



Hatching

WOSC

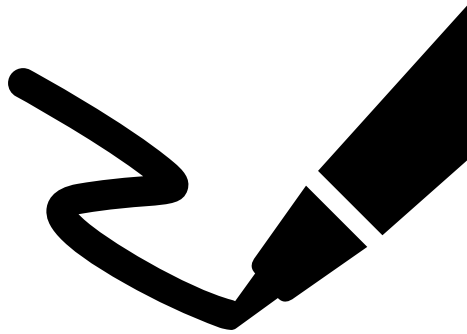
Christoph Vögele

Was ist Hatching?



Non realistic rendering

Artistic rendering



handdrawn

Gewählter Ansatz

Real-Time Hatching

Emil Praun
Princeton University

Hugues Hoppe
Microsoft Research

Matthew Webb
Princeton University

Adam Finkelstein
Princeton University

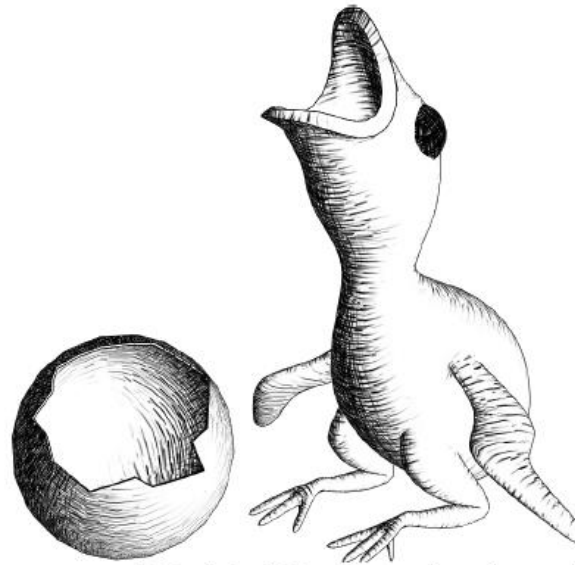
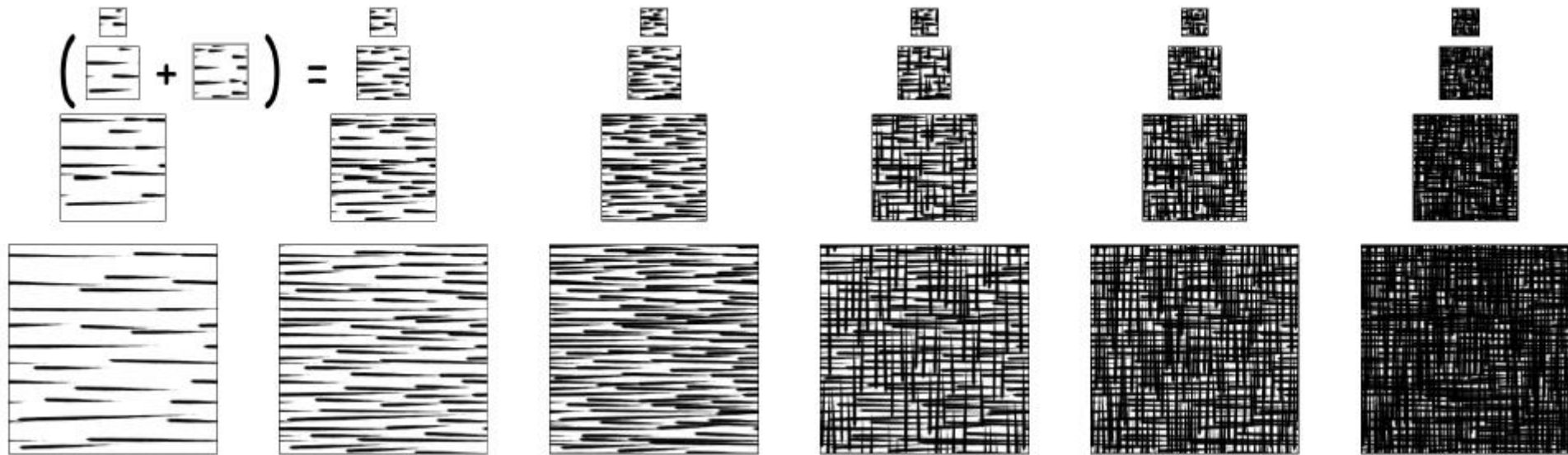


