



2D sketch to 3D transform

Group project- Computer Graphics

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Introduction

Teddy is an application used to which converts a user defined 2D figure to a 3D model. We have tried to mimic its working by applying our current knowledge of computer graphics in mesh formations.





Milestones



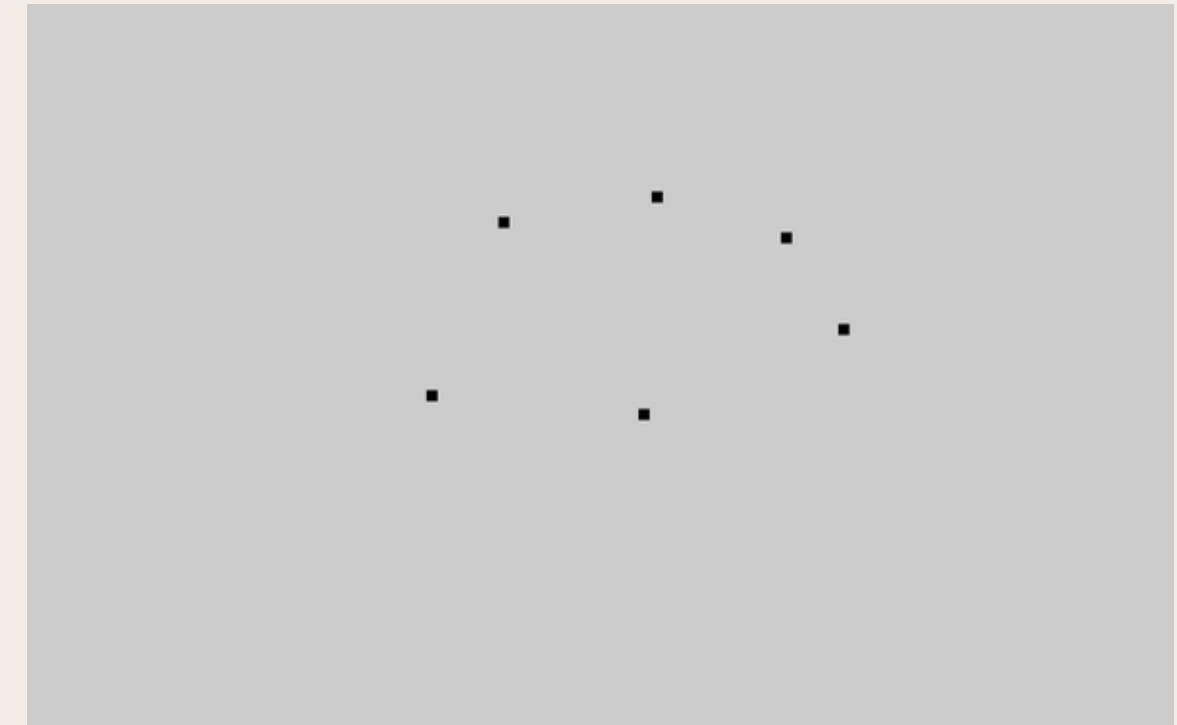
01. *IMPLEMENTATION OF CANVAS*
02. *DELAUNAY TRIANGULATION*
03. *FINDING SPINE*
04. *ELEVATING THE SPINE*
05. *COMPLETING THE OBJECT*



