



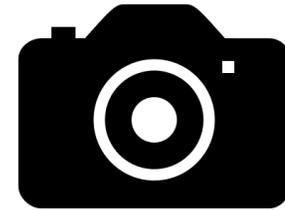
GraphDeco

GRAPHics and Design with hETerogeneous COntent

Adrien Bousseau, George Drettakis

Création et manipulation d'environnements virtuels

- Environnements capturés

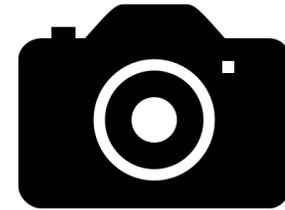


- Environnements dessinés



Création et manipulation d'environnements virtuels

- **Environnements capturés**

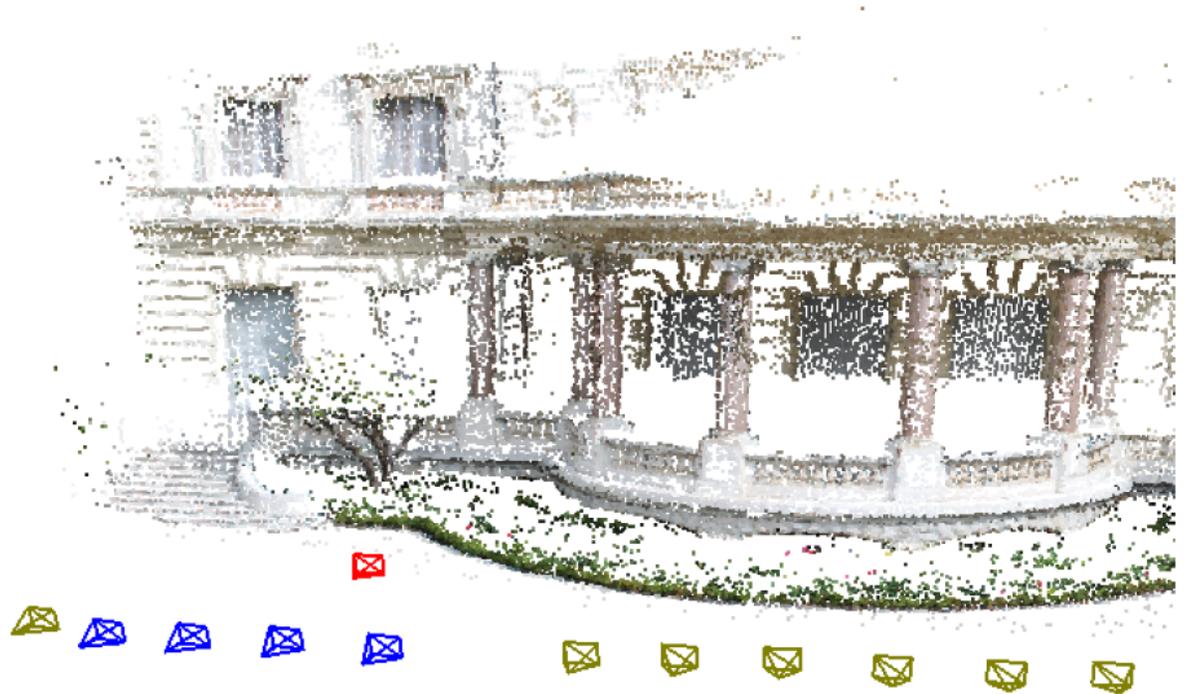


- Environnements dessinés



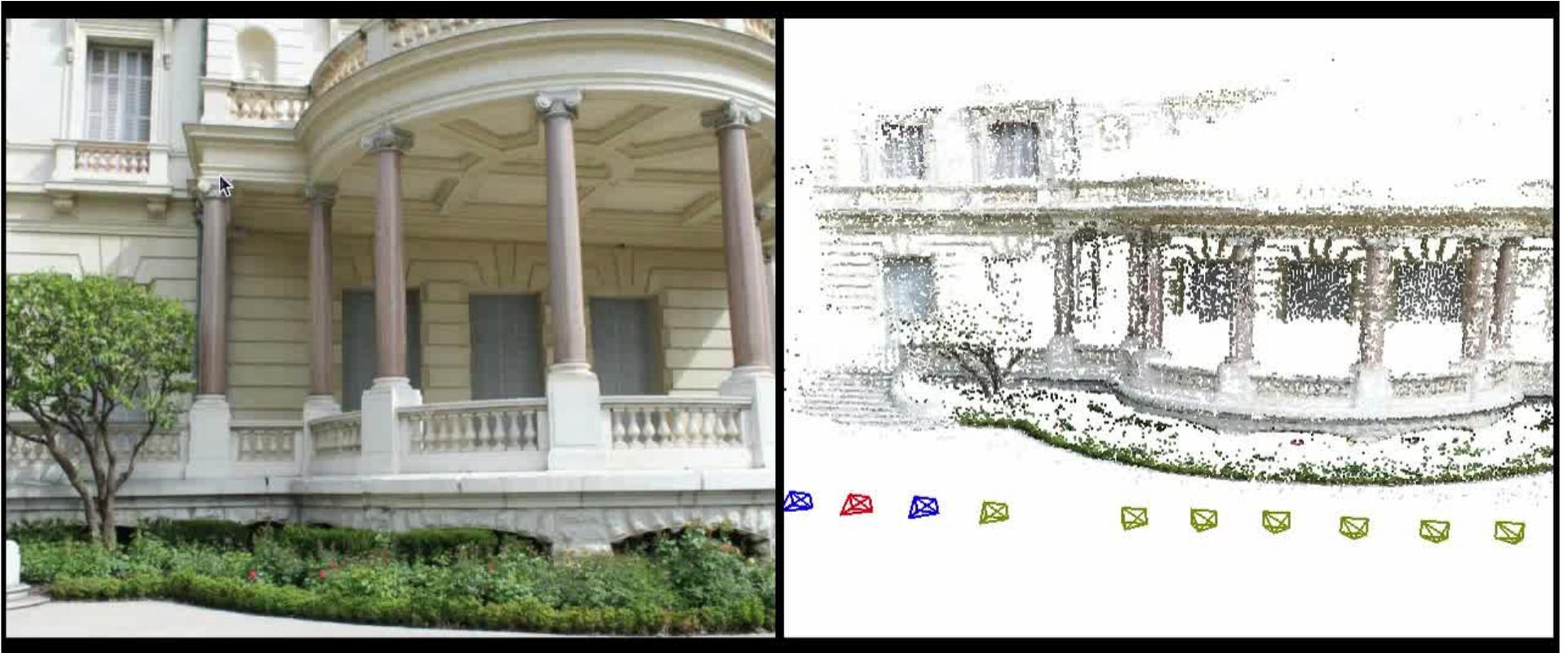
Environnements capturés

- Kinect, photos + vision par ordinateur