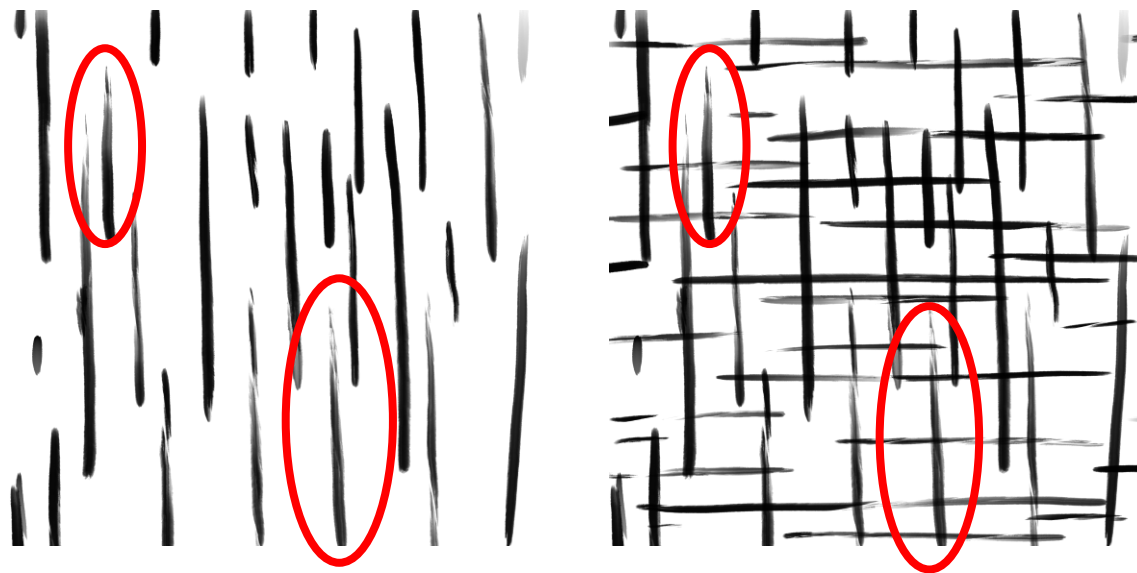
Figure 1: 3D model shaded with hatching strokes at interactive rate.

