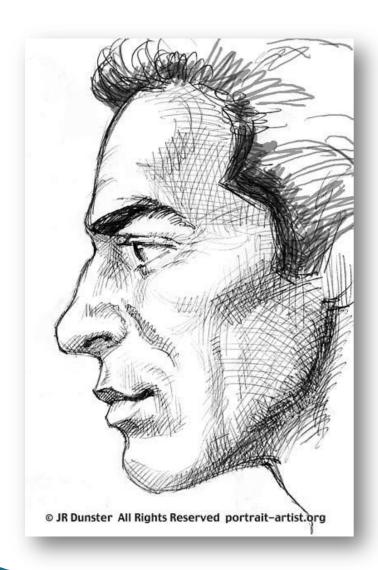
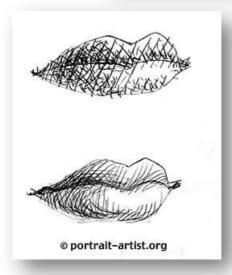
# Learning and Producing 2D Artistic Shadings of 3D Models

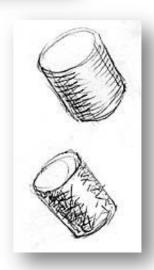
Sehoon Ha John Turgeson Karthik Raveendran

### Motivation

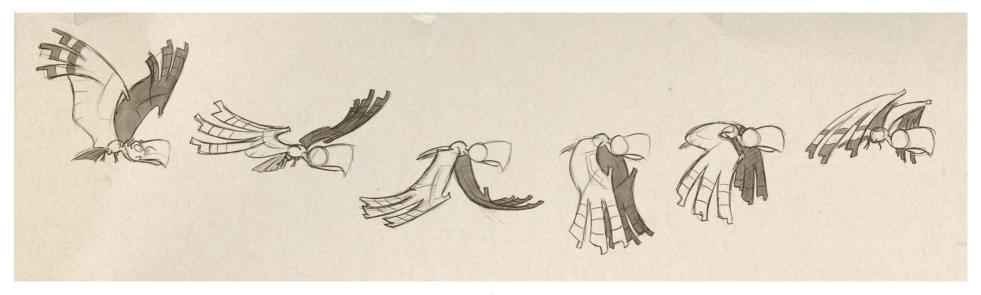






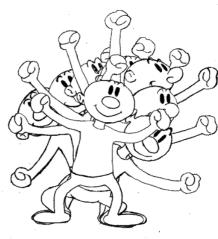


## Application: In-betweening

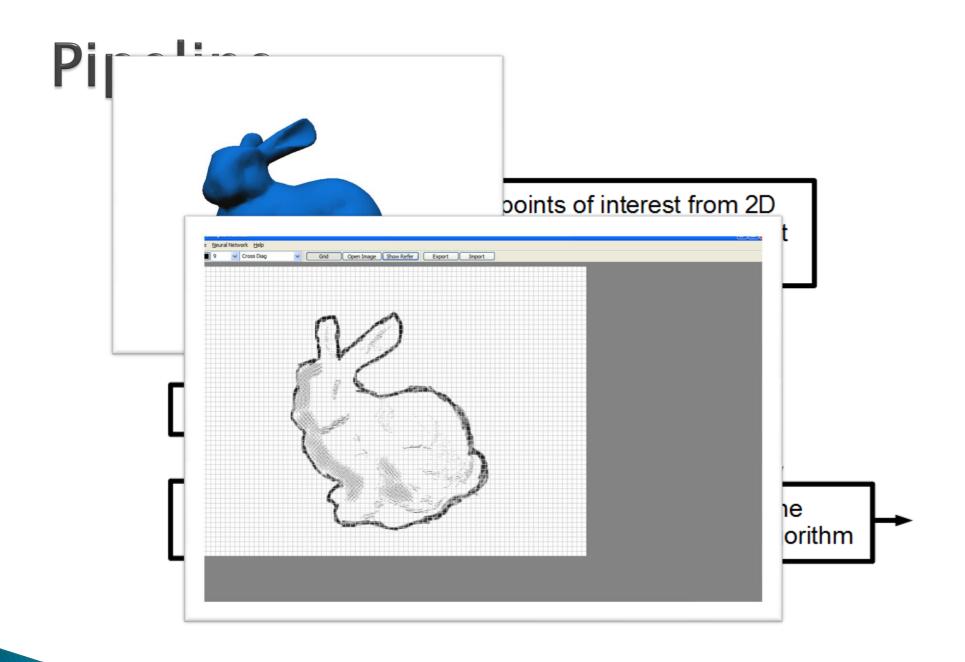




Running - Rich Diesslin © 1984,2003 Drawing for Animation

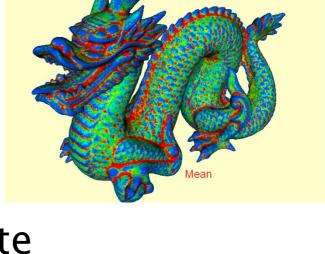


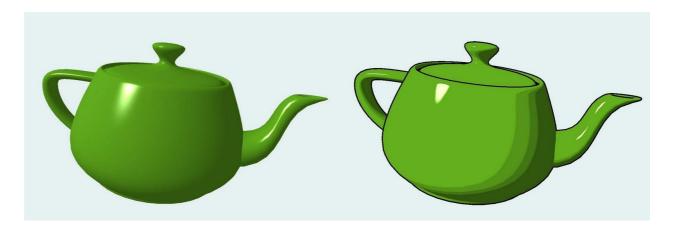
In-betweening - Rich Diesslin @ 1984,2003 Drawing for Animation



