Draco: Living Illustrations

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Abstract
Draco is a sketch-based interface that allows artists and casual users alike to add a rich set of animation effects to their drawings, seemingly bringing illustrations to life. While previous systems have introduced sketch-based animations for individual objects, our contribution is a unified framework of motion controls that allows users to seamlessly add coordinated motions to object collections. We propose a framework built around *kinetic textures,* which provide continuous animation effects while preserving the unique timeless nature of still illustrations. This enables many dynamic effects difficult or not possible with previous sketch-based tools, such as a school of fish swimming, tree leaves blowing in the wind, or water rippling in a pond.

Author Keywords
Animation; sketch; textures; direct manipulation

ACM Classification Keywords
H.5.2. Information interfaces and presentation (e.g., HCI): Miscellaneous.

References
[1] Kazi, R. H., Chevalier, F., Grossman, T., Zhao, S., & Fitzmaurice, G. (2014). Draco: Bringing Life to Illustrations with Kinetic Textures. *ACM CHI.*