Gewählter Ansatz



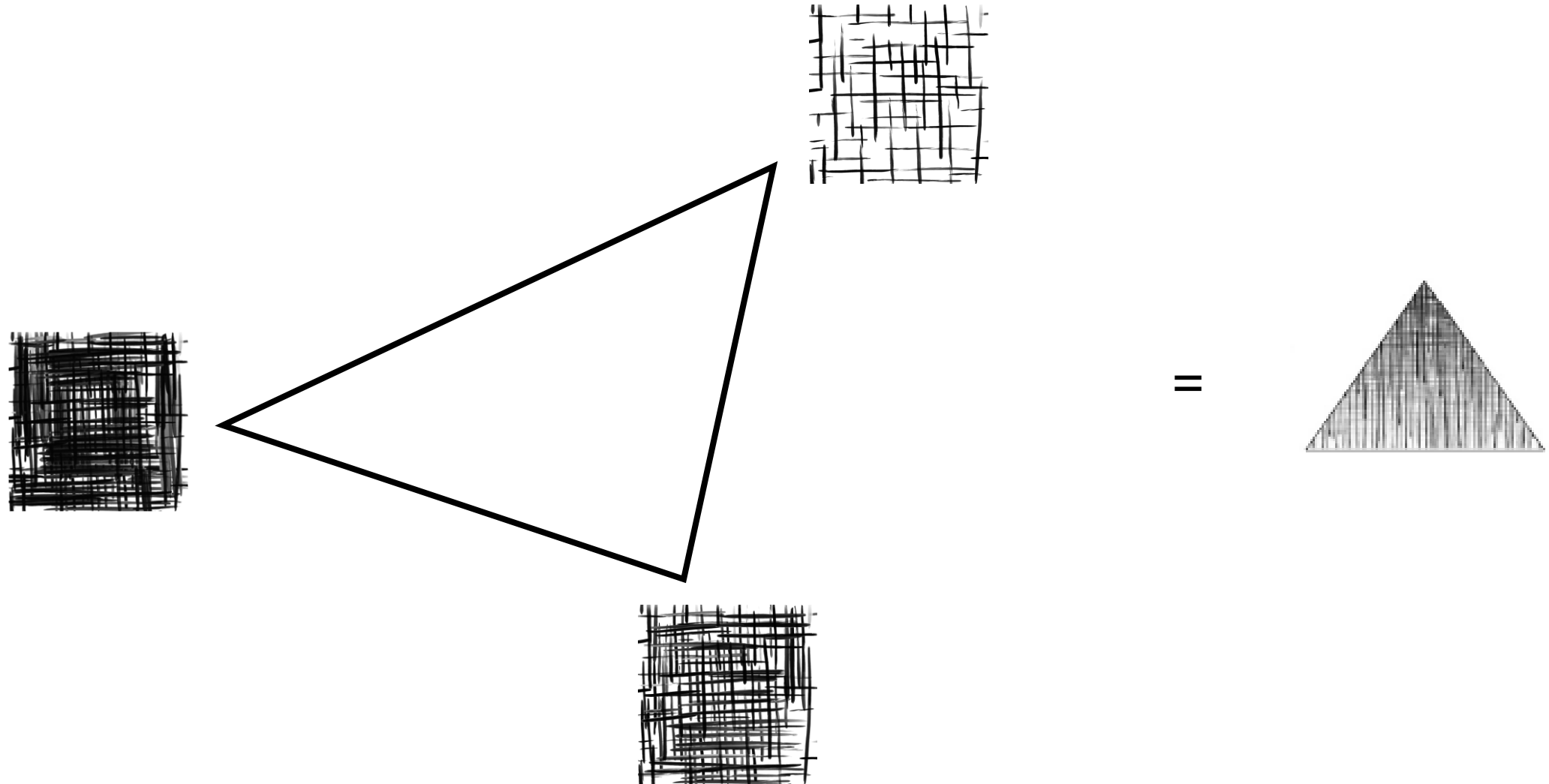
tonal art maps = TAM's

TAM's?



