Pattern Synthesis

Keywords: Geometric algorithms, Non-Photo Realistic Rendering

Objective

Creating and manipulating intricate and visually pleasing patterns manually is a time-consuming and challenging task. The objective of this project would be to develop interfaces and algorithms to automatise this pattern synthesis to represent an image or 3D model. The project will begin with developing algorithms for analysing input images and 3D models to extract relevant geometric/visual features and properties. These features/properties are then used to generate patterns that capture the essence of the input image/model while introducing artistic and stylistic variations..

Number of students: 2-3

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References:

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