- 3D approximative



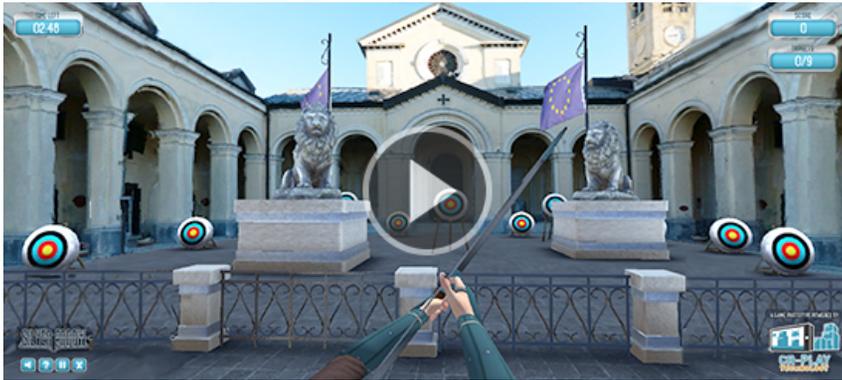
Environnements capturés

- Navigation, modification, ré-éclairage



Environnements capturés

- Décors de jeux vidéo

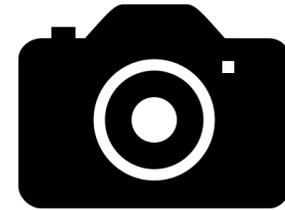


- Visite personnalisée de musées virtuels