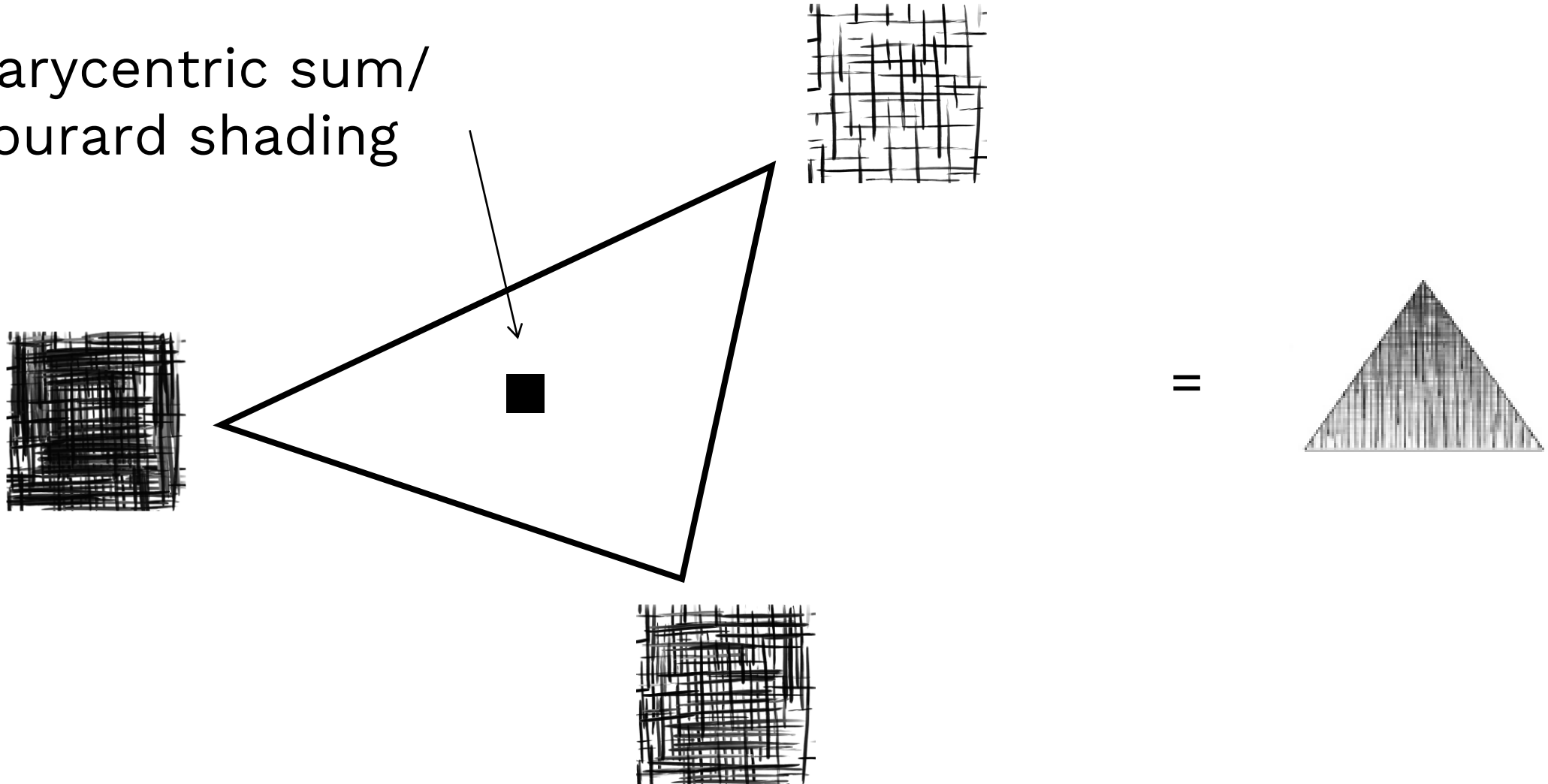
Nesting property

Der Ansatz im Paper ist alt.



