

**Title:** Saliency detection of textured 3D models based on multi-view information and texel descriptor (83809v1)

### **Basic reporting**

In this work authors proposed a an approach which captures the texture and geometry saliency, further it fuses texture feature and texel features. The method, called Multi-View-Saliency-Map Fusion (MVSM-Fusion).

### **Experimental design**

Authors performed basic level of experimental analysis to prove the validity of their approach. Their approach is not compared with state-of-the-art approaches.

### **Validity of the findings**

The performance of their method (MVSM-Fusion) is compared with Yang, DV-Fusion, MSGI operation and Simple-Net using the metrics viz. Pearson's Correlation Coefficient (CC), Similarity Metric (SIM), Earth Mover's Distance (EMD) and Normalized Scanpath Saliency (NSS).

### **Additional comments**

- The scientific writing style is missing in many places in this paper, authors needs to follow standard writing style to confirm the good flow of this article.
- Figure.1 needs to come after it is described in text paragraph.
- What is inferred from "Related works" section?
- Put numbering to all equations.
- Most of the references are old, only few references are from recent years.