

Alongside fostering creativity, the process is designed to question the growing interaction between humans and machines. As such, the interaction is not innocuous, even though, contrarily to our daily experience, we have made the machine impact as explicit as possible with its recognizable blue contributions. For instance we were able to generate aesthetic full-stack painting. In stark contrast, direct stylization of 3D shapes or non-realistic modeling has received far less attention. based on position and normal guidance Given a point cloud our algorithm is able to recognize multiscale ridge-valley features by judging the distance from the current point to the curvature extreme point.