

UIP Introduction – Previous works

## • <u>"Pixel-based" synthesis:</u> [EFRO99],[WEI00],[ASHI01]

Map

Introduction

Prev. works

Segmentation Co-occurrences

2D synthesis

3D surfaces

Conclusions

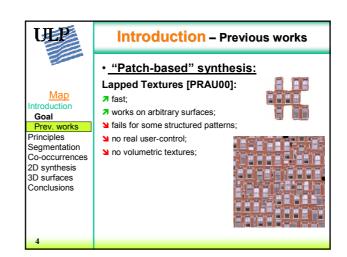
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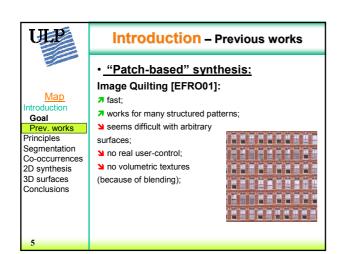
Goal

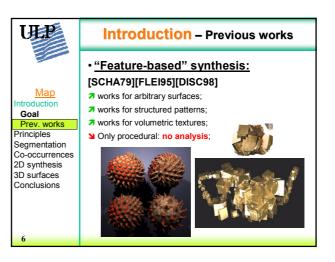
Principles

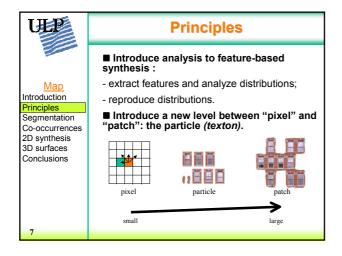
- better results than with [HEEG95];
   generalization to arbitrary surfaces [TURK01],[WEI01],[YING01];
   fails for some structured patterns;
- a rails for some structured patterns;
   a can be slow (except [ASHI01]);
- a not much user-control;
- **>** no volumetric textures (except height fields);

