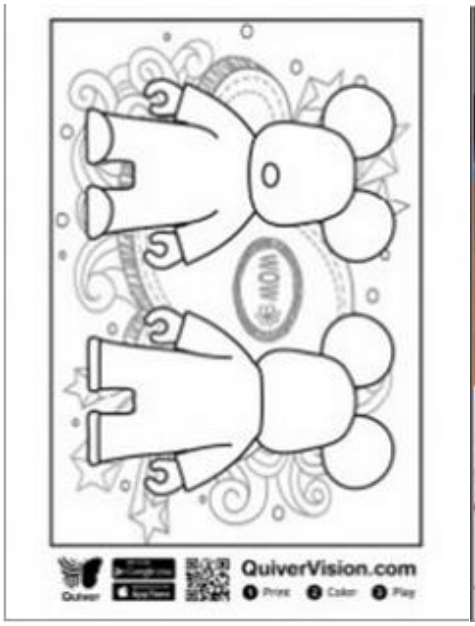
1.2.4 Common presentation methods of recognition Images

In the process of making recognition map, there are two different effect tendencies according to different methods. One is the orthogonal recognition map, which is rigid but the model is naturally painted. The other is the non-orthogonal recognition map, which is vivid and vivid. However, there will be serious dislocation and stretching of the color on the model.

Take a look at ColAR Mix's official display of several identification diagrams and the corresponding relationship between the model.

Firstly, the recognition graph of orthogonal view class.



The first image shows that Mickey Mouse-like characters stand in a standard posture, and the recognition image has both front and back views. This method will make the map more complete on the model, you can see that there are some stretches and seams on the model, but it is not obvious.

The second picture mainly shows the flag. The wireframe in the picture itself is a complete UV unfolding figure. This type of recognition map is the simplest to handle in the UV matching phase of the color AR project. At the same time, it minimizes the stretching of the texture, but also reduces the beauty and storytelling of the recognition map.

Let's look at the correspondence between some recognition Images of non-orthogonal classes and the model.

The first shark wire frame is a typical story-based recognition map. It can be seen that the picture itself is very storytelling, which makes the shark have dynamic swimming and attacking actions. But the model shows that the color stretching of the above map is very serious. Because the picture is an official publicity map, the way of painting and the angle of selection try to avoid showing the stretching part, but still can see the obvious stretching at the shark's

head and fin, and the effect of the second cartoon crocodile is the same.

In the Demo, we use orthogonal method to make model images in recognition map, a front globe, a back globe, and a front globe will have a certain angle.