Implementation of Canvas



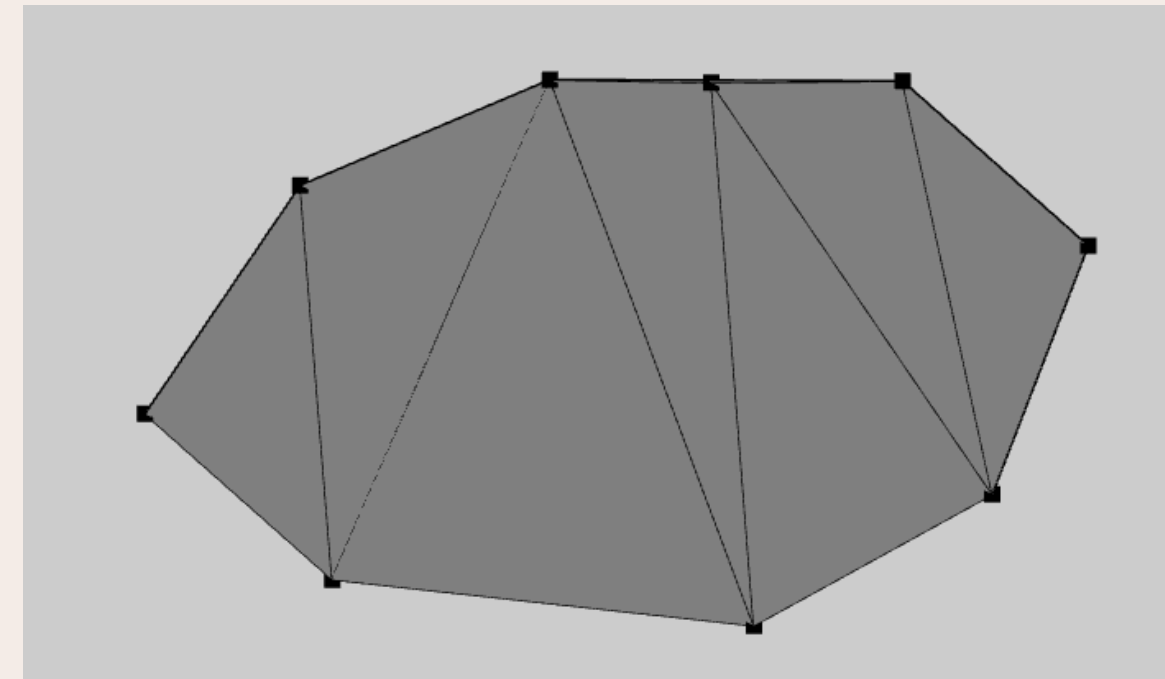
- The canvas was based on the Bezier Curves assignment
- User inputs points on the screen and the code further works on it
- After the mid-evaluation we changed the code so that it could incorporate points directly on a 3d canvas



