.62	0.58	0.63	0.72 ↑
LPIPS	0.53	0.53	0.70	0.73	0.56	0.65	0.56	0.47 ↓

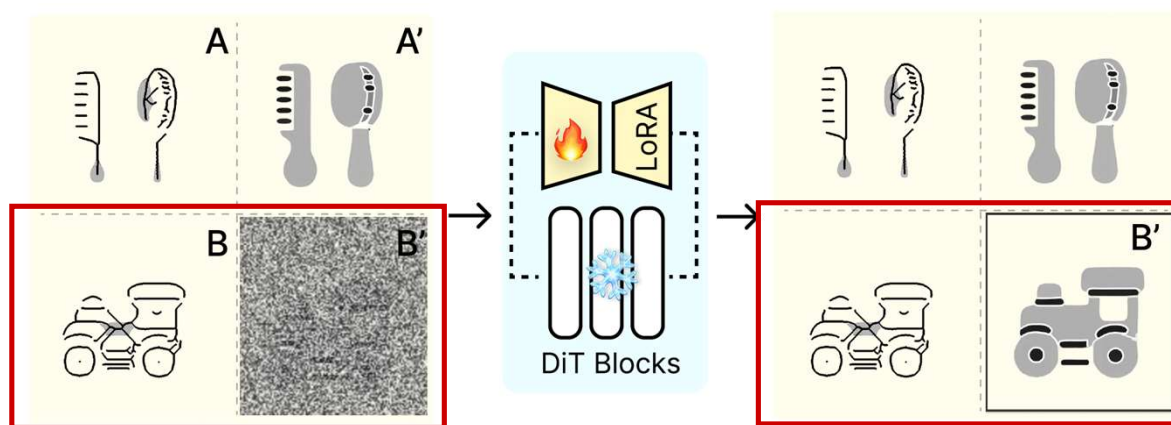


Ablation Study



w/o the eroded-region, the hidden backbone becomes overly sparse

Ablation Study



This is a four-panel image on a uniform solid-color background, hand-drawn in style, with the subjects highlighted and kept as simple as possible:

[TOP-LEFT]: Image of the structure of a subject.

[TOP-RIGHT]: An edited version of the [TOP-LEFT] image, transformed to *styvec* style.

[BOTTOM-LEFT]: Skeleton or structural image of another subject.

[BOTTOM-RIGHT]: An edited version of the [BOTTOM-LEFT] image, applying the same style transformation as used in [TOP-RIGHT].

