

Contents

1	Introduction	1
1.1	The Brief History: from Photorealism to Non-photorealism	1
1.2	What is Non-photorealistic Computer Graphics	2
1.2.1	Image, Picture, and Visualization	3
1.2.2	Photorealistic versus Non-photorealistic Rendering	4
1.3	The Framework for Non-photorealistic Computer Graphics	6
	References	9
2	Simulating Artistic Media for Digitized Creation of Artworks	11
2.1	Stroke-based Artistic Drawing	11
2.1.1	Interactive Drawing Based on Brushstrokes	11
2.1.2	Pen-and-ink Illustration by Stroke Textures	15
2.1.3	Interactive Pencil Drawing	18
2.1.4	Simulating Wax Crayons	26
2.2	Oriental Calligraphy and Black Ink Painting	30
2.2.1	Modeling of Soft Brushes	31
2.2.2	Calligraphy with Soft Brushes	39
2.2.3	Oriental Black Ink Painting	43
2.3	Simulation of a Colored Painting	54
2.3.1	The Computational Model of Rendering Colored Pigments	55
2.3.2	Simulation of Watercolor Painting	58
2.3.3	Simulation of Oil Painting	68
2.4	Digitized Sculpting	77
2.4.1	Digitized Wood Sculpting	78
2.4.2	Digitized Metal Embossing	81
2.5	Creation of Artwork in a Virtual Environment	83
2.6	Summary	86
	References	87

3	Computer-aided Design of Art Patterns	91
3.1	The Overview of Art Pattern Design	92
3.2	Art Pattern Creation by Fractals	94
3.3	Art Pattern Creation by Shape Grammars	96
3.4	Layout-based Creation of Art Patterns	100
3.4.1	Novel Layout Creation Based on Regular Structures	100
3.4.2	Layout Creation Integrated with Fabrication Craft	103
3.4.3	Art Pattern Creation by Stylized Layout	104
3.5	Knowledge-based Creation of Art Patterns	106
3.5.1	Aesthetical Knowledge Representation for Art Pattern Generation	107
3.5.2	Generation of Art Patterns by Synthesis Reasoning	108
3.6	Summary	111
	References	111
4	Artistic Painting by Reference Images	113
4.1	Artistic Effect Generation by Pixel-level Image Processing	113
4.1.1	Artistic Processing via Digital Half-toning	114
4.1.2	Artistic Processing with Heuristic Rules	115
4.2	Converting Images into Artistic Painting by Strokes	118
4.2.1	Image-based Stippling Drawing	120
4.2.2	Image-based Mosaic and Stained Glass Simulation	124
4.2.3	Image-based Pen-and-ink Illustration	127
4.2.4	Image-based Pencil Drawing	131
4.2.5	Image-based Oriental Painting	137
4.2.6	Image-based Colored Painting	138
4.3	Artistic Transfer of Color and Texture from Reference Images	145
4.3.1	Artistic Transfer of Color	146
4.3.2	Artistic Transfer of Texture	149
4.4	Image-based Painting Driven by Examples	152
4.4.1	Painting Style Simulation by Image Analogy	153
4.4.2	Artistic Painting Generation by Stroke Templates from Examples	155
4.5	Summary	157
	References	158
5	Artistic Rendering for 3D Object	161
5.1	Artistic Rendering Based on Traditional 3D Rendering Pipeline	162
5.1.1	Non-photorealistic Lighting Model	162
5.1.2	Non-realistic Projection	168
5.1.3	Non-photorealistic Texture Mapping and Synthesis	174
5.2	Non-photorealistic Rendering with Interim Images	179
5.2.1	Pen-and-ink Illustration from 3D Object	180

5.2.2	Pencil Drawing from 3D Polygonal Object	185
5.2.3	Chinese Painting from 3D Model	187
5.2.4	Colorful Painting from 3D Model	191
5.3	Artistic Silhouette and Line-drawing for 3D Model	192
5.3.1	Silhouette Rendering from 3D Polygonal Object	192
5.3.2	Line-drawing for 3D Surface	198
5.4	Artistic Rendering for 3D Landscape	201
5.4.1	Artistic Simulation by Placing Artistic Particles and Strokes on the 3D Surface	202
5.4.2	Artistic Rendering of Plants Based on Their 3D Structure	204
5.4.3	Artistic Rendition for Point-based Models	209
5.5	Artistic Illustration of Volume-based Models	212
5.5.1	Artistic Rendering of Surface Features of Volume Model	213
5.5.2	Artistic Illustration of Internal Structure of Volume Model	217
5.6	Summary	223
	References	224
6	Expressive Rendering	229
6.1	Comprehensible Rendering	230
6.1.1	Enhancement of Rendering by Emphasis of Visual Cues	230
6.1.2	Cutaway Illustration	236
6.1.3	Comprehensive Rendering via Composite Viewpoints	239
6.2	Shape-conveying Illustrations	241
6.2.1	Expressing Shape Features via Stroke Texture	241
6.2.2	Expressing Shape Features by Selective Depiction	243
6.3	Intent-based 3D Illustration	249
6.3.1	Intent Communication by Multimedia Presentation	250
6.3.2	Interpreting Intent by Graphical Abstraction	252
6.3.3	Visual Explanation of Iconic Symbols	254
6.4	Expressive Rendering for Transparency	255
6.5	Summary	259
	References	260
7	Computer-assisted Cartoon Animation by Traditional Production Pipeline	263
7.1	The Traditional Animation Process	263
7.2	The Role of the Computer in Traditional 2D Animation	268
7.3	Computer-assisted Coloring	270
7.3.1	Auto-coloring of Inbetweening Frames	271
7.3.2	Colorizing Black-and-white Cartoons	277
7.4	Computer-assisted Inbetweening	282

7.4.1	Generation of Inbetween Poses	282
7.4.2	Generation of inbetweening Facial Expression	288
7.5	Summary	290
	References	291
8	Novel Approaches to Computer-assisted Cartoon Animation	293
8.1	Video Driven Cartoon Animation	294
8.1.1	Directly Converting Video Segment into Painterly Animation	294
8.1.2	Contour-based Animation Generation from Video	300
8.1.3	Video-driven Facial Animation with Style	303
8.2	Cartoon Production Integrated with 3D Geometric Elements .	310
8.2.1	Automated inbetweening by the 3D Approximate Model	311
8.2.2	Cartoon Animation by 3D Canvas	315
8.2.3	Cartoon Animation by View-dependent Geometry	318
8.3	Cartoon Generation by Temporal Coherent Rendering	322
8.4	Cartoon Generation Together with 3D Graphical Processing Techniques	327
8.4.1	Cartoon Production Integrated with 3D Transformation	327
8.4.2	Cartoon Animation Enhanced with Artistic Texture Mapping	330
8.4.3	Cartoon Motions Augmented by 3D Physical Models ..	331
8.4.4	Stylized Highlight and Shadow Generation for Cartoon Animation	334
8.5	Cartoon Production via Reuse of Traditional Animation	336
8.5.1	Reusing Visual Style for Cartoon Animation	337
8.5.2	Reusing Motions for Cartoon Animation	340
8.6	Summary	343
	References	345
9	Perspectives of Non-photorealistic Computer Graphics ...	349
	References	353
	Index	355