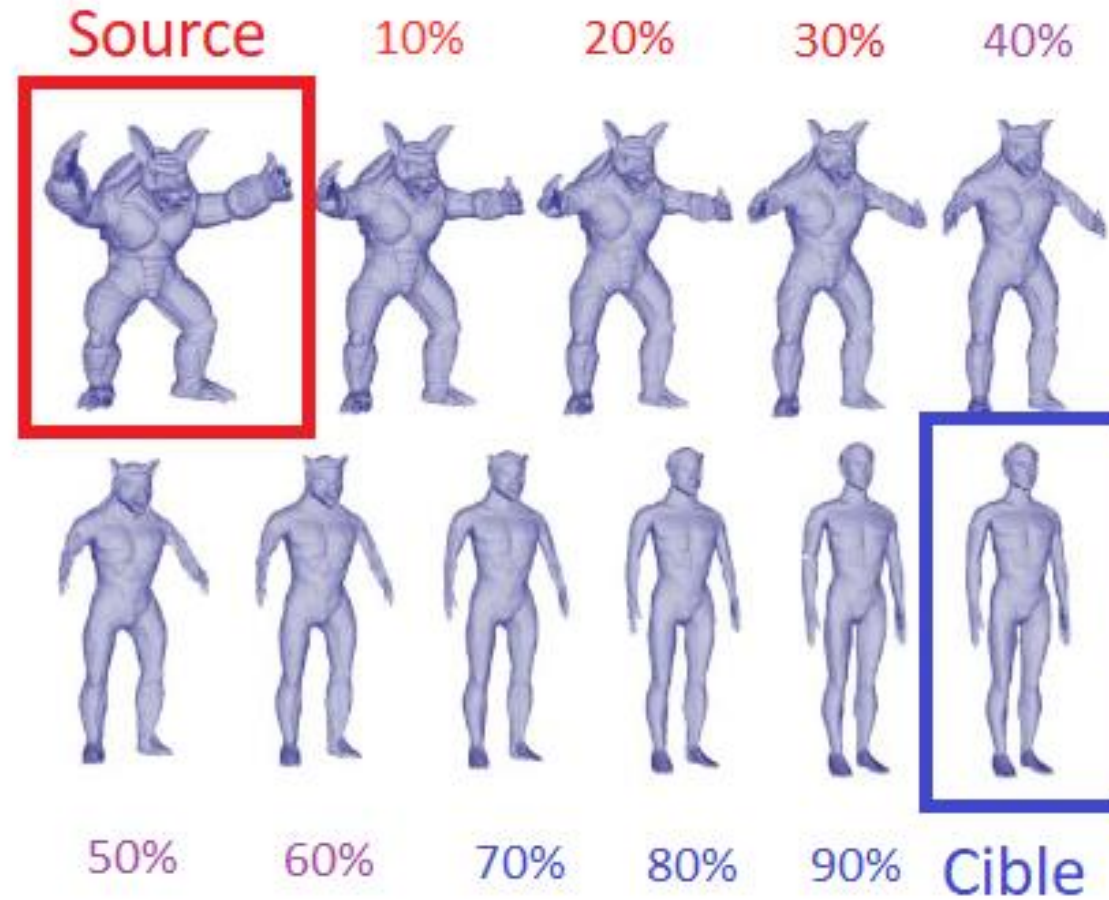
