

ShapePalettes: Interactive Normal Transfer via Sketching

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Overview

- Provide a rapid way to create 3d figures using a 2d interface.
 - We have seen glyph based construction – Sketch '96
 - We have seen complete free form – Teddy '99
 - Where are they now? FiberMesh/Plushie
- Easily add normal information to a 2D sketch by transferring normals from example 3D figures
 - Rendering 3D images from normal information came from Kovese's 2005 paper on "Shapelets".

Overview (cont)

- People have a good intuition for implied 3d information in a 2d scene

