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NON-PHOTOREALISTIC LINE-BASED RENDERING: A PERCEPTUAL APPROACH

Audrey Legeai, Gwenola Thomas and Joëlle Thollot

We aim at rendering large 3D objects on mobile devices by means of strokes.

Since mobile devices have small screens and limited ressources, we should:

- refer view-independant strokes to lower the C.P.U. load and to ensure temporal coherence.
- Legible strokes to provide a legible depiction of the object.

1. WHAT KIND OF FEATURE LINES CAN WE EXTRACT FROM A 3D MODEL?

SILHOUETTES [Hertzmann 99, Markosian 97, etc.]

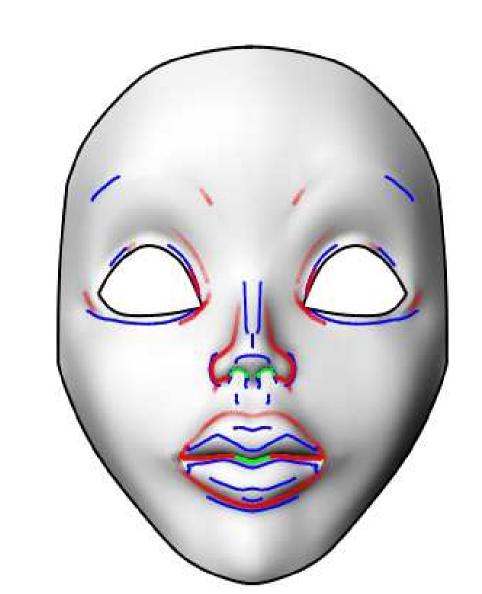
✓ Allow distinguishing the object from its environment.

- X View-dependant.
- * Additionnal lines are needed.

SUGGESTIVE CONTOURS [Decarlo 03, Decarlo 04]

✓ Convey complementary information.

- X View-dependant.
- X Computation sensitive to noise.



BOUNDARIES

- ✔ Allow distinguishing the object from its environment.
- ✓ View-independant.
- * Additionnal lines are needed.

CREST LINES [Yoshizawa 04, Hildebrandt 05, etc.]

V Convey complementary information.

V View-independent.

x Computation sensitive to noise.

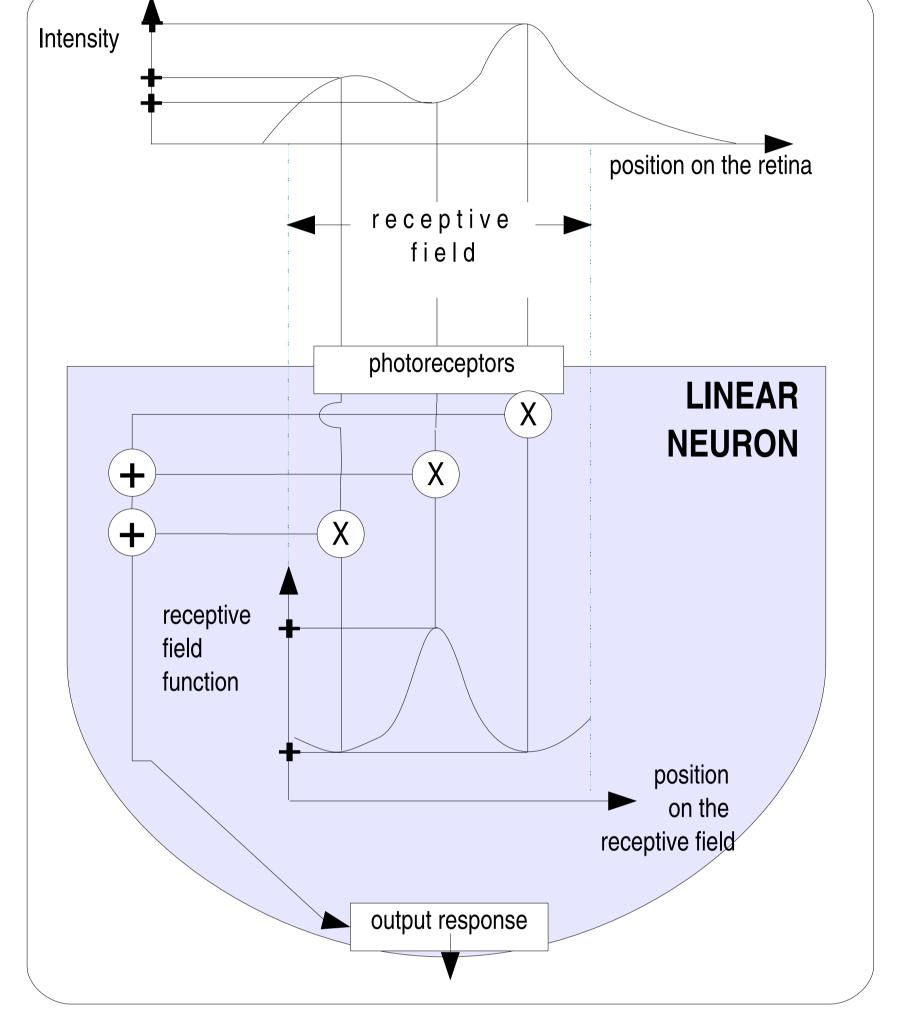
Features conveyed by suggestive contours and crest lines are either redundant or complementary.

