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Typically, classes and methods are hierarchically grouped into increasingly abstract constructs such that implementations of particular functionality can be shared among many different elements. They then attempt to output a transformation that results in higher visual quality, removal of noise, or addition of effects. The user can manipulate the latent codes to control the motion and appearance smoothly in the latent space. We present a 3D stylization algorithm that can turn an input shape into the style of a cube while maintaining the content of the original shape.