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
<table>
<thead>
<tr>
<th>Tues. Apr. 24</th>
<th>Fri. Apr. 27</th>
<th>Tues. May 1</th>
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<tbody>
<tr>
<td>Course evaluations</td>
<td>1. Brandon</td>
<td>1. Avi</td>
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<tr>
<td>1. Eric &amp; Juda</td>
<td>2. Cameron</td>
<td>2. Rylan</td>
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<td>3. Dan W.</td>
<td>3. Max</td>
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<td>5. Justin</td>
<td>5. Matt L.</td>
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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

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

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