Painterly Rendering for WebGL

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Figure 1: *Spring Training 2009, Peoria, AZ.*

Abstract

TODO.

Keywords: radiosity, global illumination, constant time

1 Introduction

TODO.

(Link to GitHub and hosted url)

1.1 Related Work

TODO [Meier 1996].

2 Painterly Rendering System

2.1 Algorithm Overview

Our system takes as input a set of three.js geometries and a list of rendering parameters for each geometry, as well as a list of three.js directional lights. It outputs to a three.js WebGL renderer in any supporting browser.

TODO.

2.2 Stroke Selection

TODO.

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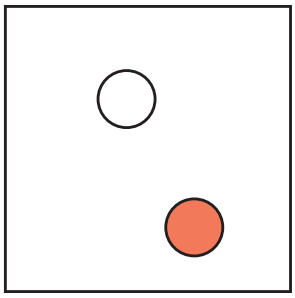

Figure 2: *Sample illustration.*

3 Stroke Rendering

3.1 zQuality

TODO.

3.2 Gradient Estimation

TODO.

3.3 Layering

TODO.

3.4 Parameters List

TODO.

4 Results

TODO.

5 Limitations

TODO.

6 Future Work

TODO.

7 Conclusion

TODO.

Acknowledgements

(TODO) Three.js

References

MEIER, B. J. 1996. Painterly rendering for animation. In *Proceedings of the 23rd Annual Conference on Computer Graphics and Interactive Techniques*, ACM, New York, NY, USA, SIGGRAPH '96, 477–484.