COMP 5411 Programming Assignment 2 Report

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Abstract

This is the report for the programming assignment 2 of COMP 5411 by Mu Cong DING. I only implement the naive Laplacian surface editing without rotation estimation.

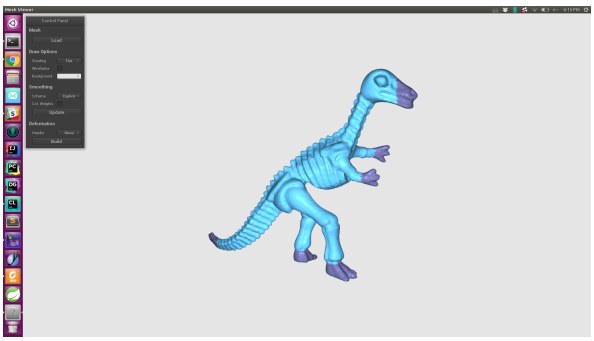

Figure 2: dinosaur after editing

1 Laplacian Surface Editing on Dinosaur

Before editing:

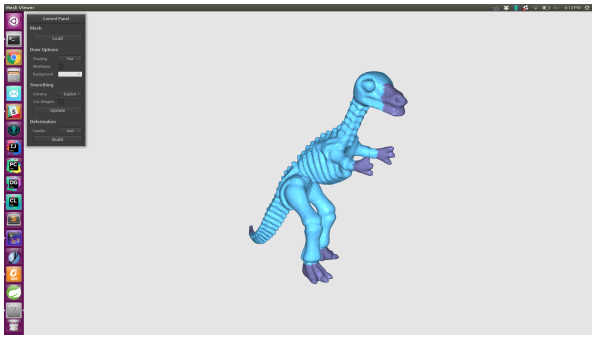

Figure 1: original dinosaur

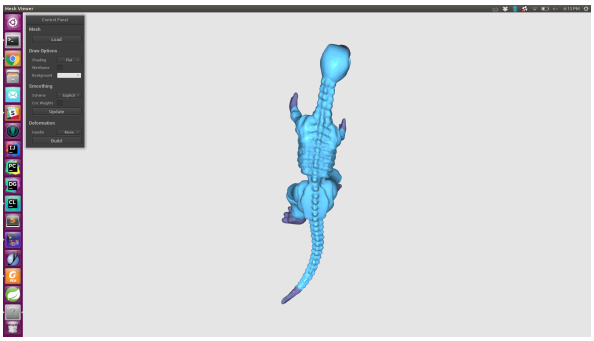

Figure 3: dinosaur after editing

After editing:

2 Laplacian Surface Editing on Feline

Before editing:

Figure 4: original feline

After editing:

Figure 5: feline after editing

Figure 6: feline after editing

Figure 7: feline after editing

3 Laplacian Surface Editing on Knight

Before editing:

Figure 8: original knight

After editing:

Figure 9: knight after editing

Figure 10: knight after editing

Figure 11: knight after editing

4 Conclusions

From the result we can see that Laplacian surface editing preserves the object's surface shape when handles and boundaries are moved under constraints. However, from the result of knight after editing we can see that rotation is not automatically generated along the moving parts of the object if we are using the naive Laplacian surface editing.