

A Sketch-Based Interface for Clothing Virtual Characters

Authored by Emmanuel Turquin, Jamie
Wither, Laurence Boissieux, Marie-
Paule Cani and John F. Hughes

Presented by Emiko Charbonneau

Outline

- Problem Description
- Related Work
- Overview of System
- Algorithm Details
 - Five step process
- Results
- Conclusion

Problem: Clothing Characters

- Pen-based interfaces offer a new way of approaching problems
- A large variety of fields have been explored such as mathematical equations, graphic design, video games
- The area we are discussing is the manipulation of fabric and clothing on virtual characters

Problem: Clothing Characters

- This area can be divided into two real world problems which such a system could be applied:
 - Design of real clothing on a computer and translation to a real clothing pattern
 - Design of clothing for a virtual character for video games and animated movies

Clothing Design for Patterns

- Current software packages require vast knowledge of traditional pattern making
- Lots of mathematical knowledge required to correctly measure the pieces
- Requires knowledge of what the user is creating prior to work
- Incredibly expensive and inefficient

Clothing Design for 3D Graphics

- Requires knowledge of 3D design programs
- Can be difficult for artists to learn
- Often a body and clothes created as same object