#### Feature Vector

- Diffuse component
- Distance from camera
- Mean curvature
- Distance to closest edge
- Is the closest edge a silhouette edge?





#### Classification Vector

- Intensity
- Brush Size
- Brush direction
- Brush Type
  - Solid

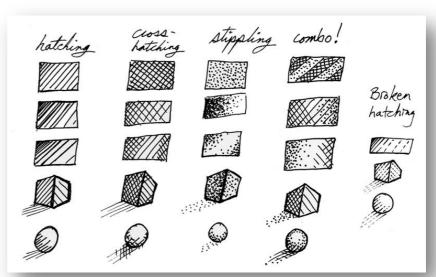


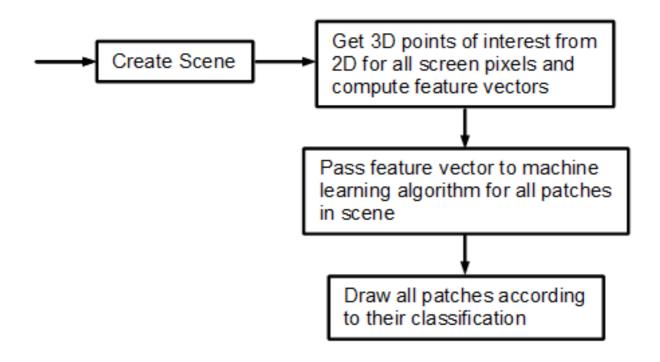
Image from: http://bradalbright.blogspot.com/

- Line uses mouse velocity to determine hatching
  - Diagonals (forward, backword, cross)
  - Stripes (horizontal, vertical)
  - Cross

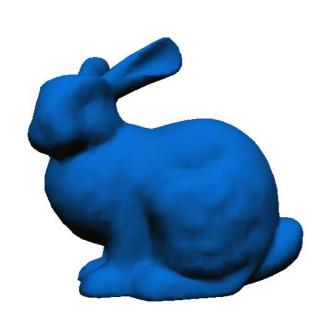
### Learning Algorithms

- Neural Network (3 layers, 13-15 hidden neurons)
- kNN (5 neighbors)

