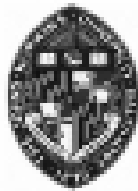


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## **Non-Photorealistic Rendering**

### **Pen-and-Ink Illustration**

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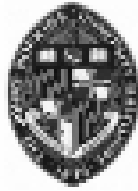


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## **Stylized Illustrations**

**As compared to photorealistic images,  
sometimes:**

- **Convey more information**
  - **Allow more compact storage**
  - **More easily reproduced**
  - **More attractive**
-



## **Illustration Applications**

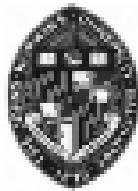
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**Architectural design**

**Medical texts**

**Industrial repair manuals**

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## **Types of Non-Photorealistic Rendering**

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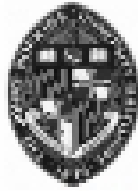
**Pen-and-ink Drawings**

**Paintings**

**Rendering enhancements**

**Other artistic modalities**

- e.g. screening, floral ornamentation, cartoons, etc.
-



## Pen and Ink Concepts

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### Strokes

- Curved lines of varying thickness and density of placement

### Texture

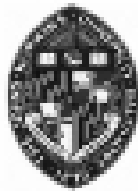
- Character conveyed by collection of strokes, e.g. crisp and clean vs. rough and sketchy

### Tone

- Perceived gray level across the image

### Outline

- Boundary lines which disambiguate structure information
- 



## Algorithm Goal

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**Place strokes on surfaces to achieve particular tone functions**

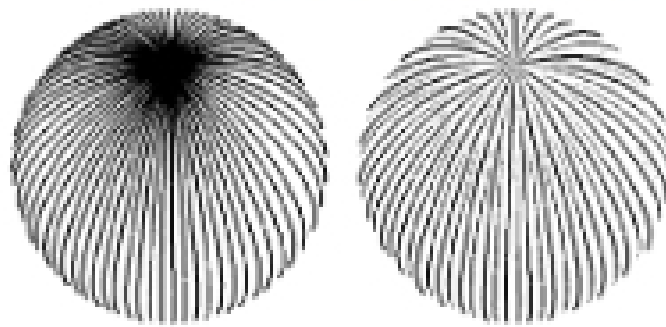


Figure 2 Controlled-density hatching for a perspective view of a sphere. Again, rendering isoparametric curves with constant thickness results in an image with varying tones (left). Using varying stroke thicknesses keeps the "apparent tone" constant (right).

from Winkenbach and Salesin. "Rendering Parametric Surfaces in Pen and Ink." *Proceedings of SIGGRAPH 96*. Page 471.

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