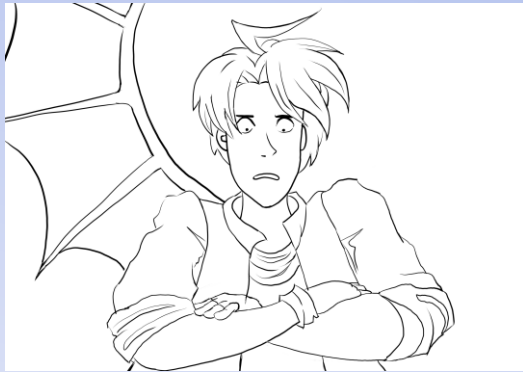


3D model from comic

Comic making processing



Line-art



Flat coloring



Shadows and other effects added

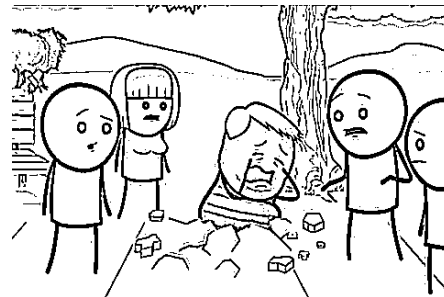
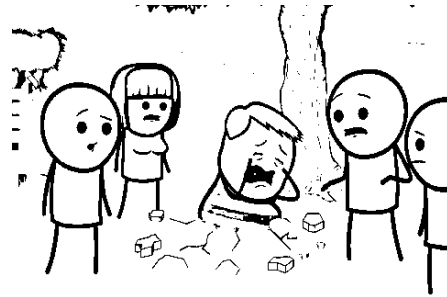
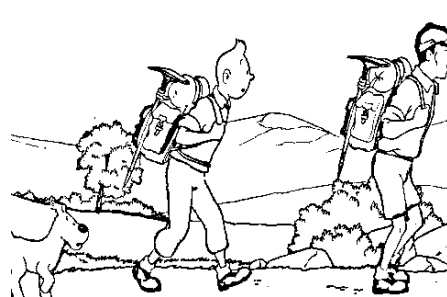
Flat color: Any area of a painting that has an **unbroken single** hue and value.

Lineart extraction

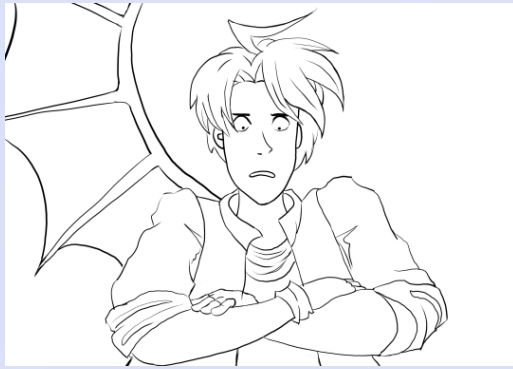
HED

Local threshold

Laplacian



Region division on lineart



Line-art



Regions

Intermediate result from function
fx_colorize_lineart_smart of GMIC¹



Color map



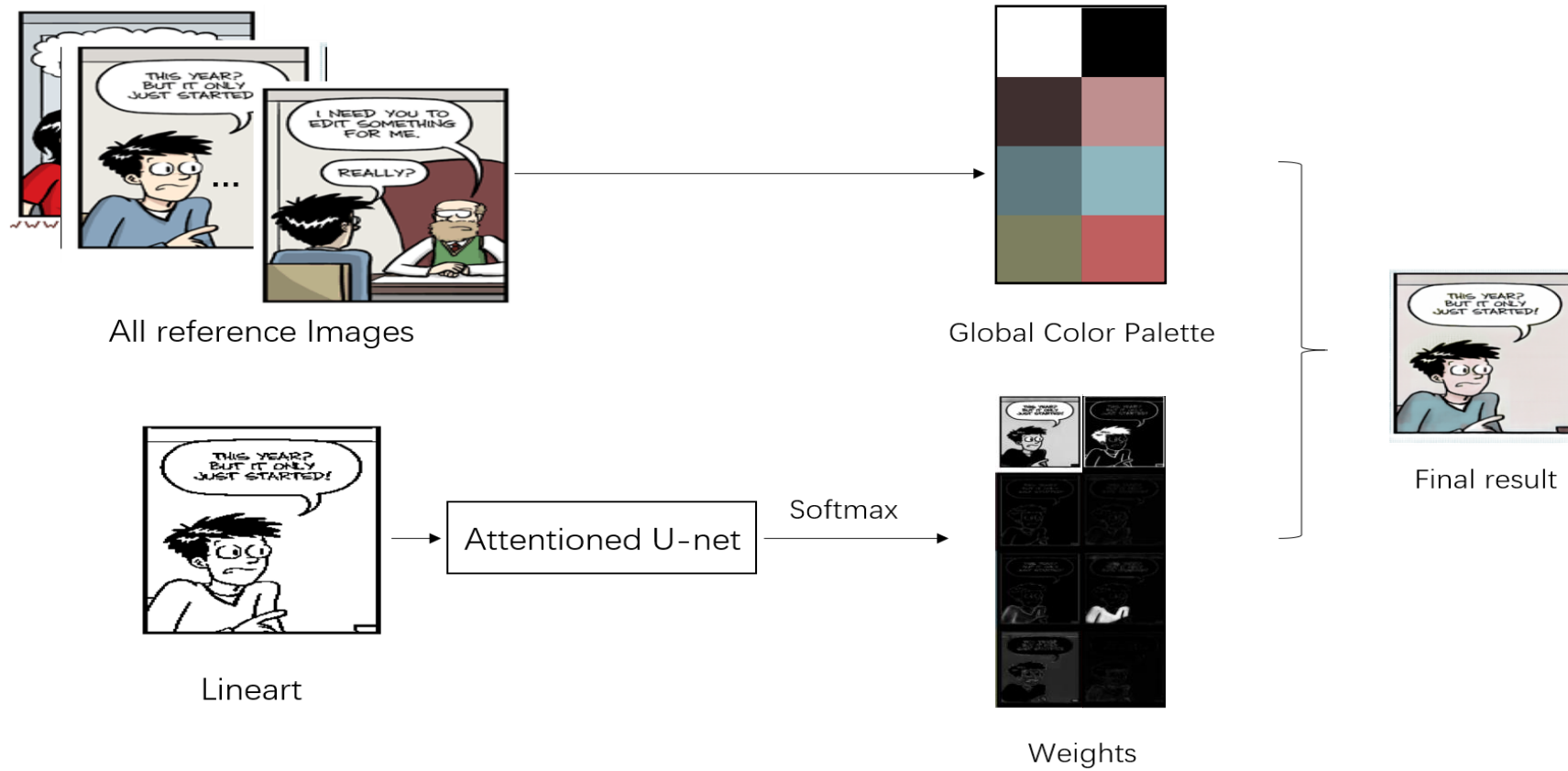
Output



Ground truth

1: <https://gmic.eu/>

Coloring model



Dataset for 3D model from comic

Needed: 2D images (comic style) and corresponding 3D models.

How to get:

1. Get 3D models with comic style

<http://www.mclelun.com/2015/10/3d-render-for-comic.html>

2. Project the 3D models to 2D images