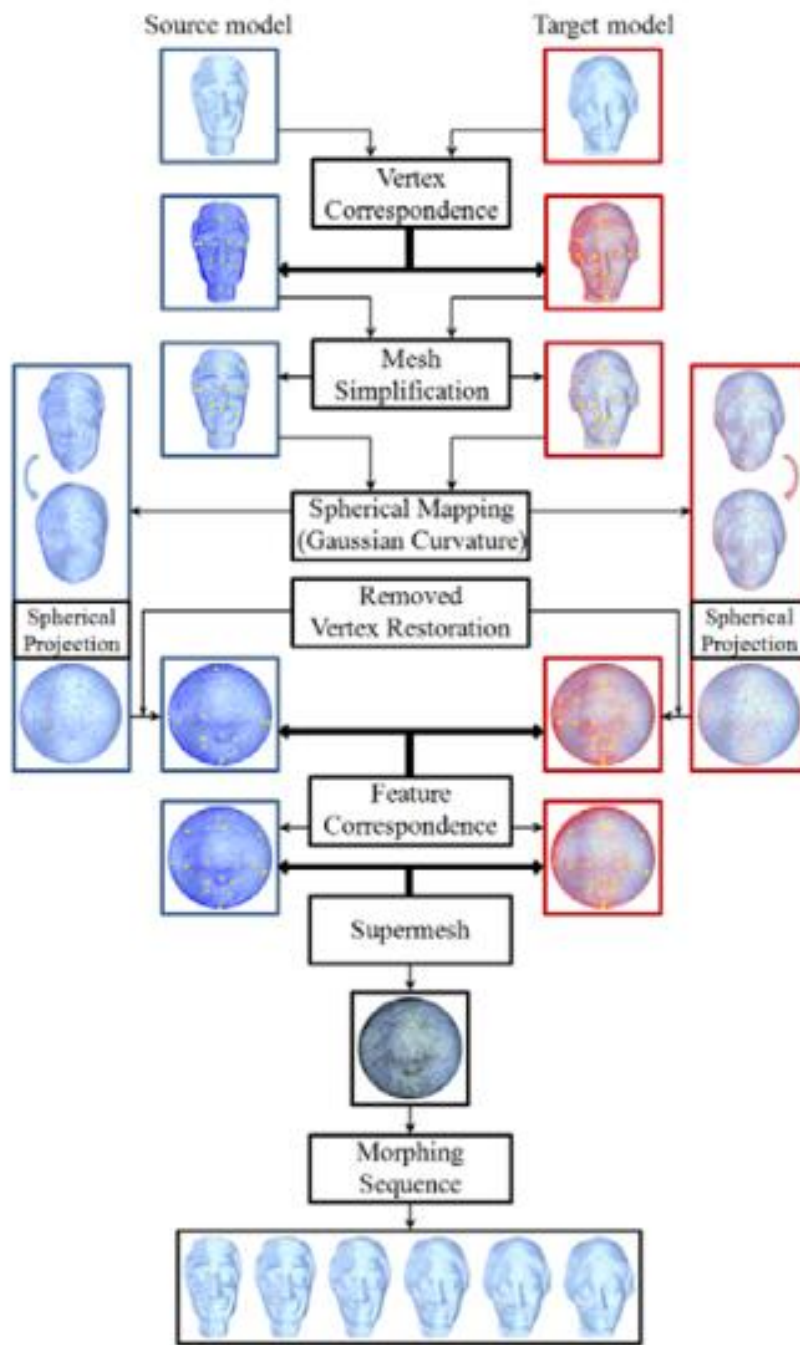