Création et manipulation d'environnements virtuels

- Environnements capturés



- Environnements dessinés

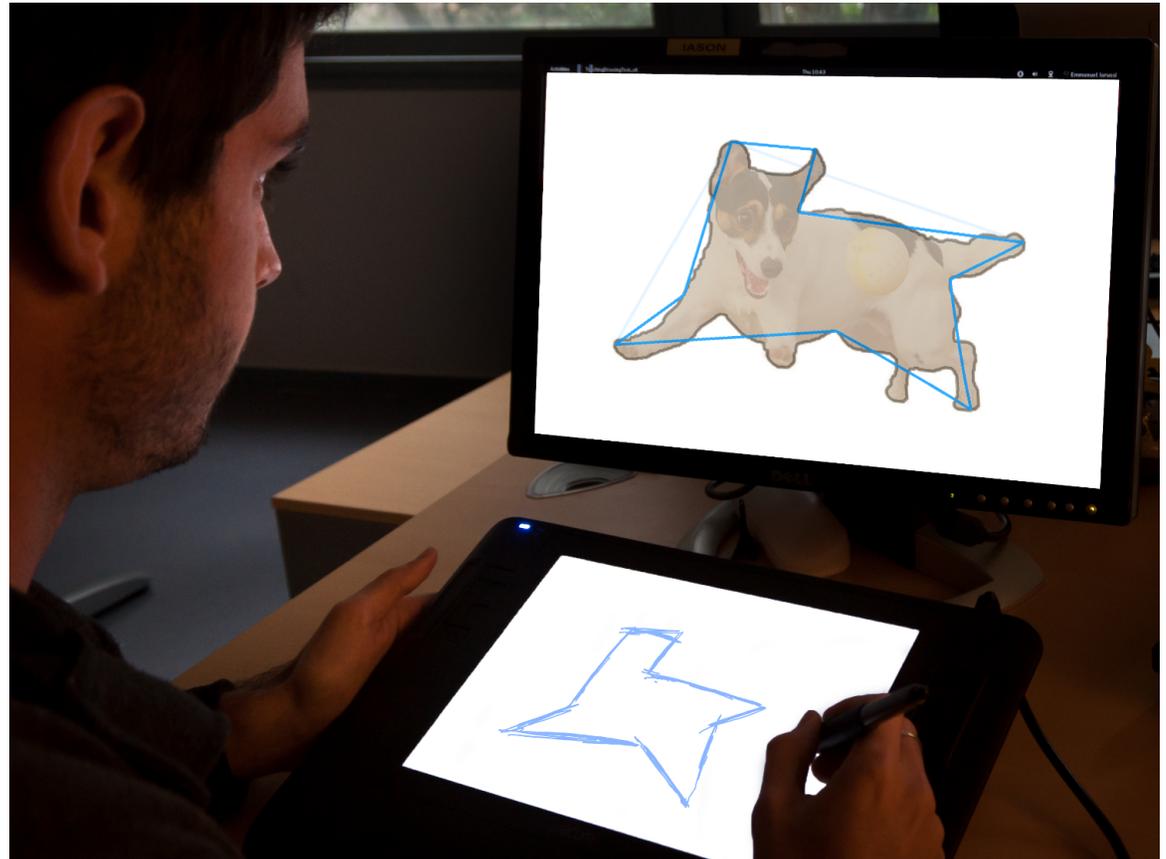


Dessin numérique

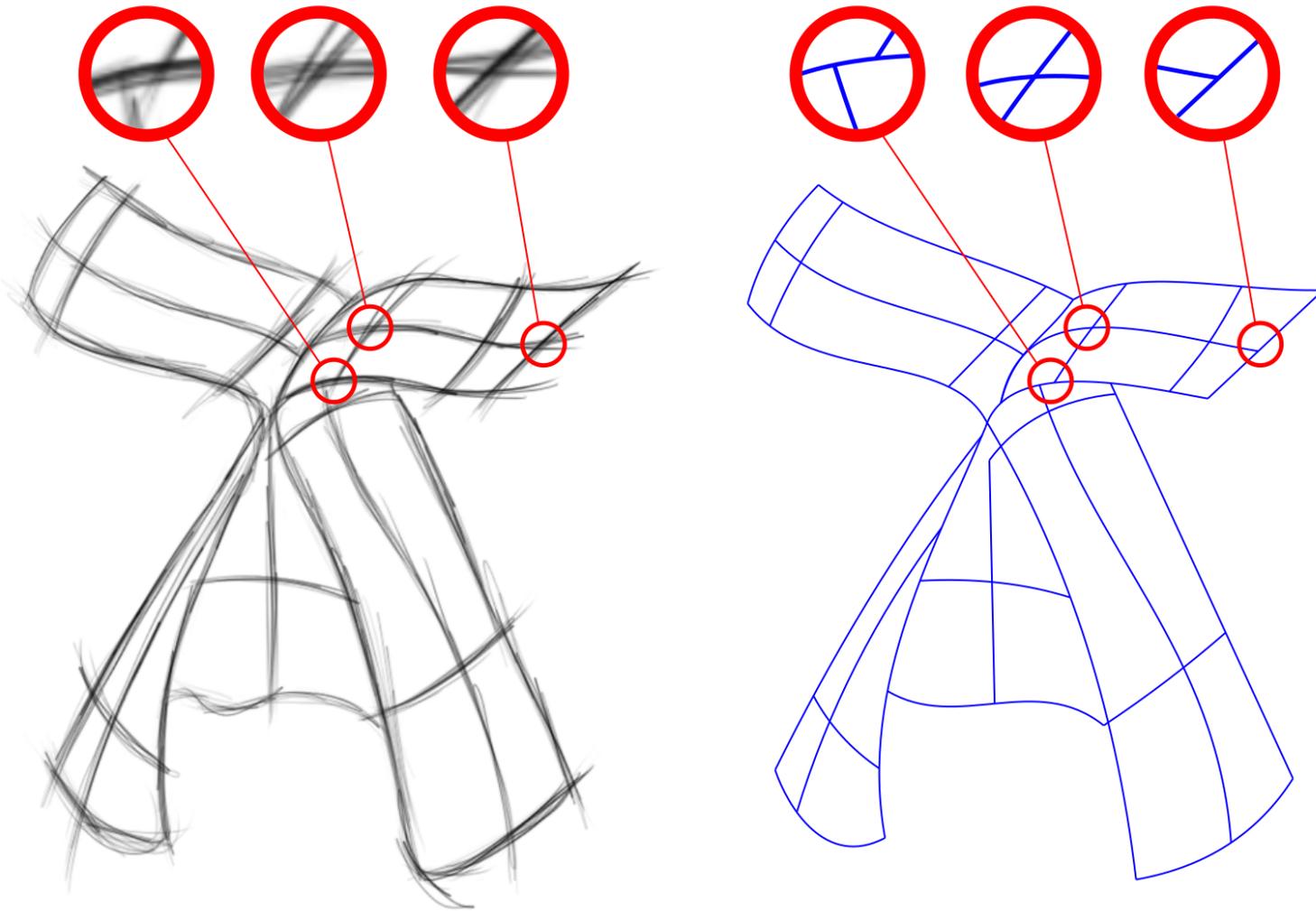
- Rendre le dessin accessible aux débutants
- Faciliter le travail des professionnels



