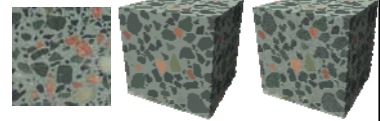


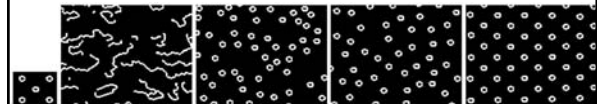
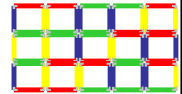
Non-Photorealistic Rendering (NPR)

Last Time?

- Texture Synthesis
- Markov Model
- Image Completion
- Wang Tiles
- Volumetric Texture Synthesis



"I spent an interesting evening recently with a grain of salt."



Rest of Term

- Tuesday April 17th: Quiz 2
- Friday April 20th: Lecture cancelled
Office hours, noon-3pm (MRC 309A)
 - Pick up your quizzes
 - Ask questions about final projects
- Tuesday April 24th, Friday April 27th, & Tuesday May 1st: Final Presentations (10%)
- Thursday April 26th, 11:59pm: (no late days!!!) Final Project reports due (20%)

Final Presentation Schedule

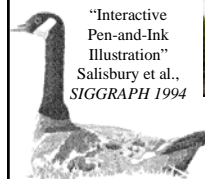
Tues. April 24	Fri. April 27	Tues. May 1
<i>Course evaluations</i>	1. Brandon	1. Avi
1. Eric & Juda	2. Cameron	2. Rylan
2. Aaron & Chris	3. Dan W.	3. Max
3. Jake	4. Zhongyi	4. Michael
4. Gabe & Matt B.	5. Justin	5. Matt L.
	6. George	6. Tim
	7. Casey	7. Dan T.

15 minutes each (including setup & questions), 25 minutes for team of 2

Final Presentation

- Summarize prior work as necessary
 - You don't need to discuss papers we covered in class
- Be technical:
 - What were the challenges?
 - How did you solve them?
- Live demo if possible (depends on project)
 - Use examples (both of success & failure)
- Teams of 2:
 - Both should present & make it clear who did what
- Practice! & time yourself!

Readings for Today:



"Interactive Pen-and-Ink Illustration"
Salisbury et al., SIGGRAPH 1994



Hoiem, Efros, and Hebert, "Automatic Photo Pop-up", SIGGRAPH 2005



"Making Papercraft Toys from Meshes using Strip-based Approximate Unfolding", Mitani & Suzuki, SIGGRAPH 2004