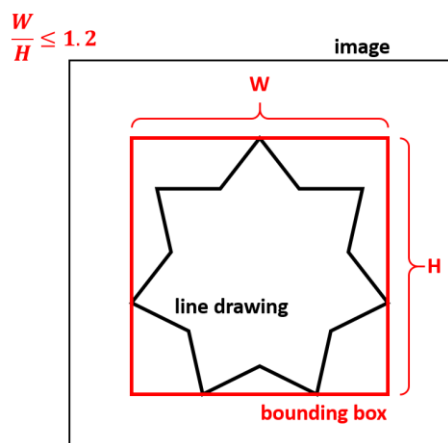## Input line drawings

For the input images, we use only rasterized images and .JPG is the best (PNG is also fine).

One thing should be careful is that our system calculate the bounding box of the line-drawing pattern and use it to extract line-drawing. Please make sure the ratio of width/height is lower than 1.2, or it would be applied non-uniform deformation.

Script

User need to use script file to determine the input line drawings. Following is the example format.

3	**// The number of input line drawings**
example_line_drawing\deer.jpg	**// Input line drawing file path**
example_line_drawing\christmasHat.jpg	**// Input line drawing file path**
example_line_drawing\airplane.jpg	**// Input line drawing file path**
1	
XXX	**// The input file**
1	
181120_t3	**// The output file name**

Standard pipeline

1. Open the "**MVWA.exe**" and input "**0**" to generate voxel structure
2. Open the "**SkeletonExtraction.exe**" to extract skeleton.
3. Back to "**MVWA.exe**" and input "**1**" for getting the 3d model composed by triangle mesh. The .obj file is placed in **Results\objModel** folder.