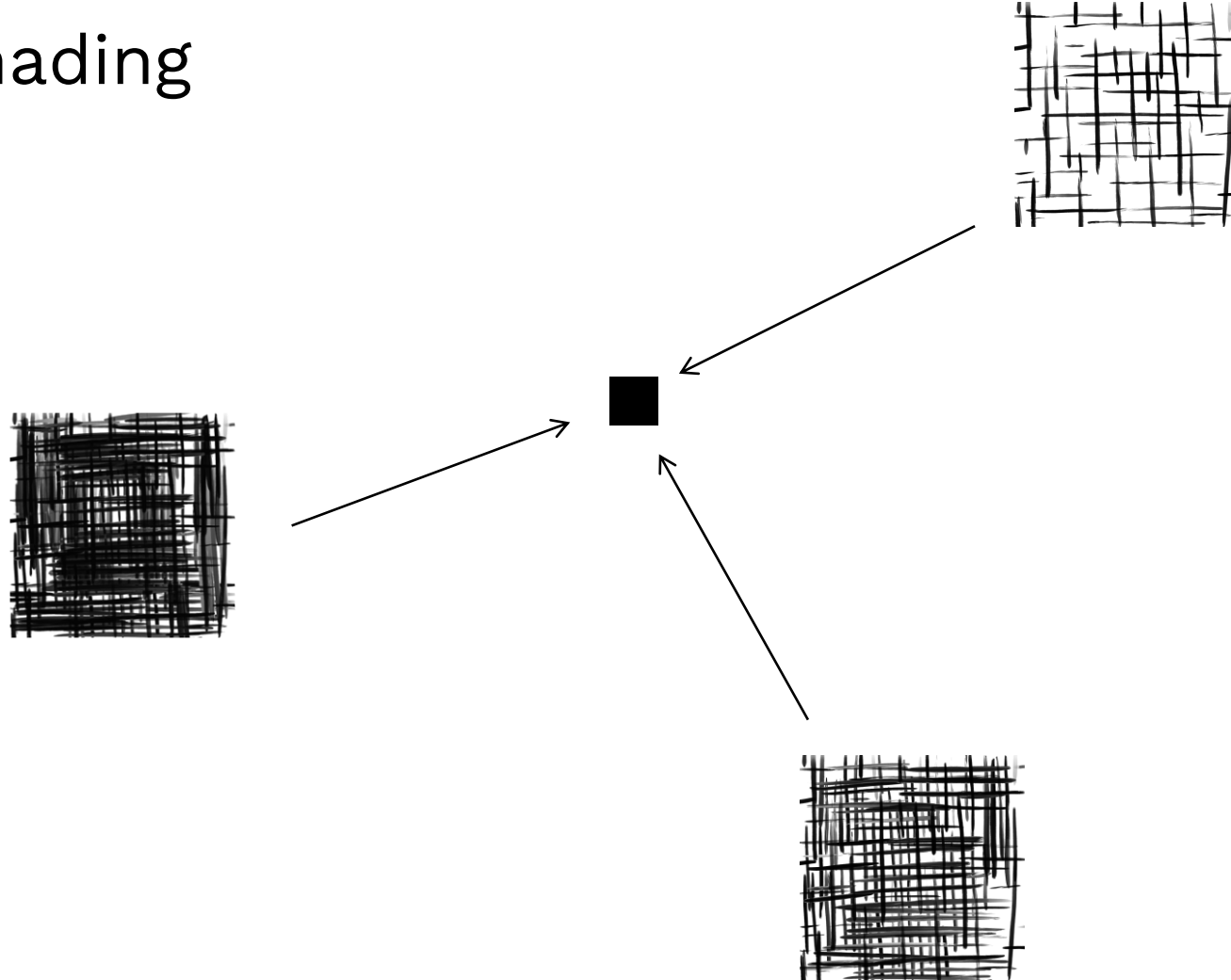
Der Ansatz im Paper ist alt.