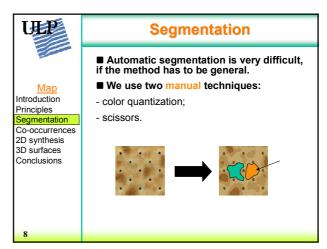


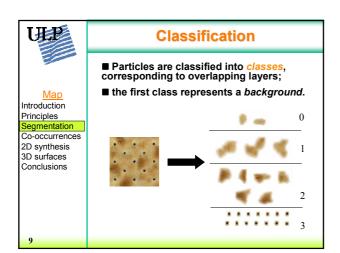


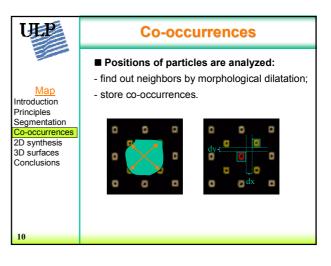


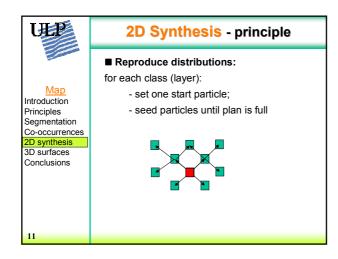


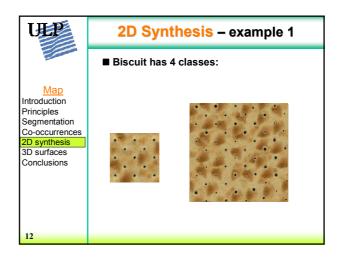


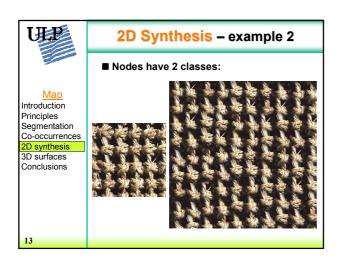


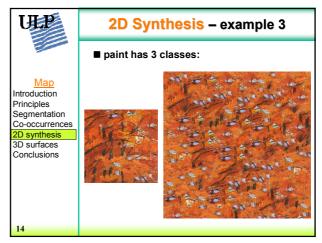


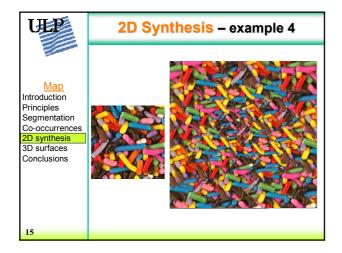




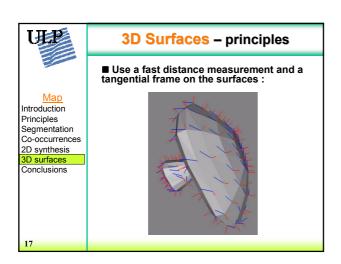


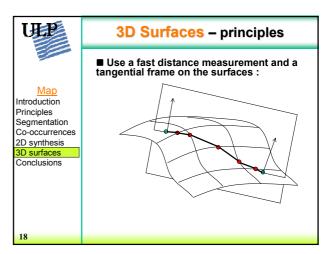


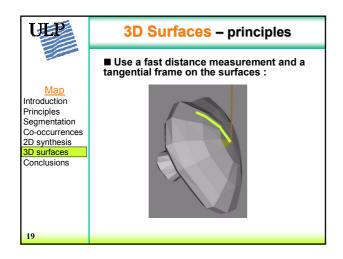


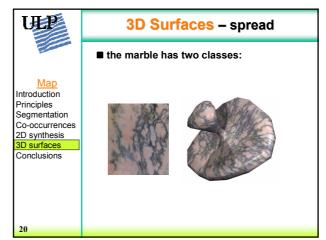




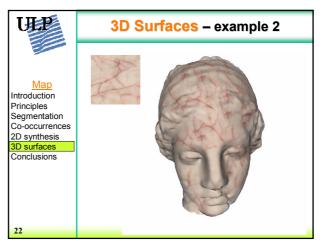


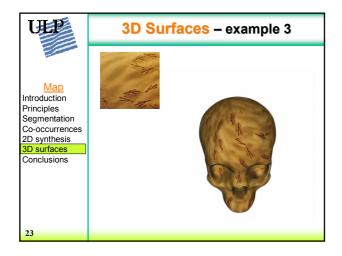


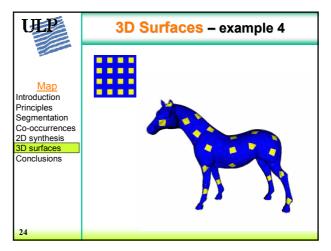


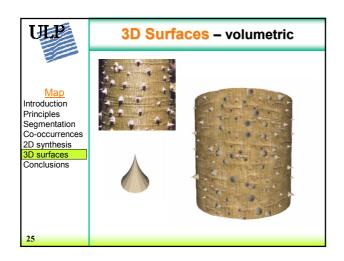




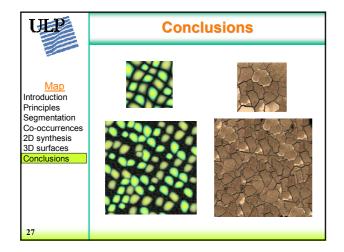


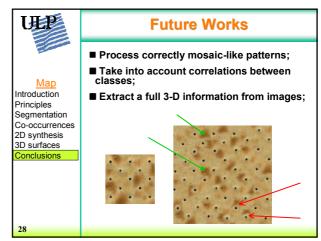






ULP	Conclusions
Map Introduction Principles Segmentation Co-occurrences 2D synthesis 3D surfaces Conclusions	<ul> <li>Advantages :</li> <li>works for arbitrary surfaces;</li> <li>works for structured patterns;</li> <li>works for volumetric textures;</li> <li>method is simple and fast;</li> <li>lets users a certain freedom;</li> <li>Drawbacks :</li> <li>requires some initial user work;</li> <li>does not consider correlations among particle positions of different layers;</li> <li>does not work for structured patterns, for which particles shapes are correlated with positions;</li> </ul>
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