## Synthesizing New Images

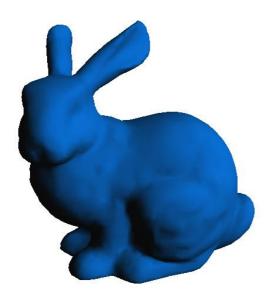


## Results: Bunny Reference





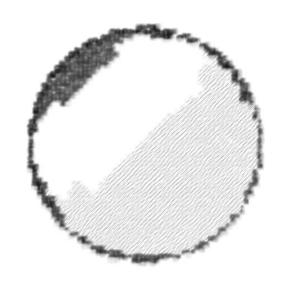
# **Bunny Synthesized**



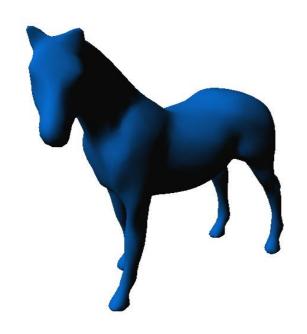


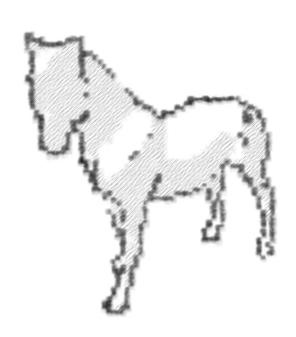
## Applied to other shapes



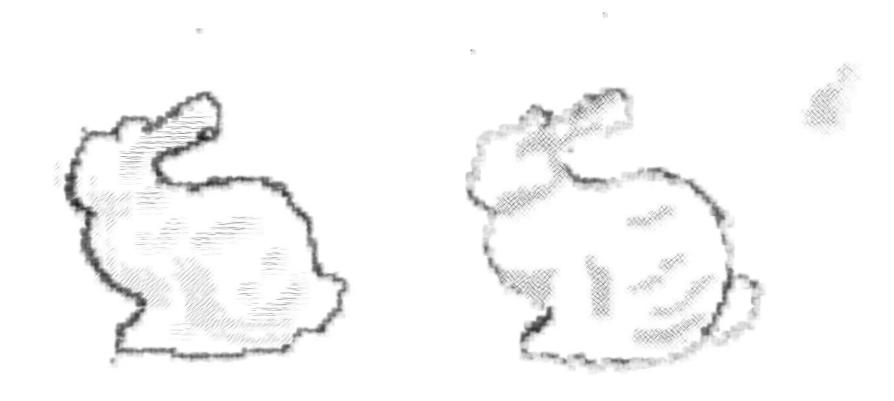


## Applied to other shapes

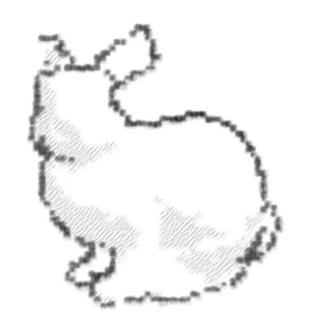




## Capturing different styles

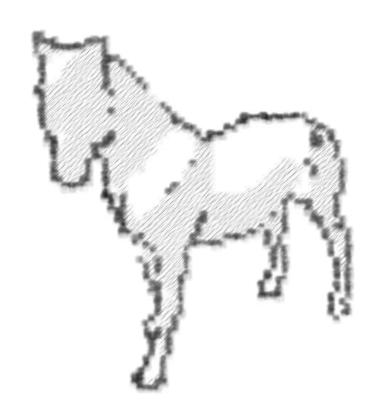


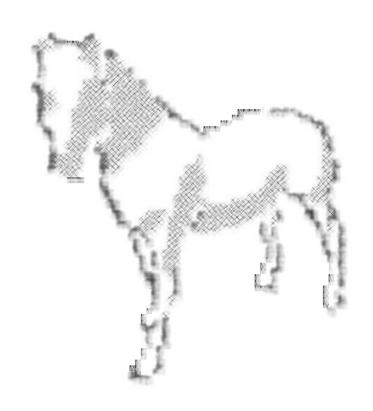
## Style comparison





# Style Comparison





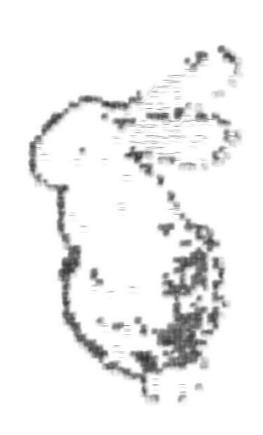