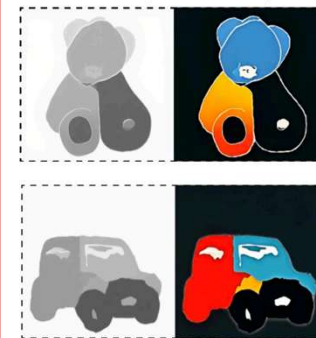
Reference



Target



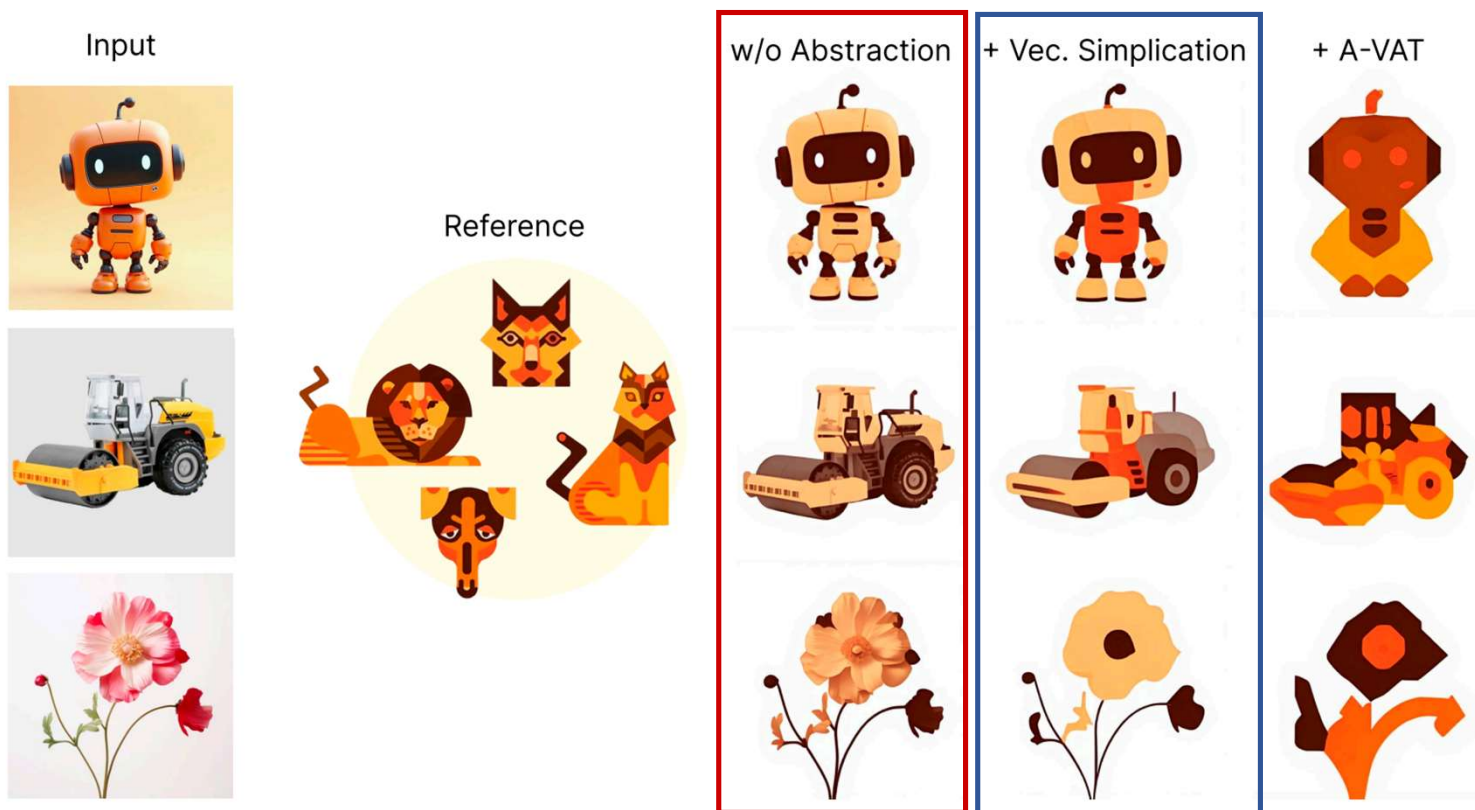
1×2 Composite Output



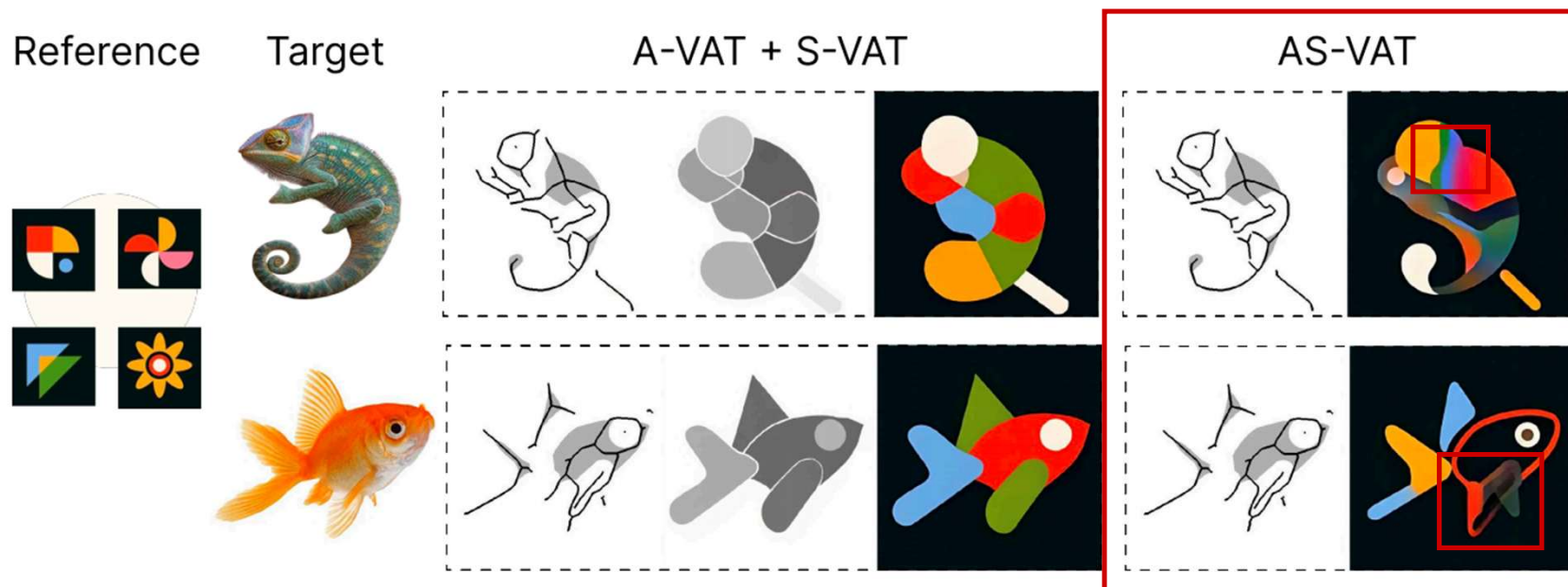
AIS Output



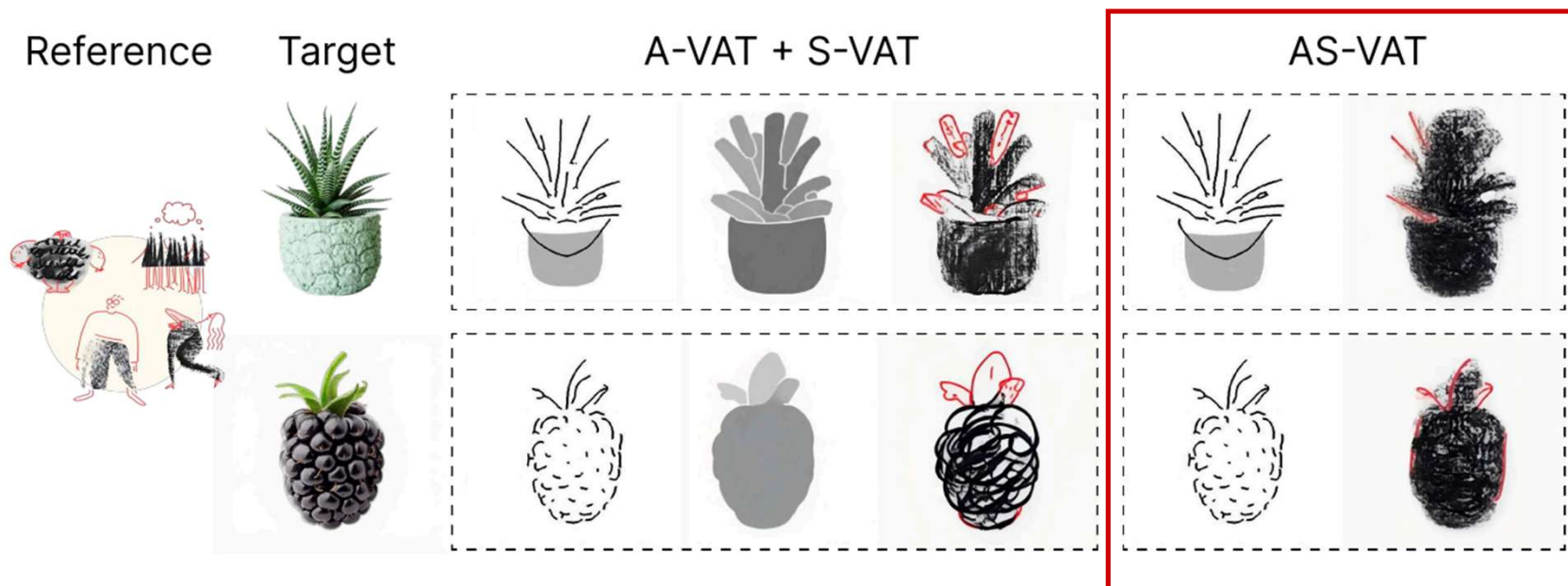