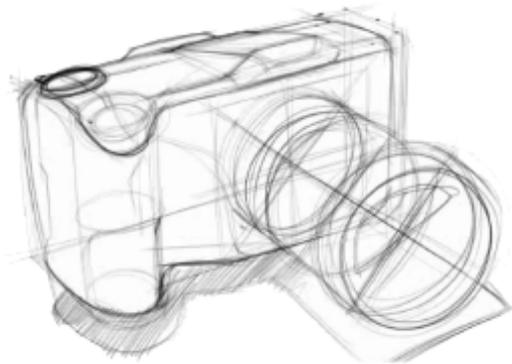
Aide à la pratique du dessin



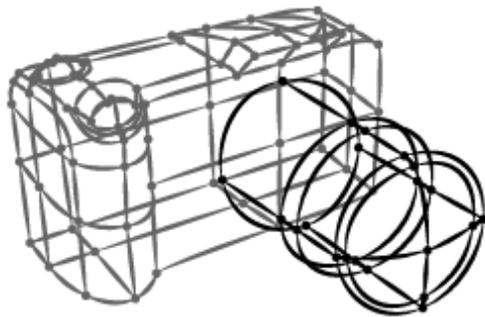
Traitement du dessin



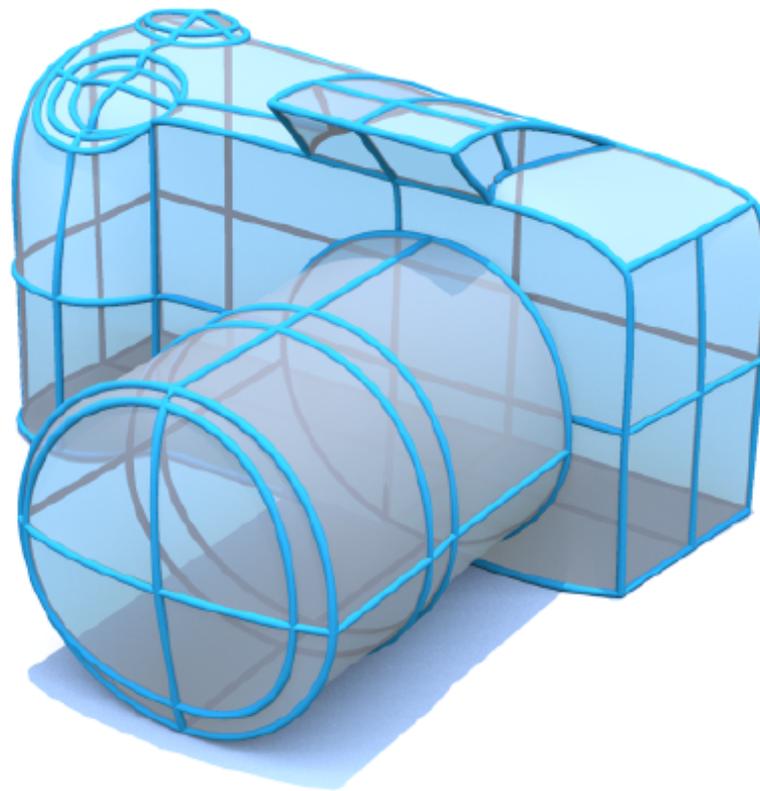
Analyse du dessin



Inspiration

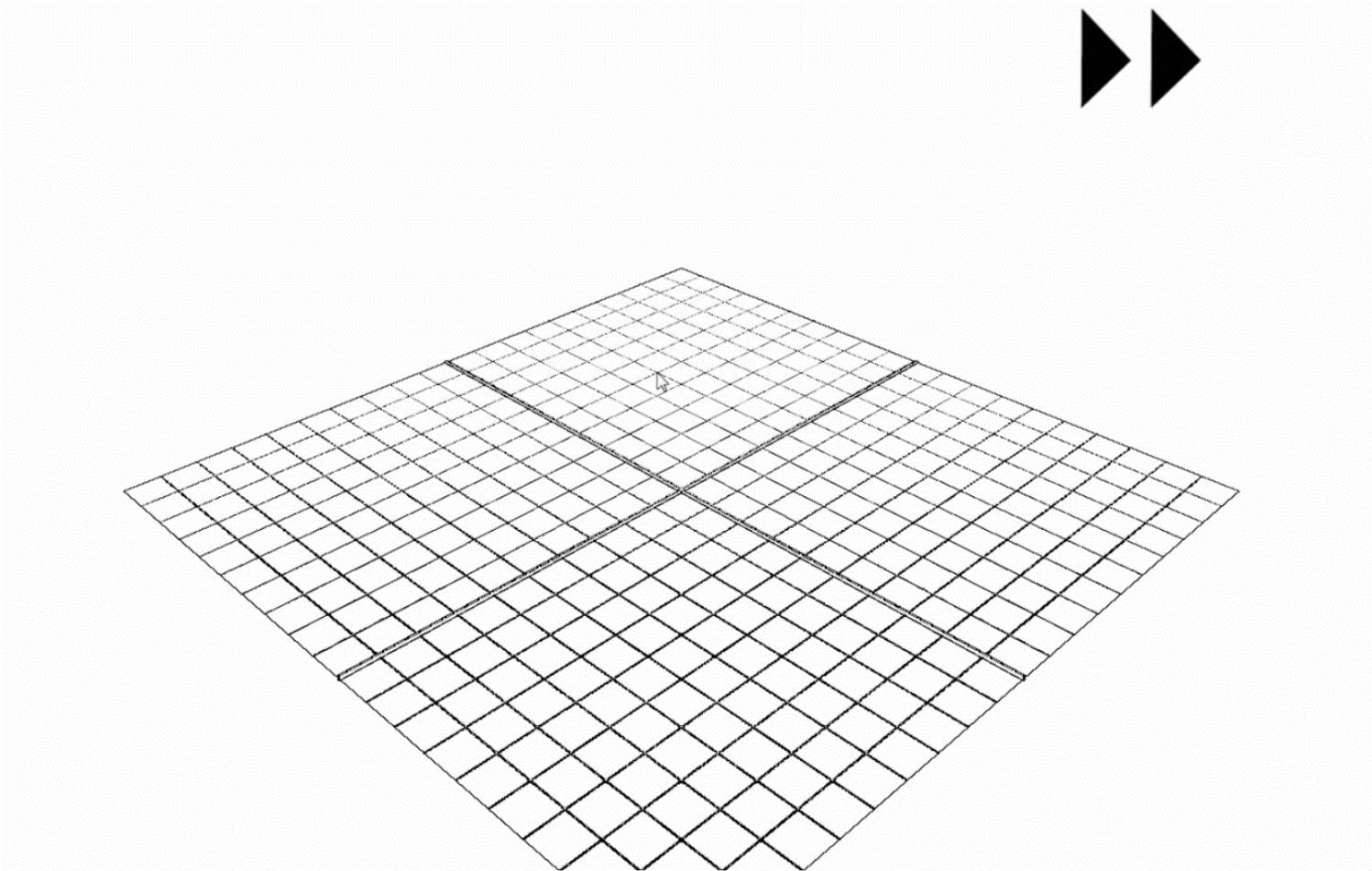


