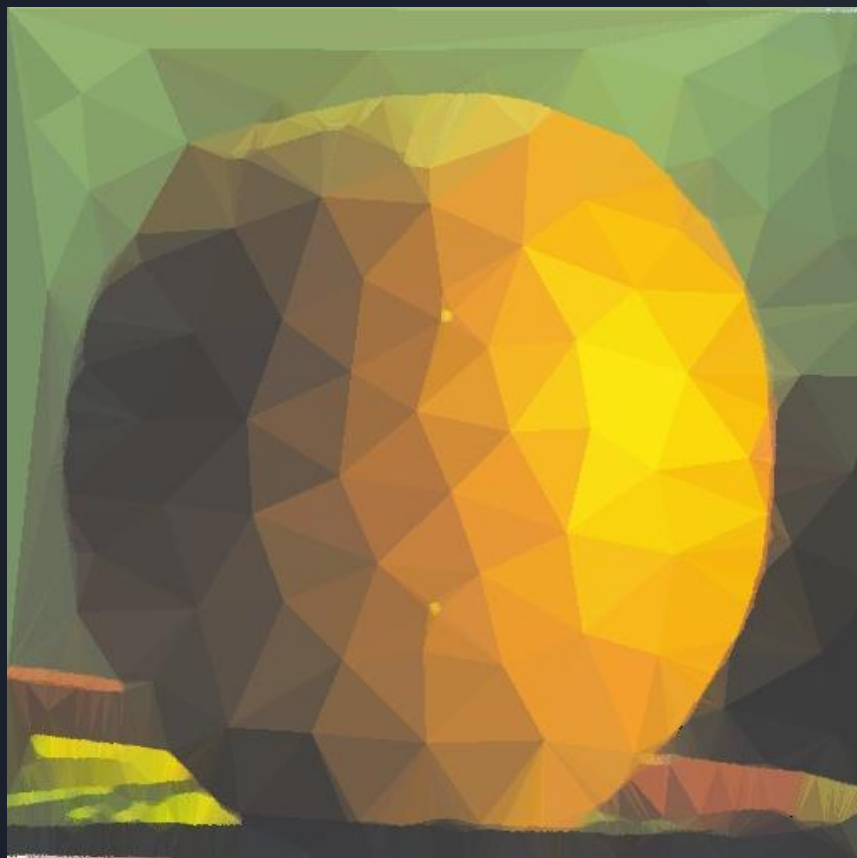
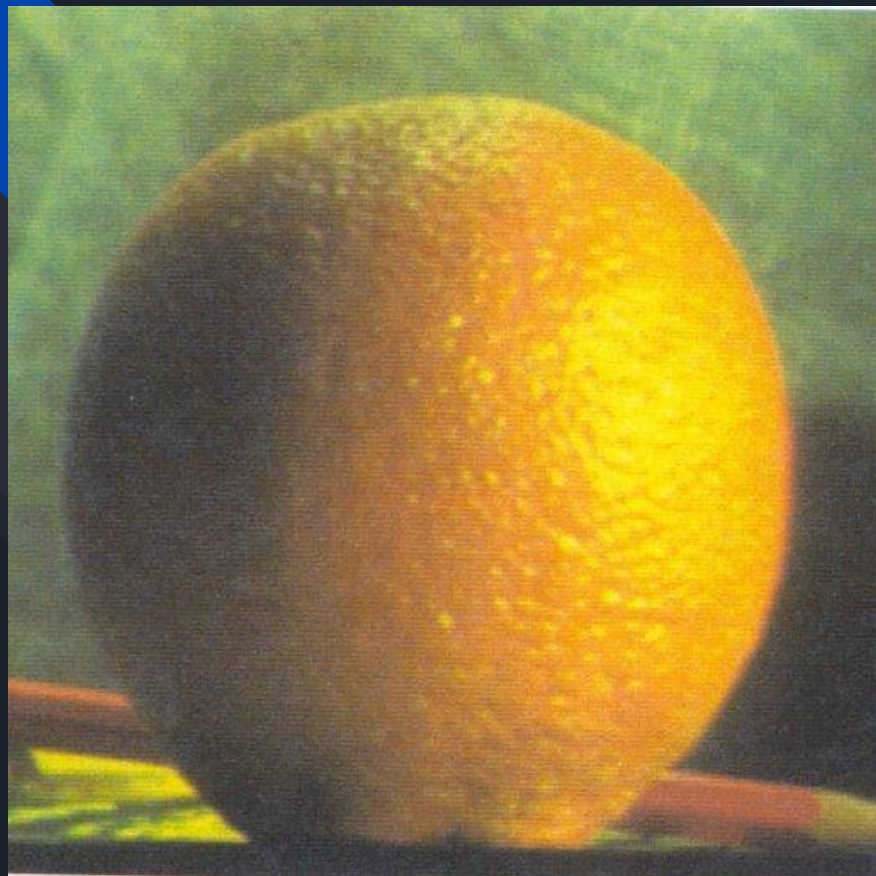


A decorative graphic on the left side of the slide consisting of two overlapping parallelograms. The front one is blue and the back one is a light greenish-blue. They are positioned diagonally, with the blue one partially covering the green one.