Barycentric sum/
gourard shading

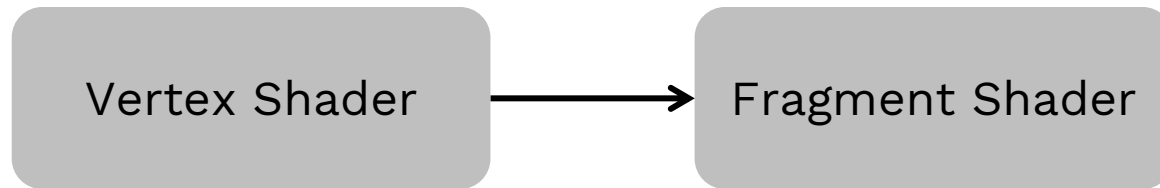


Unterschied zum Paper

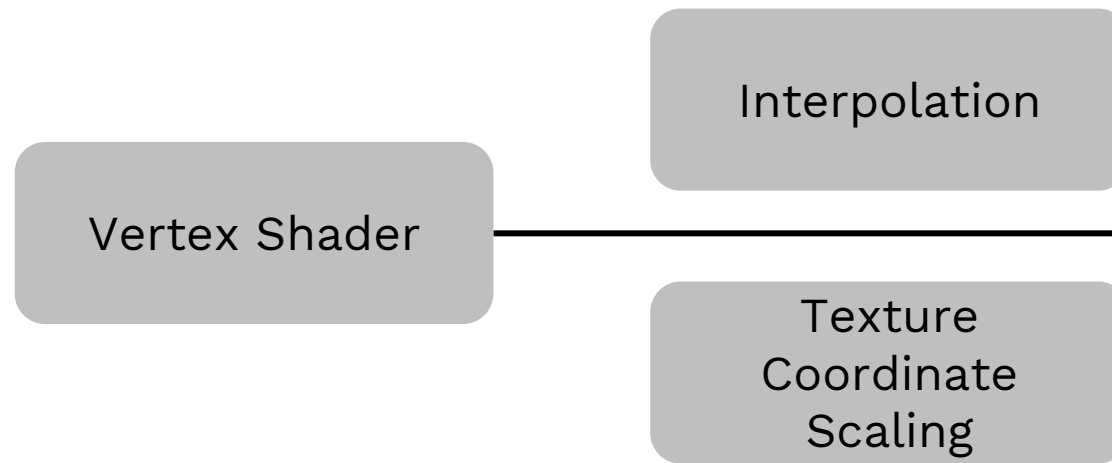
fragment shading



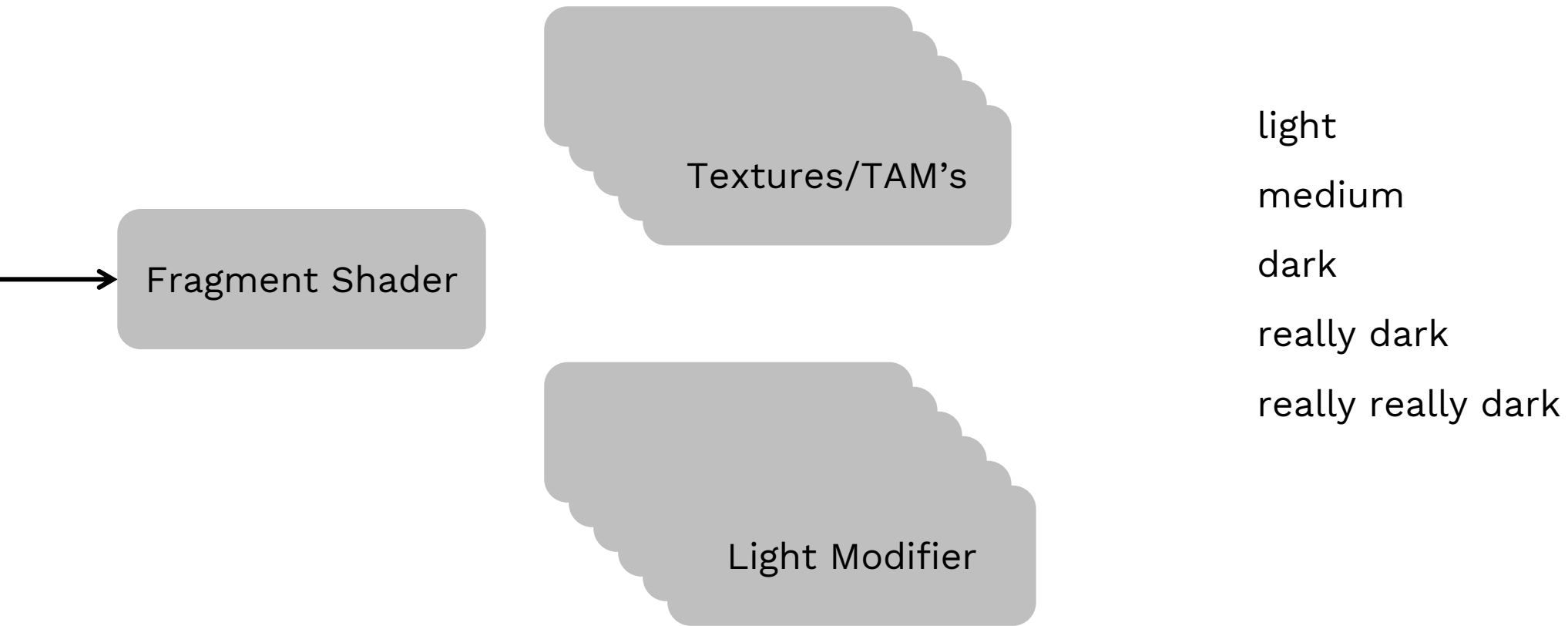
Was machen die Shader?



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Was machen die Shader?