### Neural networks vs. kNN



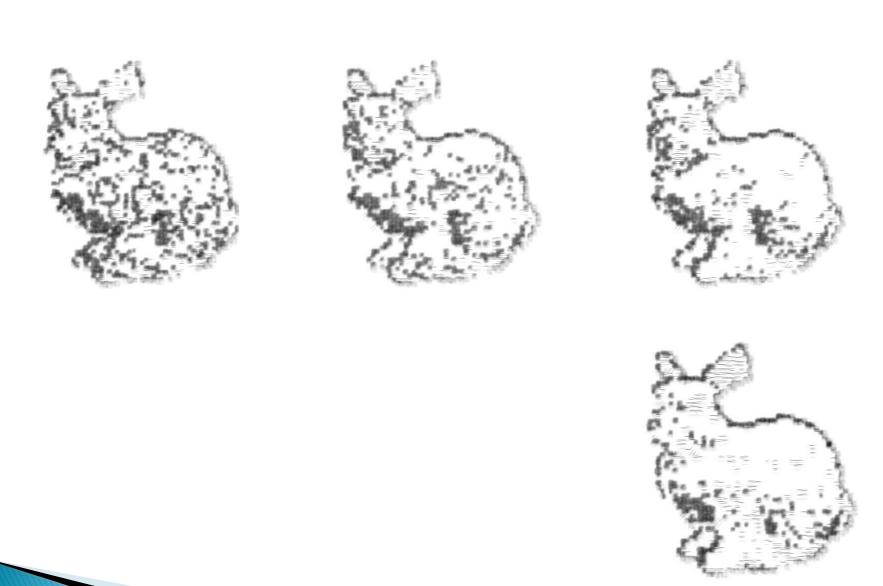


### Neural networks vs. kNN

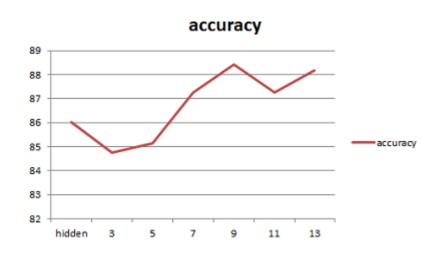


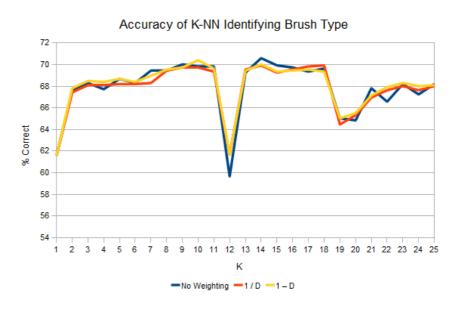


## kNN: Number of neighbors

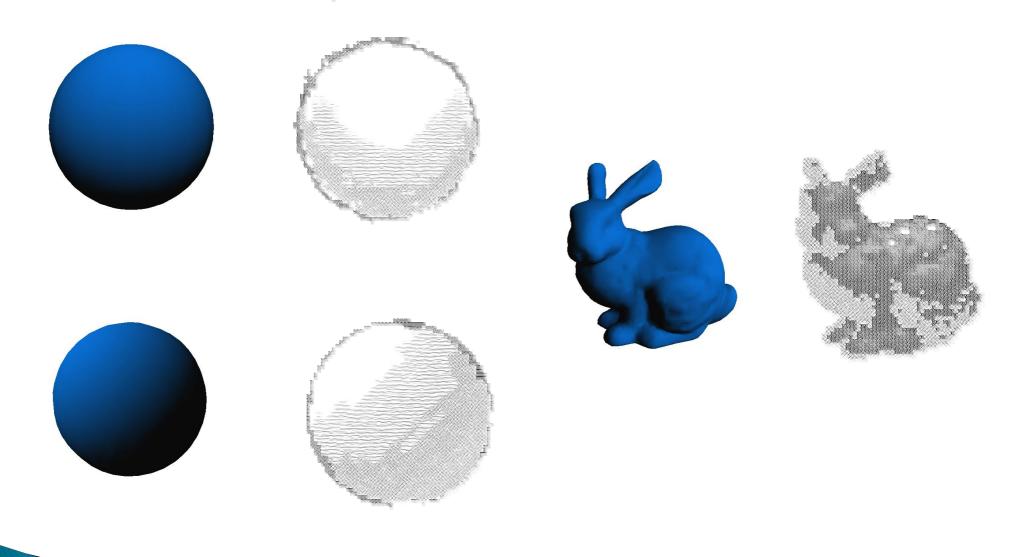


### Accuracy on training data

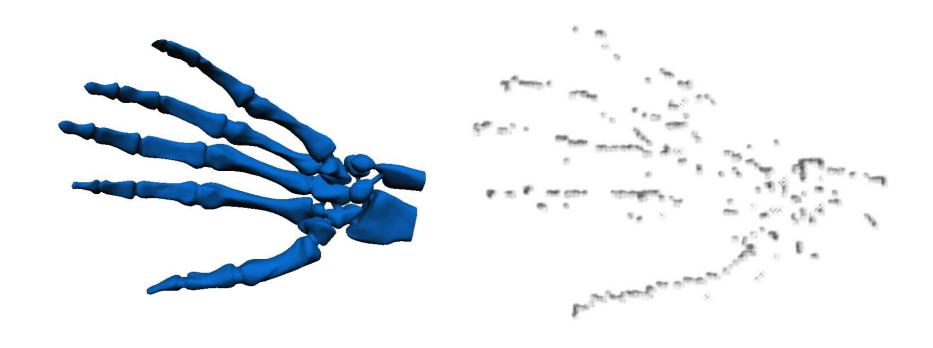




# The not-so-good results



## The not-so-good results



#### Conclusion

- Successful synthesis of images after learning the style of an artist
- Neural networks produce more consistent results compared kNN

### Questions?

Thank you for coming to the last day of talks!