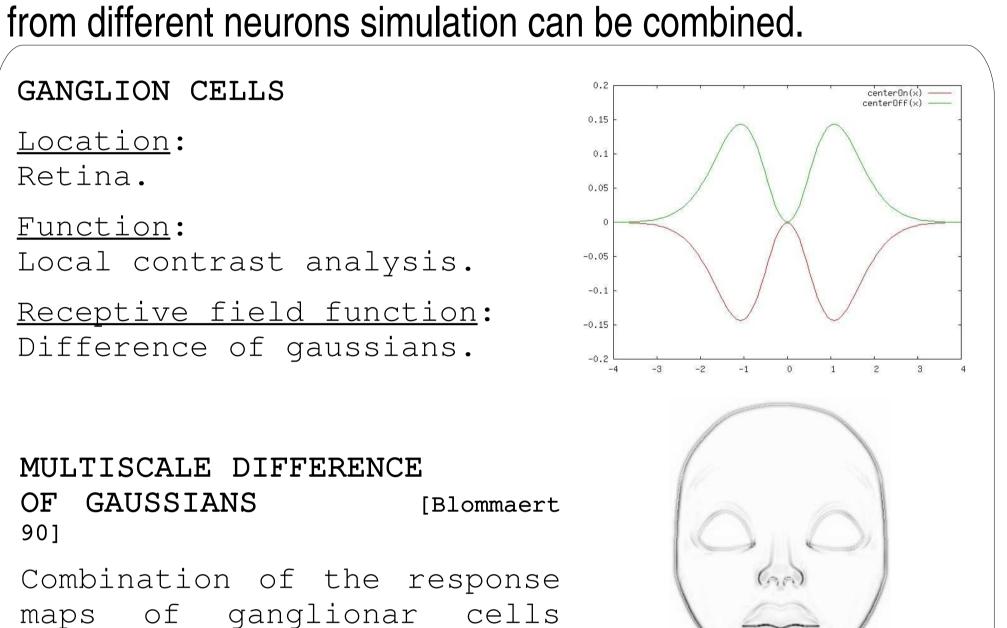
> We want to select among those lines the ones that are the most relevant.

2. WHAT DO WE PERCEIVE FROM SHAPES?

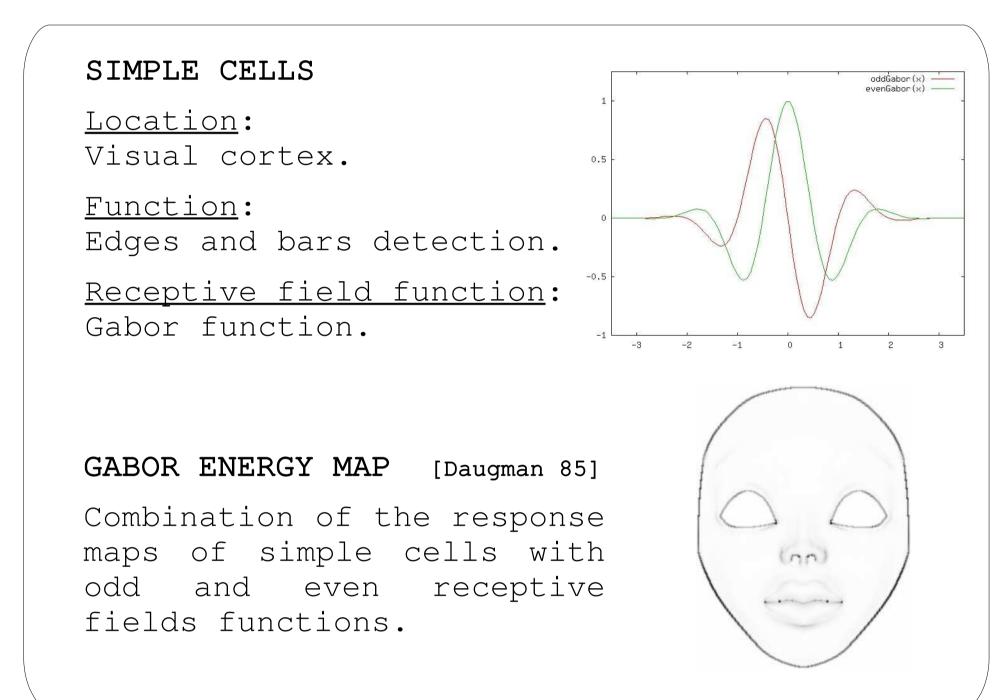
The response of linear neurons in early visual system may be modeled as the linear spatial summation of the intensity of light falling on their receptive field. [Petkov 97]