Delaunay Triangulation

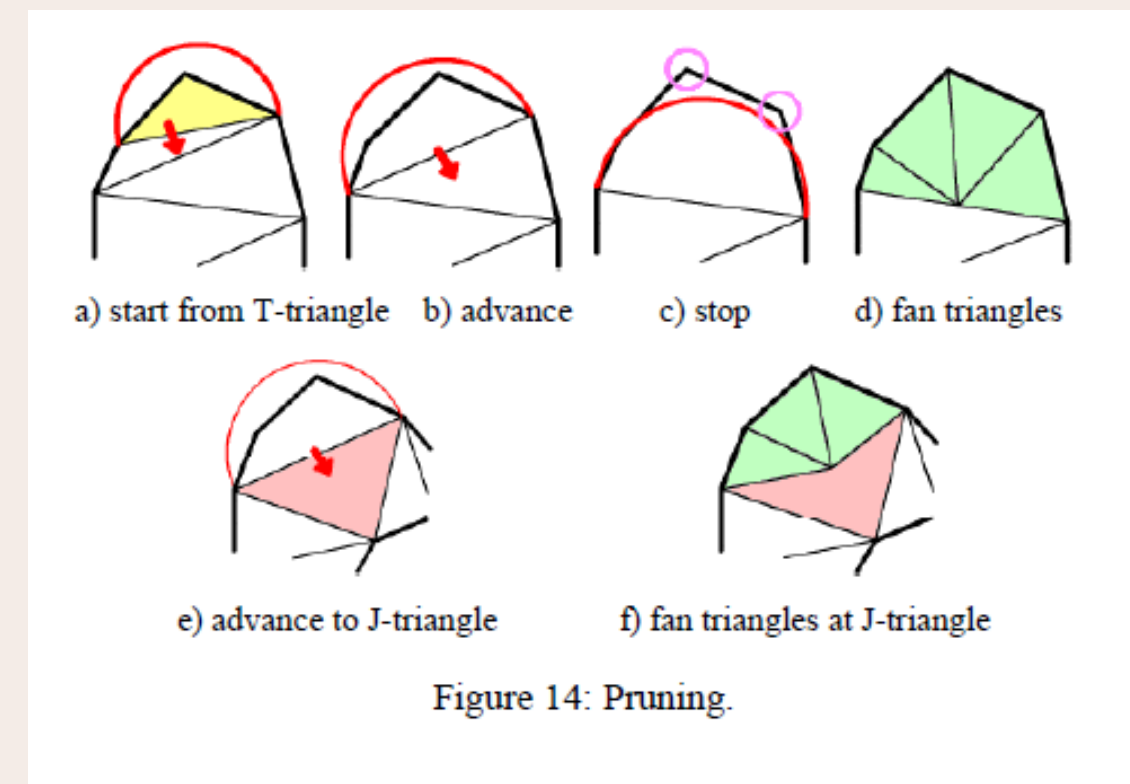


- Delaunay triangulation algorithm gives non-overlapping triangles formed by the given set of points
- It creates the base of the object on which we further find spines and elevate



Pruning

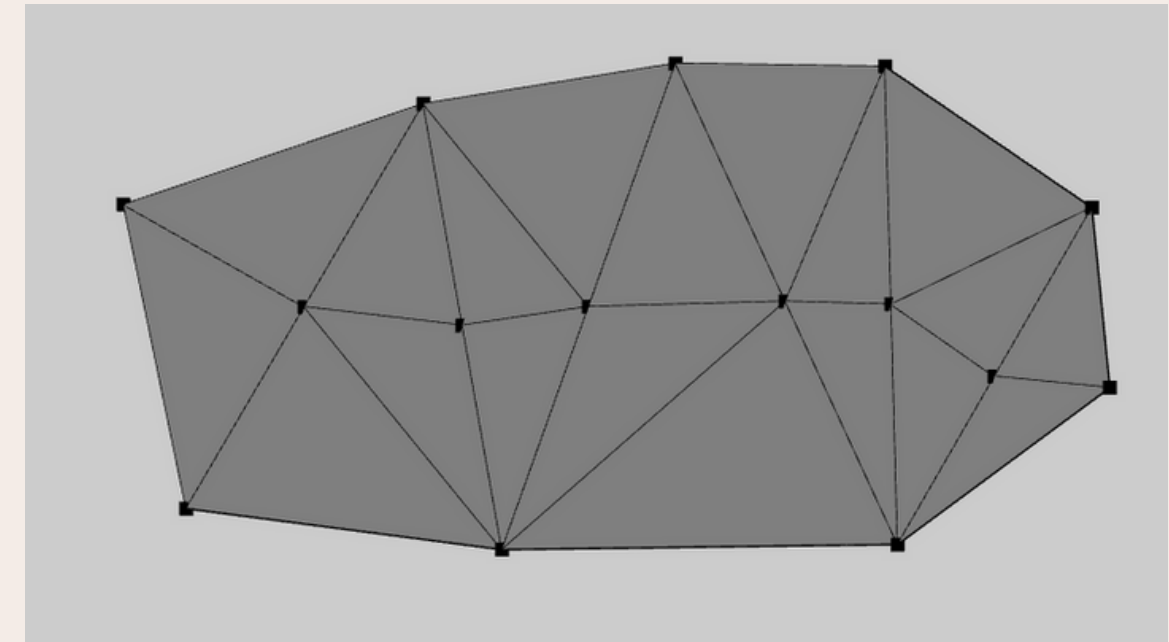
- Pruning is used to remove insignificant branches in the given 2D mesh.
- The resulting fan triangles help in the inflation of the elevated spine points and the boundary points of the object.



