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Function-based interactive editing of decoration and material properties(Conference Paper)

Vyatkin, S.I.(a), Romanyuk, O.N.(b), Al-Maitah, M.(c), Romanyuk, O.V.(b), Nykiforova, L.E.(d), Sawicki, D.(e), Demsova, N.(f)

a)Institute of Automation and Electrometry SB RAS, Academician Koptyug ave. 1, Novosibirsk, 630090, Russian Federation

b)Vinnitsia National Technical University, 95, Khmelnytske shosse, Vinnitsia, 21021, Ukraine

c)King Saud University, P. O. BOX 2454, Riyadh, 11451, Saudi Arabia

d)Berezhany Agrotechnical Institute, 20 Akademichna Str., Berezhany, 47501, Ukraine

e)Lublin University of Technology, 38A Nadbystrzycka Str., Lublin, 20-618, Poland

f)East Kazakhstan State Technical University Named after D. Serikbayev, 69 Protozanov Str., Ust-Kamenogorsk, 070004, Kazakhstan

Краткое описание

The method of increasing the realism of forming graphic scenes due to adaptive editing is proposed. The user is given the opportunity to change the image of a three-dimensional object using the functions of perturbation. At the same time, a higher degree of smoothness of the form is achieved compared to the use of splines. The use of excitation functions makes it possible to achieve an acceptable level of detail, which allows you to manage the realism of the formation of graphic scenes. © COPYRIGHT SPIE. Downloading of the abstract is permitted for personal use only.