Morphing de modèles 3D

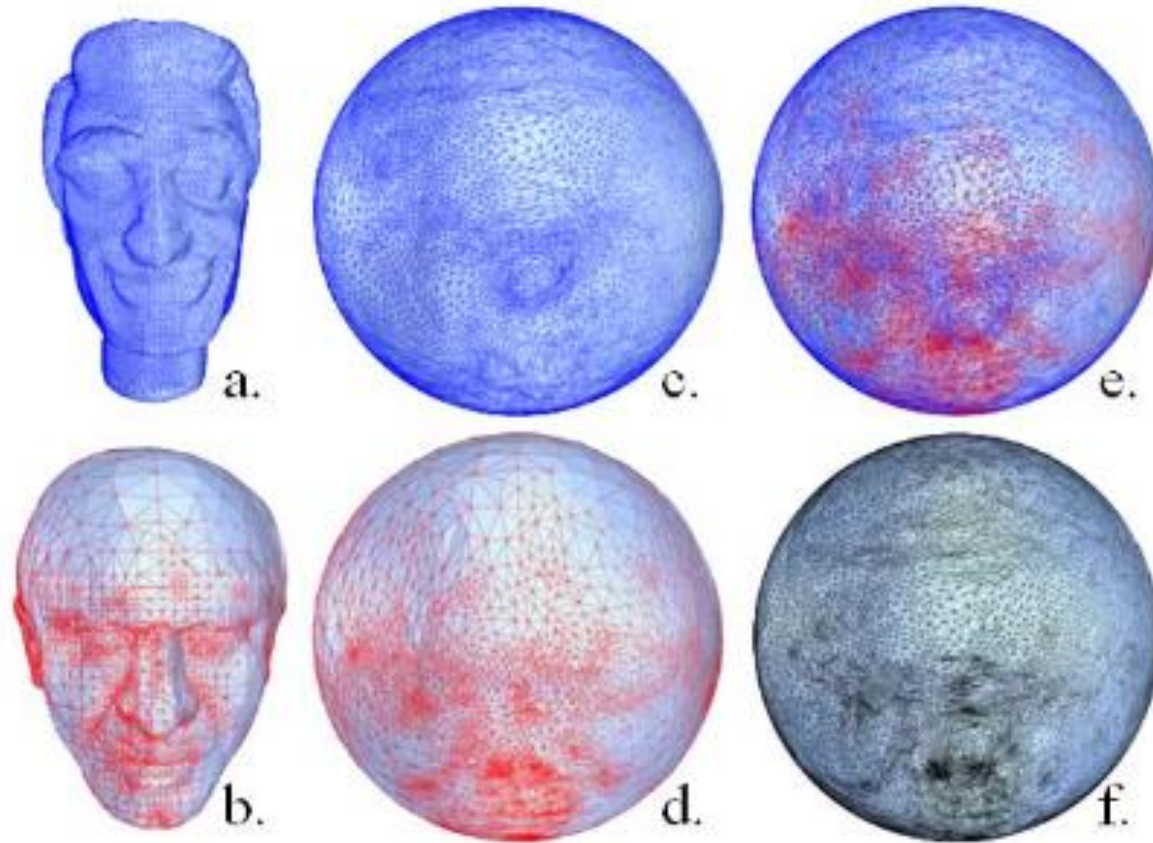
Le projet



La méthode

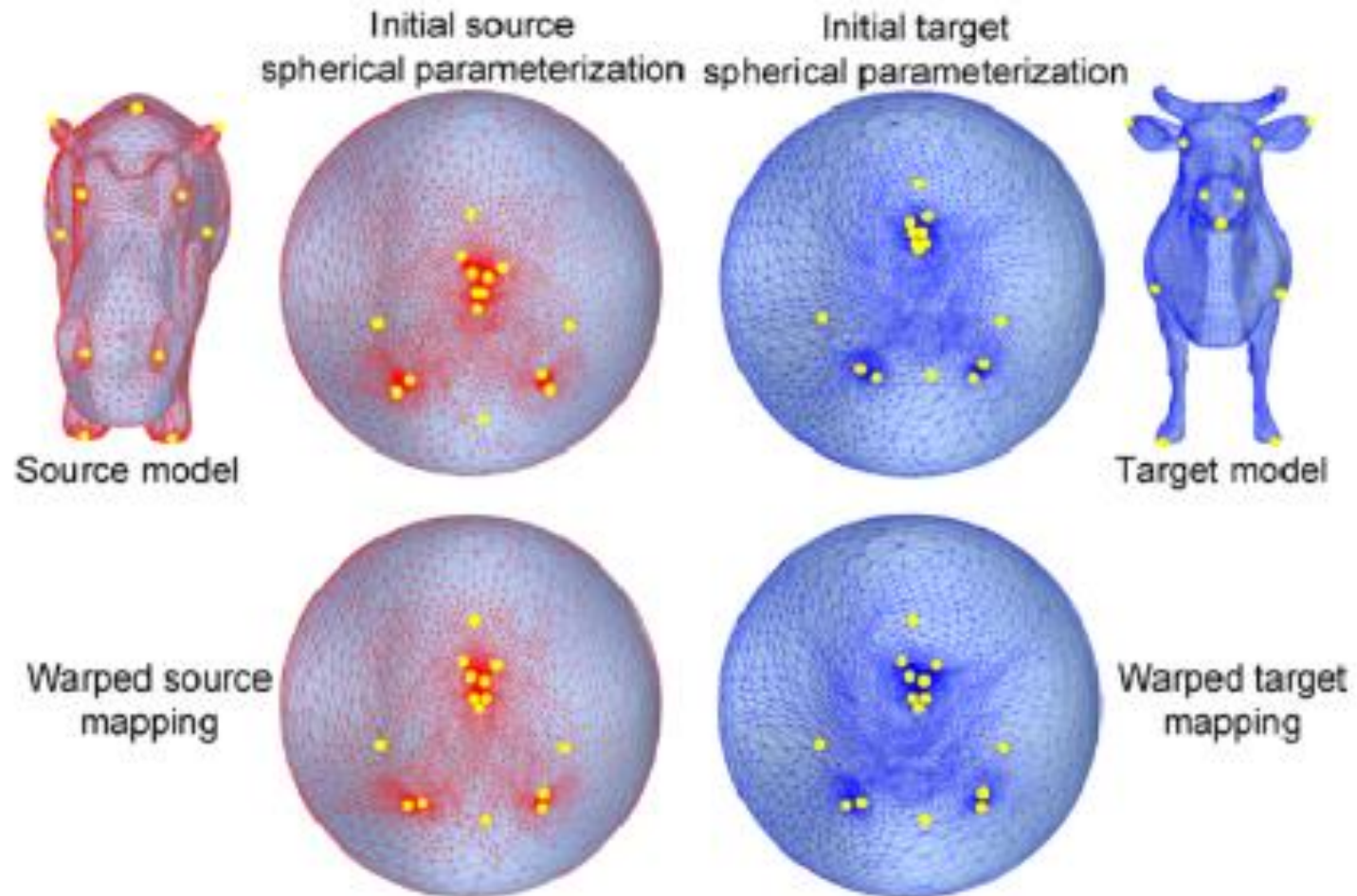


La méthode