Finding spine

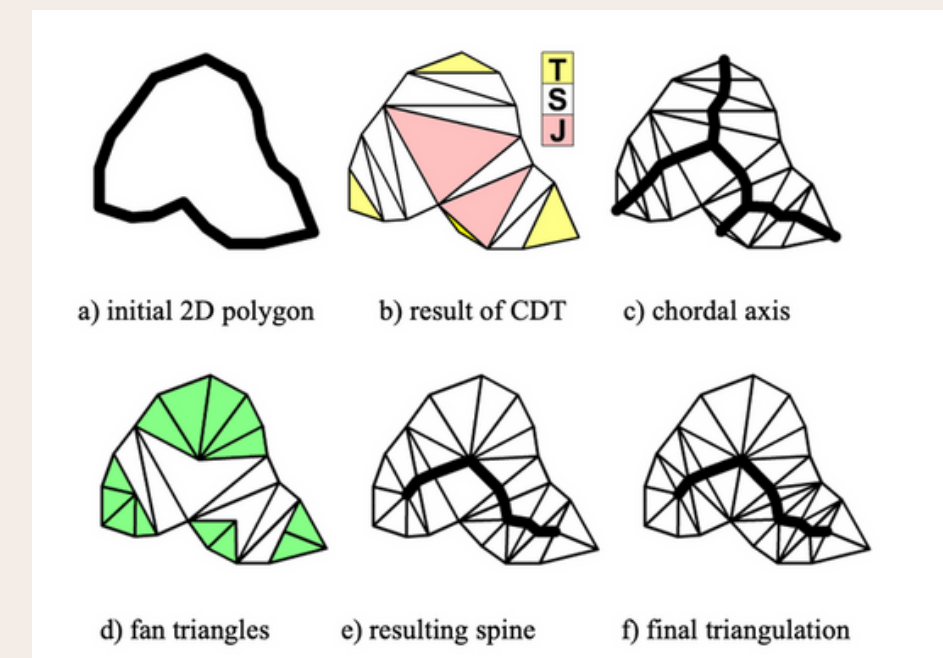
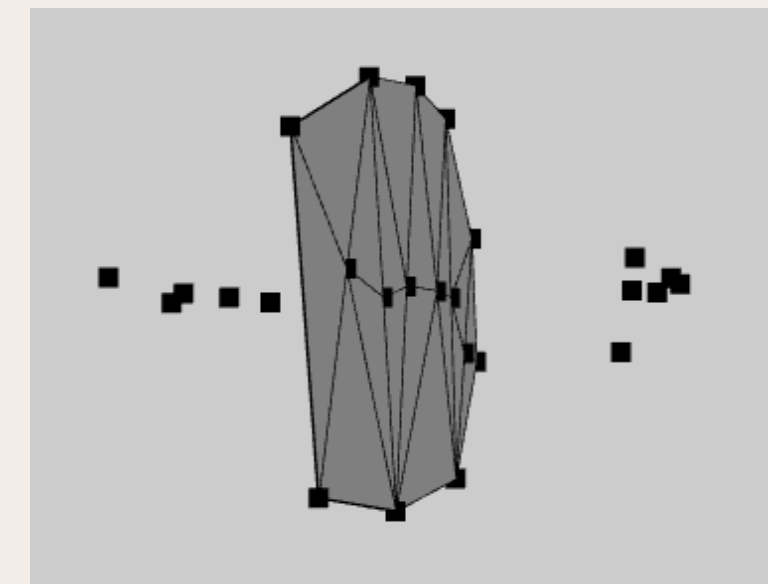


- The spine is the basic skeleton of the figure
- Formed by connecting the midpoints of the internal edges together
- Spinal points can be pushed up and down the z axis to make it 3d



Elevating the spine

- The spine is the basic skeleton of the figure
- Formed by connecting the midpoints of the internal edges together
- Spinal points can be pushed up and down the z axis to make it 3d



Completing the object

- We made a circle which has the internal edge as the diameter
- We sew these points using the triangulation