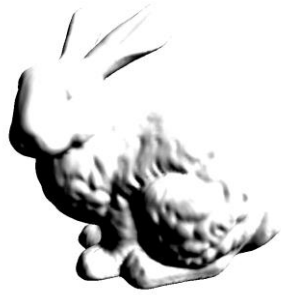


light modifier?

really really dark



really dark



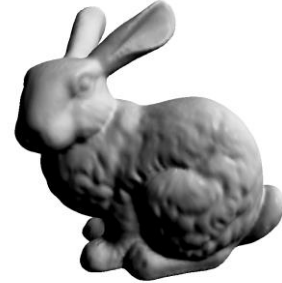
dark



medium



light



* textures

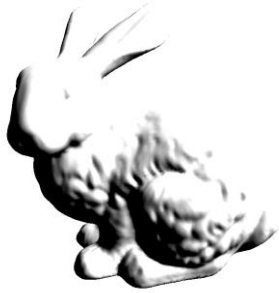
really really dark



*



really dark



*



dark



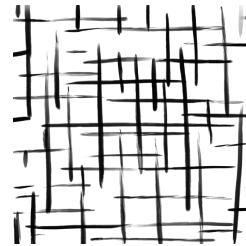
*



medium



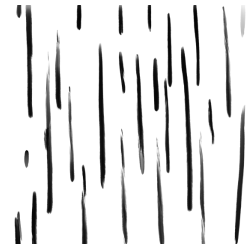
*



light



*



really really dark



*



=



really dark



*



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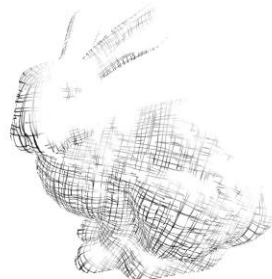
dark



*



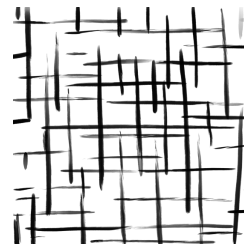
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medium



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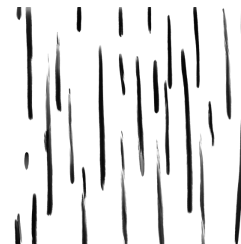
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light



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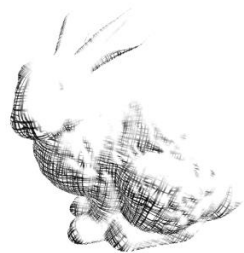
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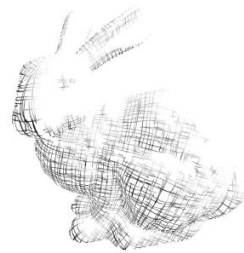
= final result