Input curves

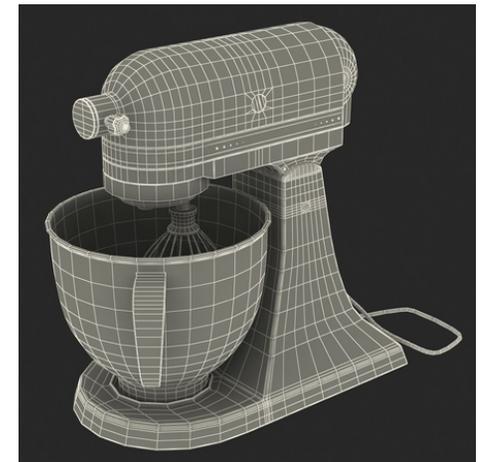
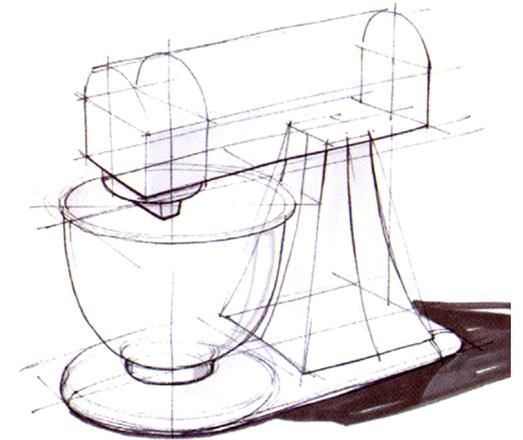
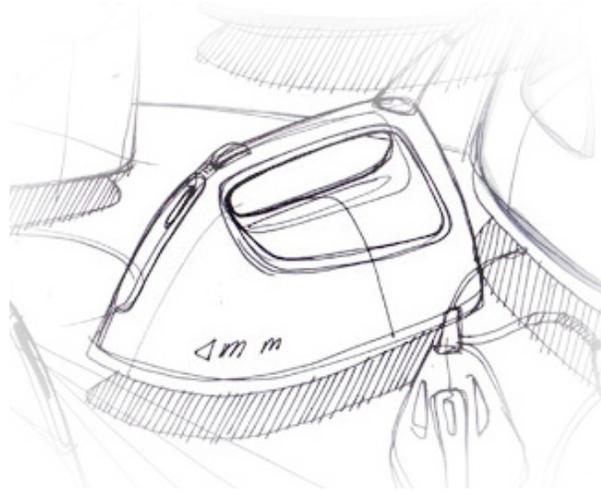
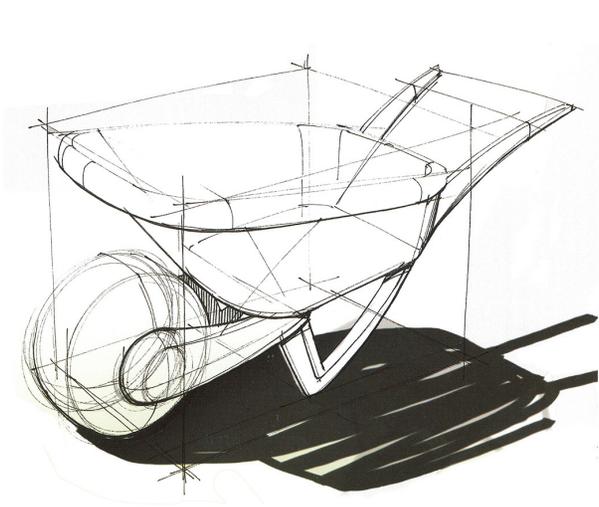


3D Reconstruction

Modélisation par le dessin



