1 Summary

The main contributions of this work are listed below:

1. We develop an efficient, sketch-guided, and ODE-driven primitive deformer to create a base mesh. It can deform primitives to exactly match the generated silhouette contours.

2. We develop a shape generator to add 3D details to the base mesh.

3. Our method automates shape manipulation, avoids tedious manual operations, can deform primitives to match the generated silhouette contours quickly, and is powerful in achieving different shapes of a primitive.

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