We can draw an analogy between the function of intensity on the receptive field and the intensities of a set of neighbour pixels within an image. Then, simulating the response of a grid of identical linear neurons to an image consists into convolving the receptive field function and the image function. The result is a response map. Response map resulting





receptive



3. APPLICATIONS

We suggest to select the 3D lines whose location in image plane corresponds to the best perceived areas location. Our selection scheme:

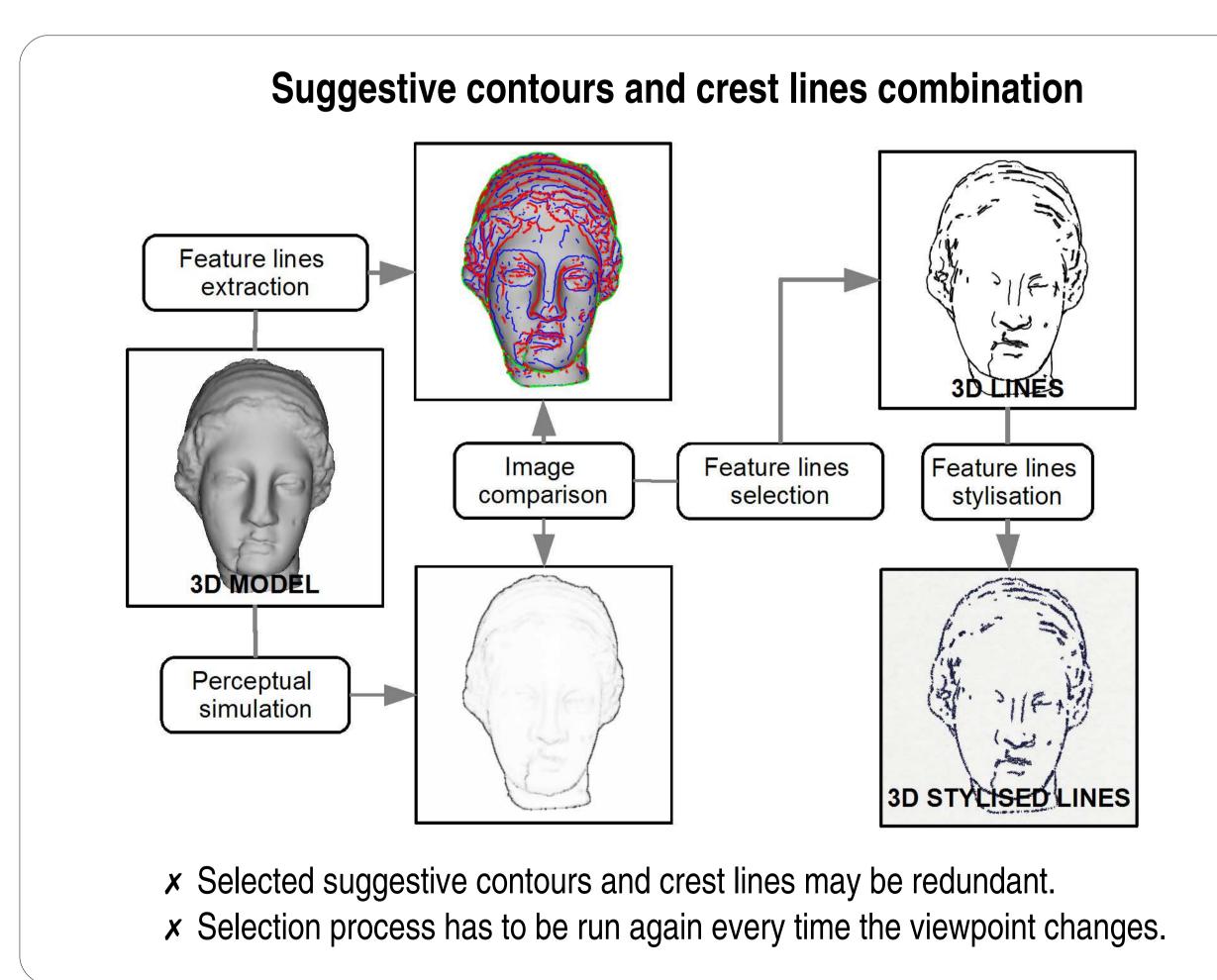
- ✓ is independent on the type of lines and model representation,
- ✓ relies on very intuitive thresholds,