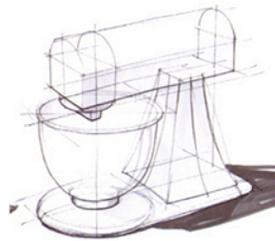
Difficulté: collecte de données





GraphDeco

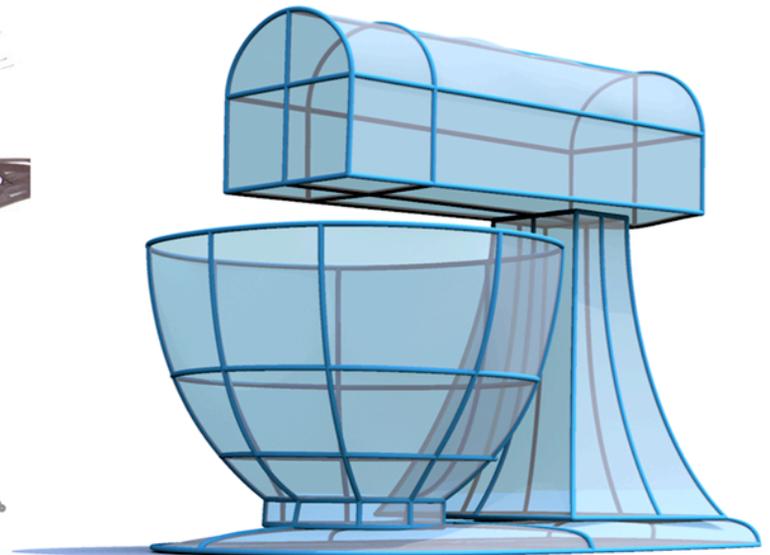
GRAPHics and Design with hEterogeneous COntent



Inspiration



Input curves



3D Reconstruction