+



+



+

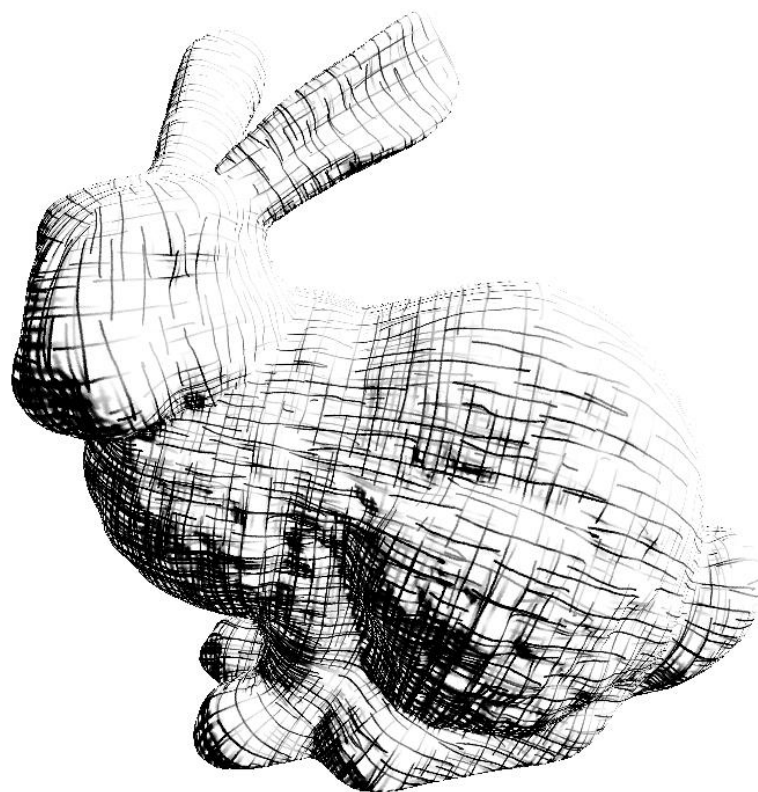


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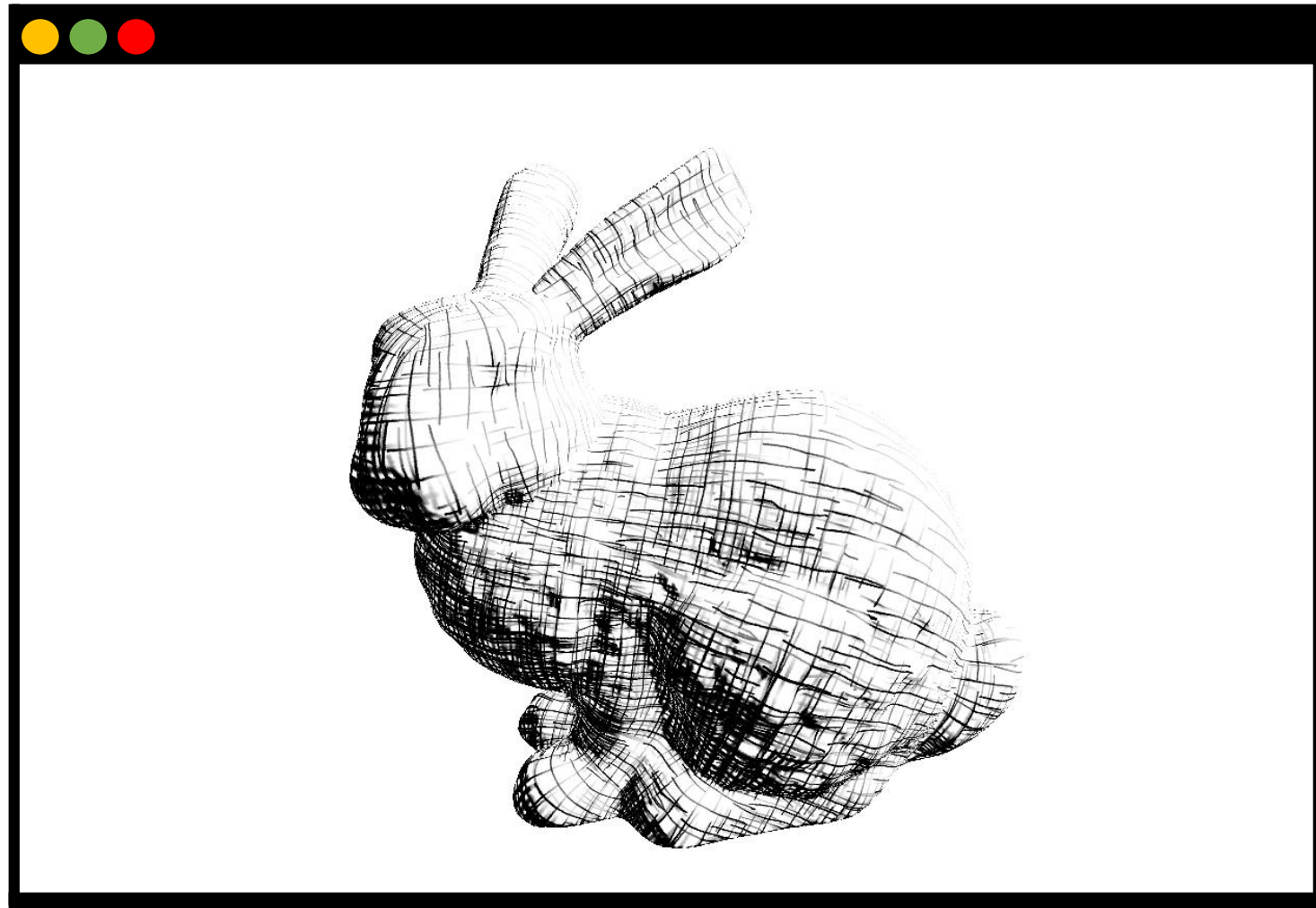


= final result

=



= final result



bunny