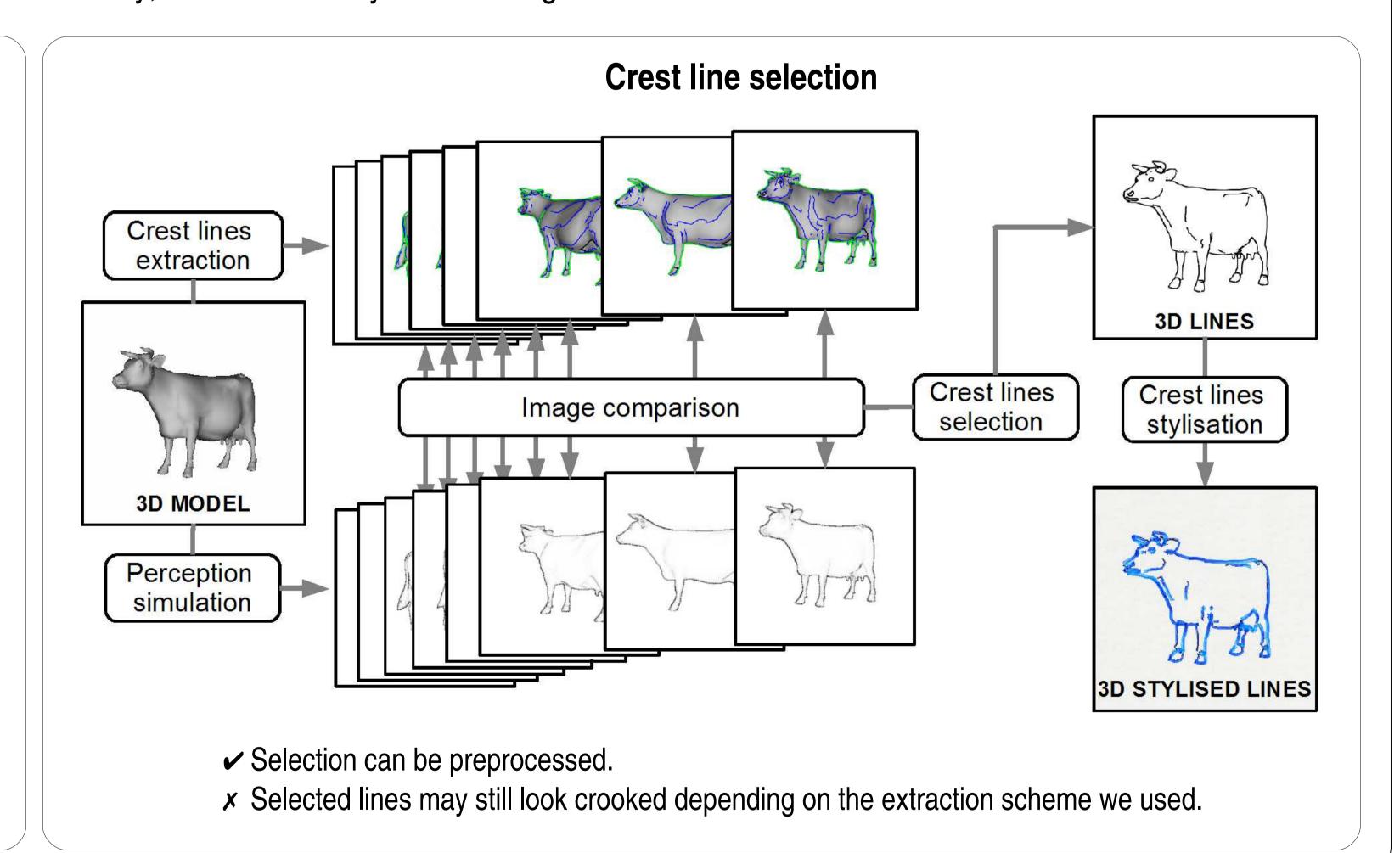
different

size.

fields'

✓ allows preserving the 3D lines' connexity, which makes stylisation straighforward.





4. LIMITATIONS AND WORK IN PROGESS

It is not clear yet what viewpoint, light model, or perception model we should use to proceed to the selection.

In the future, we will investigate perceptual invariants under viewpoint change and light change so as to extract view-independent feature lines in accordance with perception.