Ablation Study



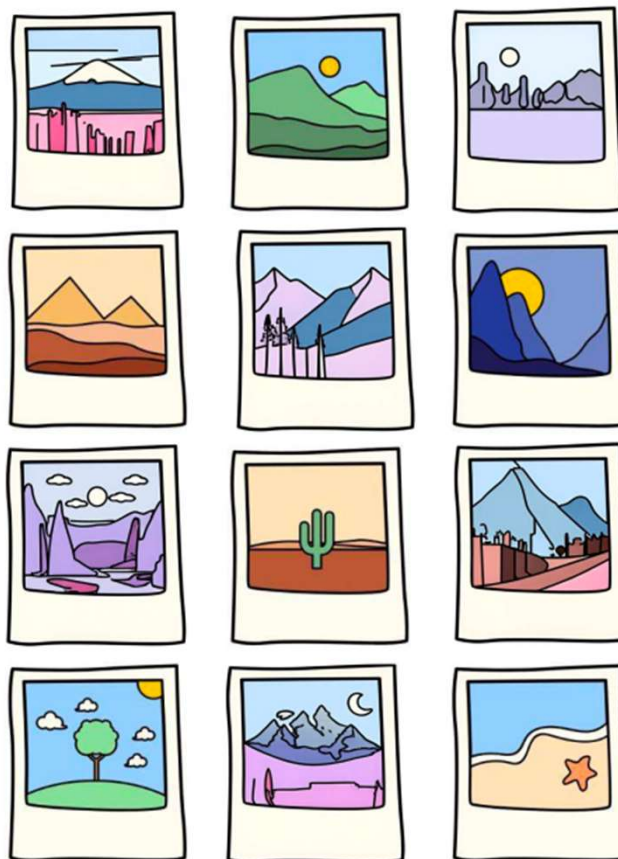
Ablation Study



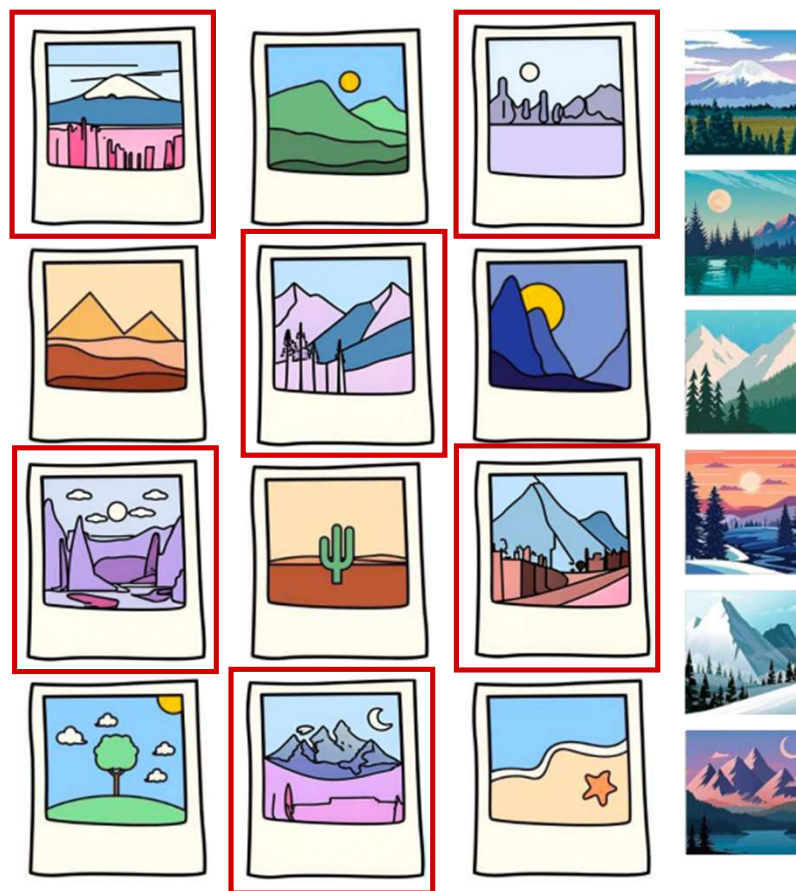
Ablation Study



Let's Guess

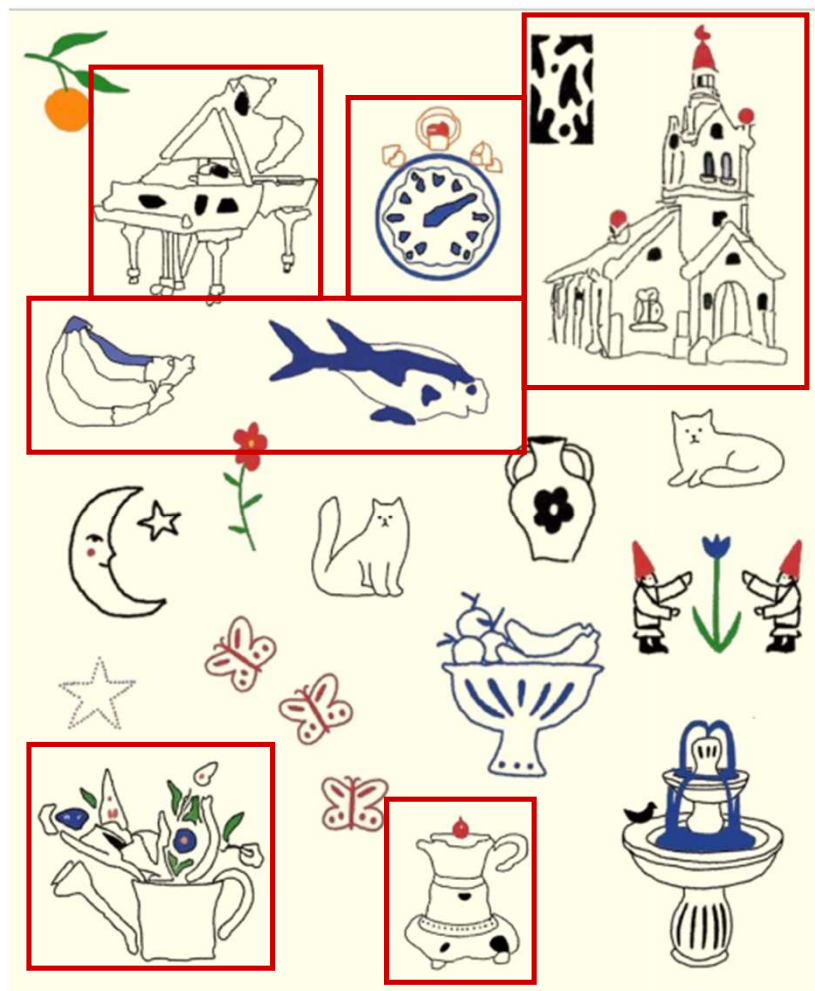


Let's Guess



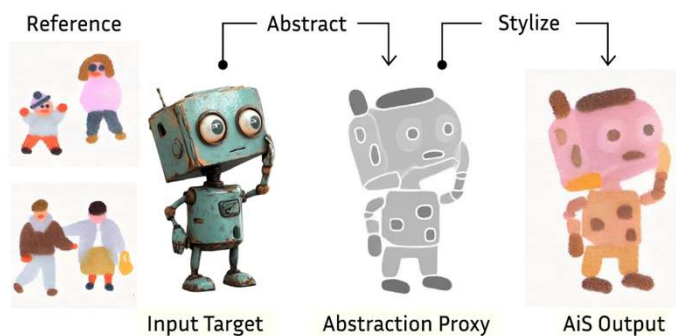
Experiments

Let's Guess



Conclusion

- two-stage framework, decouples structural abstraction and visual stylization
- addressing limitation of that rigidly preserve input geometry
- without requiring explicit geometric supervision or manual annotations
- supporting combination of different structural abstractions and visual styles



Thanks for listening!

Presenter: Jiangyue Zeng
2026.04.19