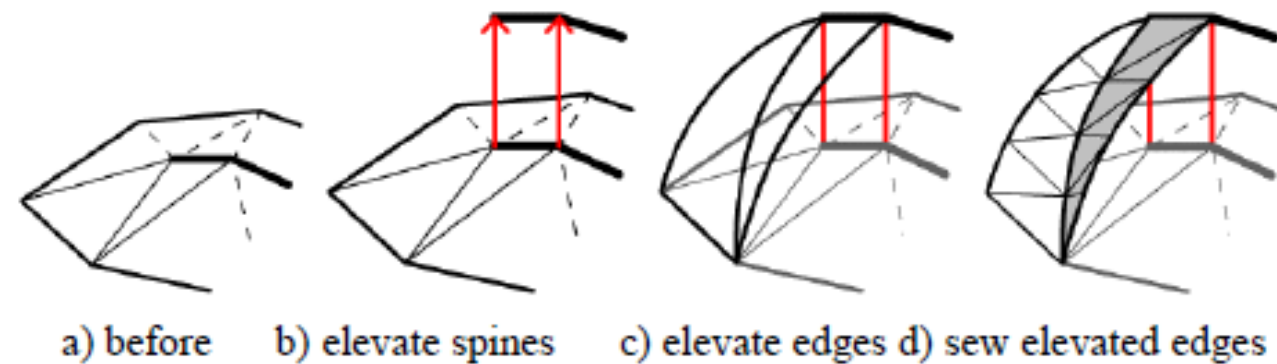
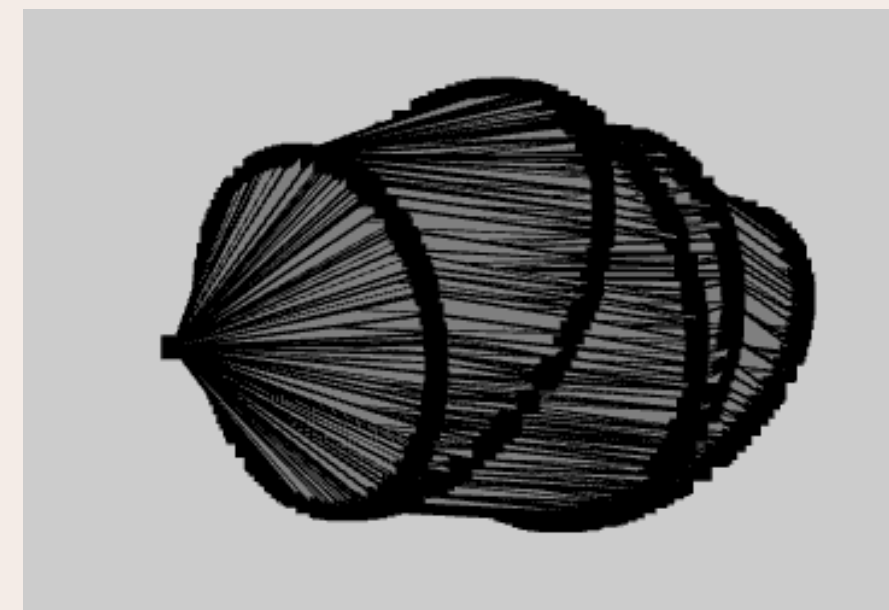
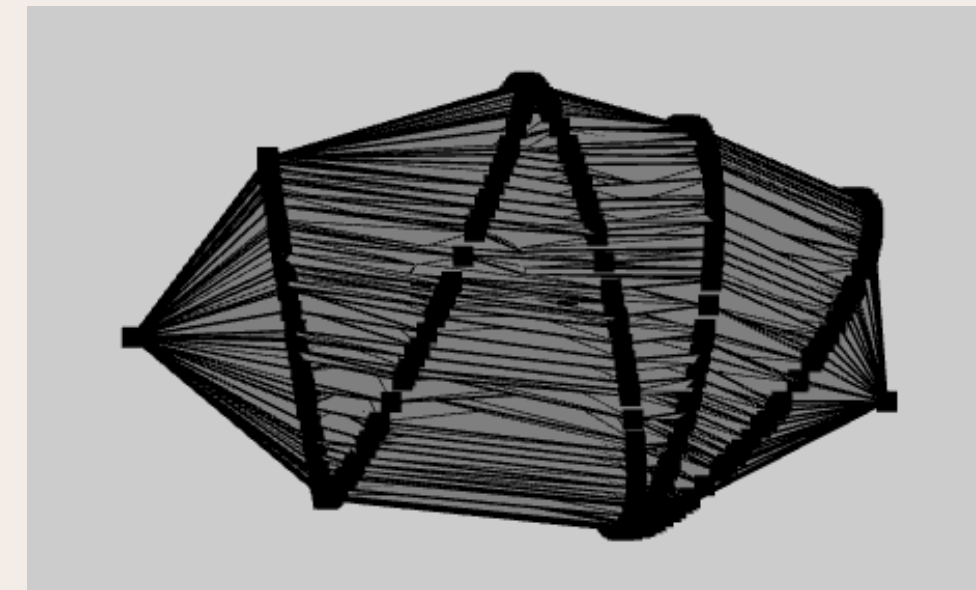


Figure 15: Polygonal mesh construction.





Thank You

https://www.overleaf.com/project/653233078a6ca9fff2_274d90