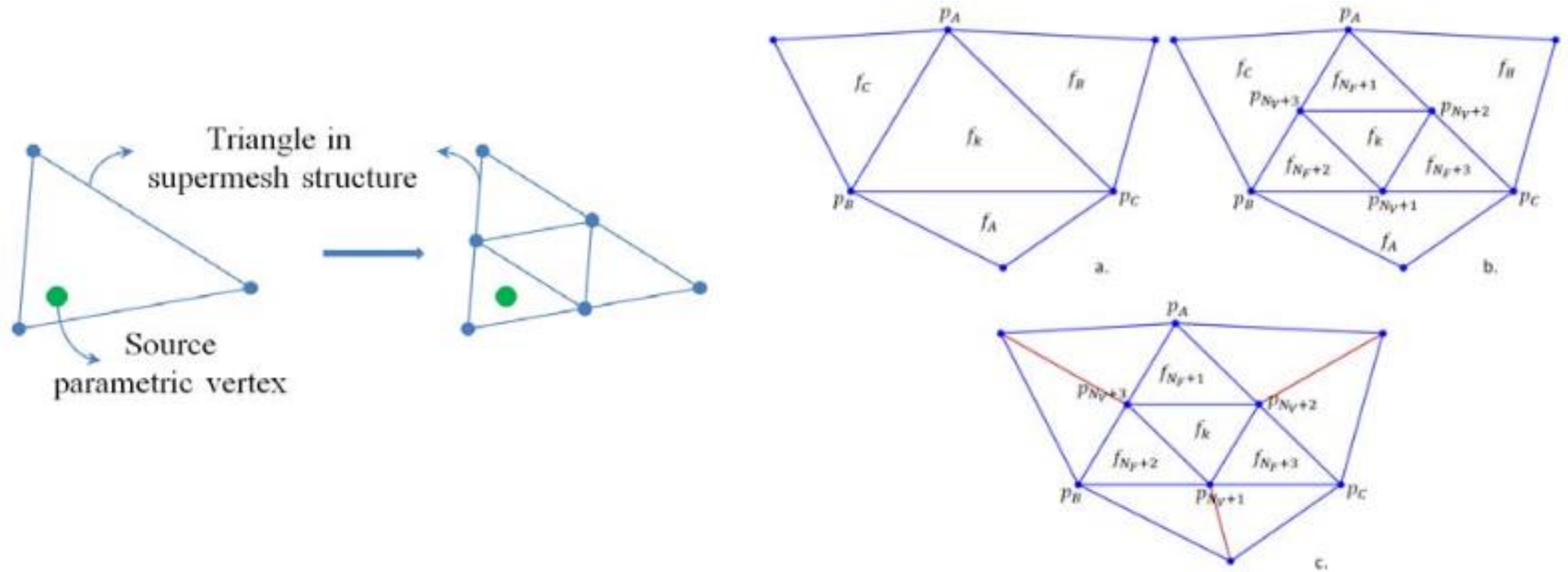


Pseudo-supermesh: (a) source model, (b) target model, (c) source map, (d) target map, (e) overlapped maps, (f) final pseudo-supermesh.

