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the main contributions of this paper are as follows. In professional industries such as visual effects and video games, trained modelers are still required to meticulously create non-realistic geometric assets. With the on-going technological revolution, the human-machine interaction is deeply evolving. Some recent work suggests that neural networks can jointly learn the template parameterization and optimize for the alignment between the template and a 3D shape or 2D images. The designers of visualization processes must understand the point-of-view component and tasks. All these notions have a lot in common, yet there is a major discrepancy in the terminology and basic understanding about visual abstraction in the context of visualization.