Artistic Low Poly Rendering for Images

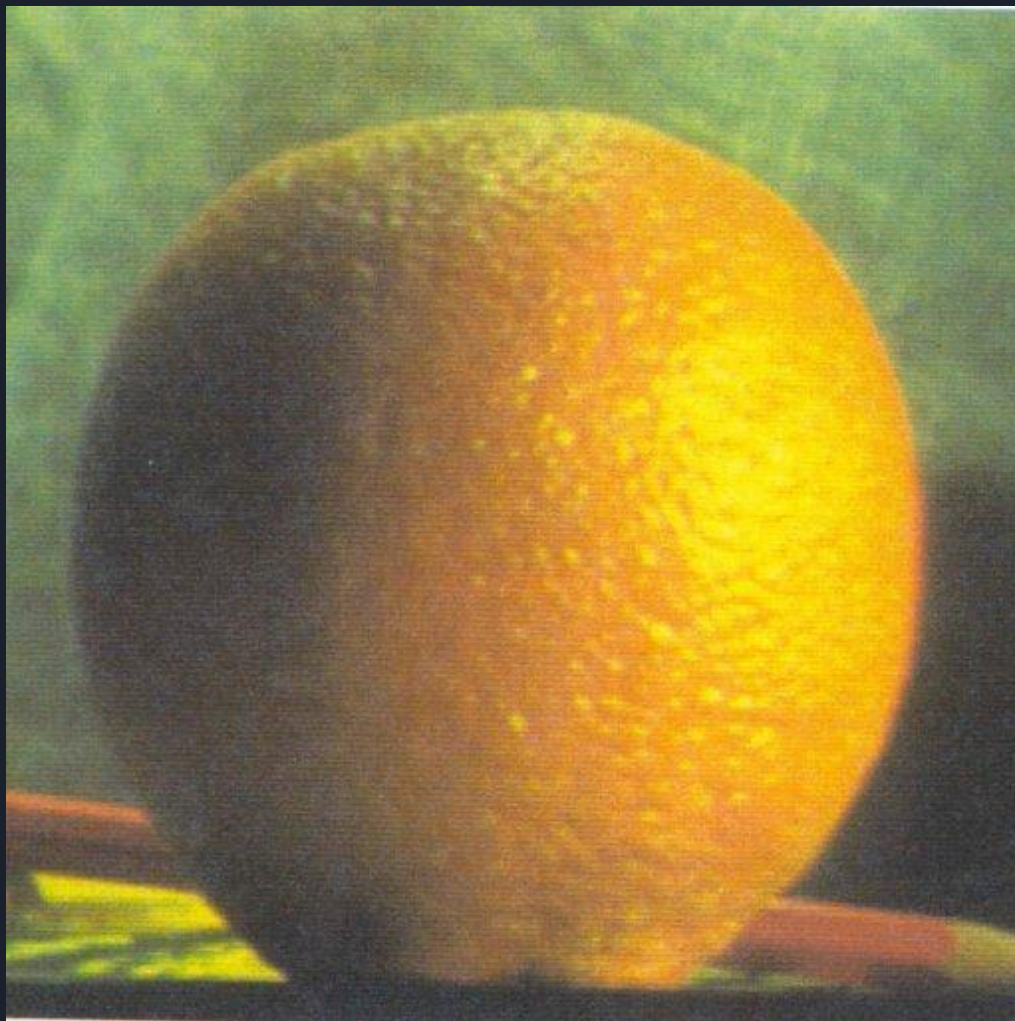
NAME - ANUBHAV TYAGI
ROLL No. - 170101009



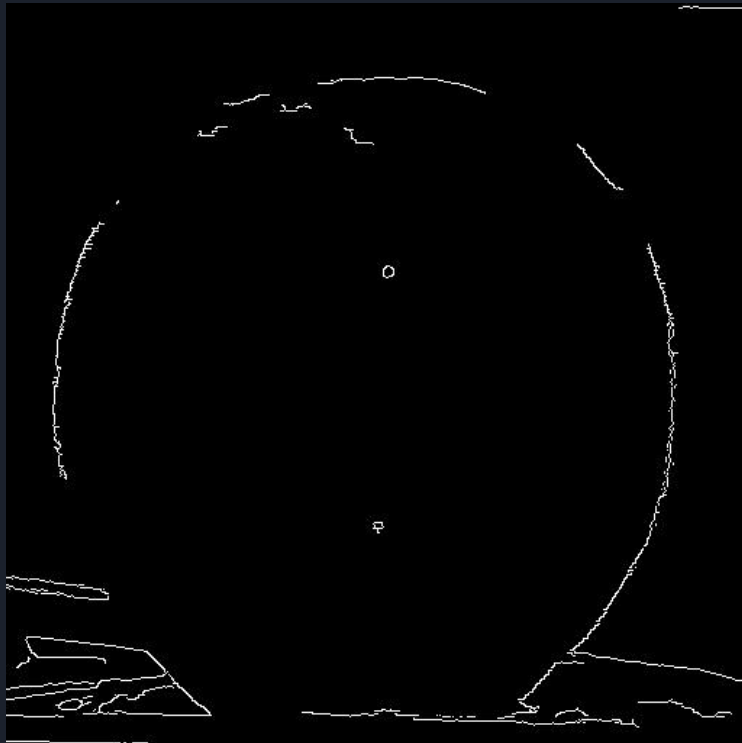


Steps

1. Detect Edges
2. Sample Important Points from the Edges
3. Generate Random Sample points to the image
4. Perform Lloyd Relaxation
5. Use Delaunay Triangulation for producing mesh
6. Colour the mesh



Detect Edges



Sample Important Points from Edges



Generate Random Sample points to the image





Limitations

- Canny Edge detector does not have satisfactory performance
- Inappropriate rendering for hairs
- Run time of algorithm is around a min for real life images



Future Work

- Using edge Drawing method for edge detection
- Control the random sample points distribution between background and object
- Implement feature flow field