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Function-based interactive editing of decoration and material properties(Conference Paper)

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Просмотр дополнительных организаций

Краткое описание Просмотр приставочных ссылок (18)

The method of increasing the realism of forming graphic scenes due to adaptive editing is proposed. The user is given the opportunity to change the image of a three-dimensional object using the functions of perturbation. At the same time, a higher degree of smoothness of the form is achieved compared to the use of splines. The use of excitation functions makes it possible to achieve an acceptable level of detail, which allows you to manage the realism of the formation of graphic scenes. © COPYRIGHT SPIE.

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