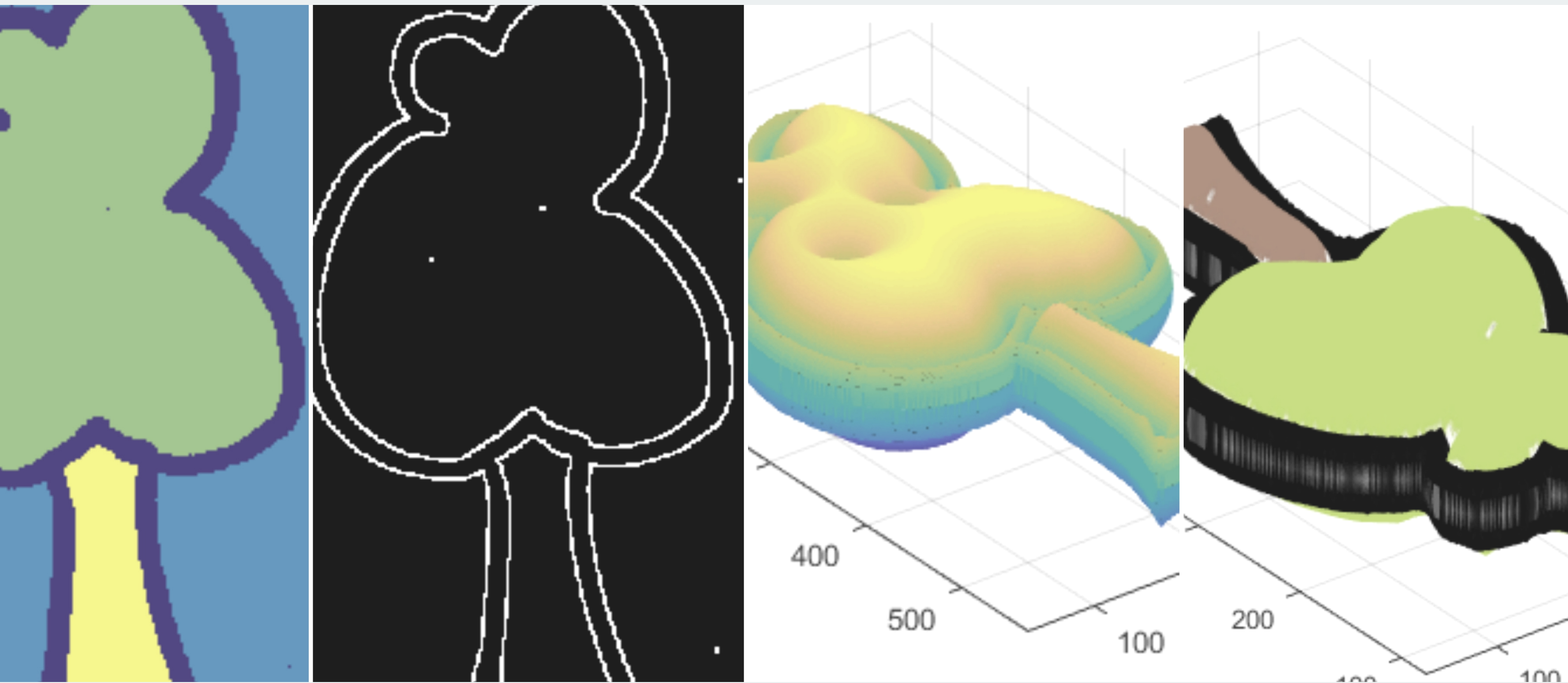


2D SKETCH TO 3D MODEL

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PROBLEM STATEMENT

Design a system to create 3D scene using objects synthesized from paper drawings and sketches. The users, in general children (as children love drawing), draw a 2D sketch/cartoon on paper. Our system uses that sketch as a marker and generates a 3D model for the same 2D sketch in a Virtual Reality environment.

OUR APPROACH:

1. Image Boundary Extraction and Outline Maps
2. Region Maps
3. Distance Maps
4. 2D to 3D -- Inflation
5. Texture mapping in Unity