Alignment

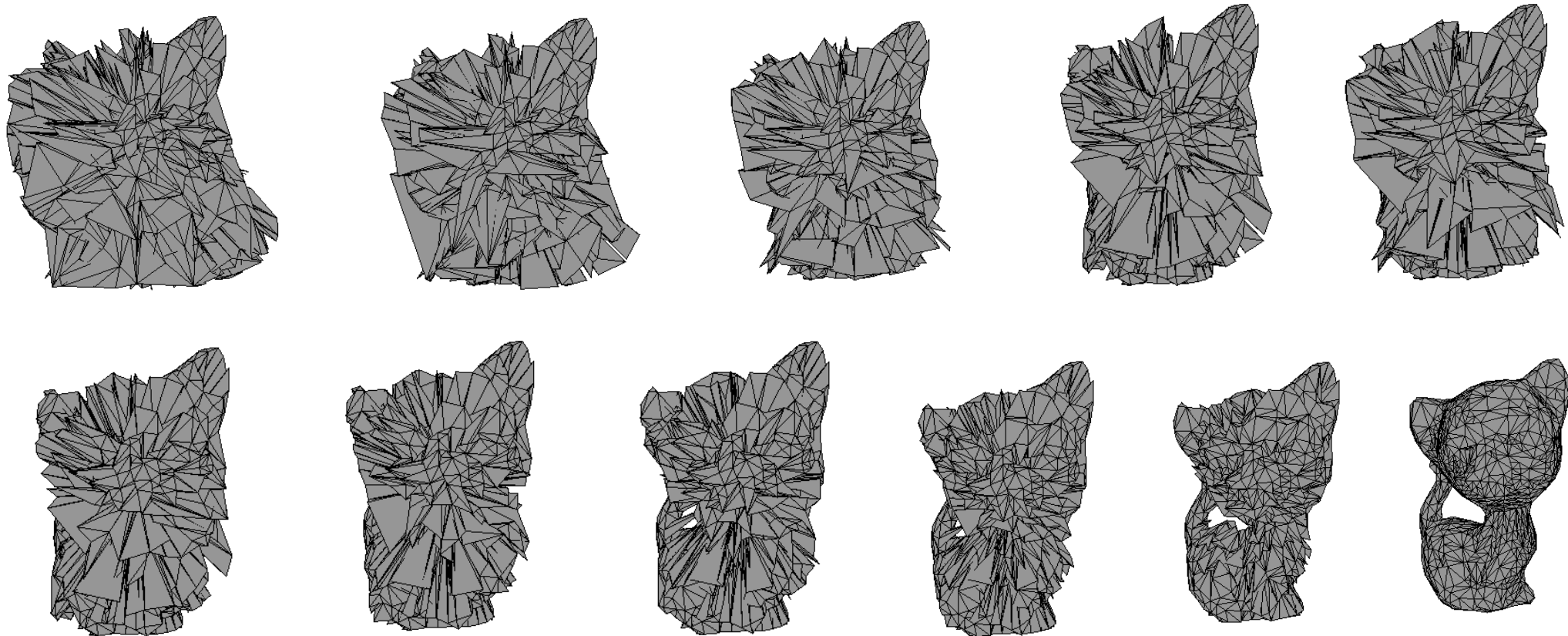


Projection et re triangulation



Fusion et interpolation linéaire

$$p_i^t = p_i^S + t(p_i^T - p_i^S)$$



Démo