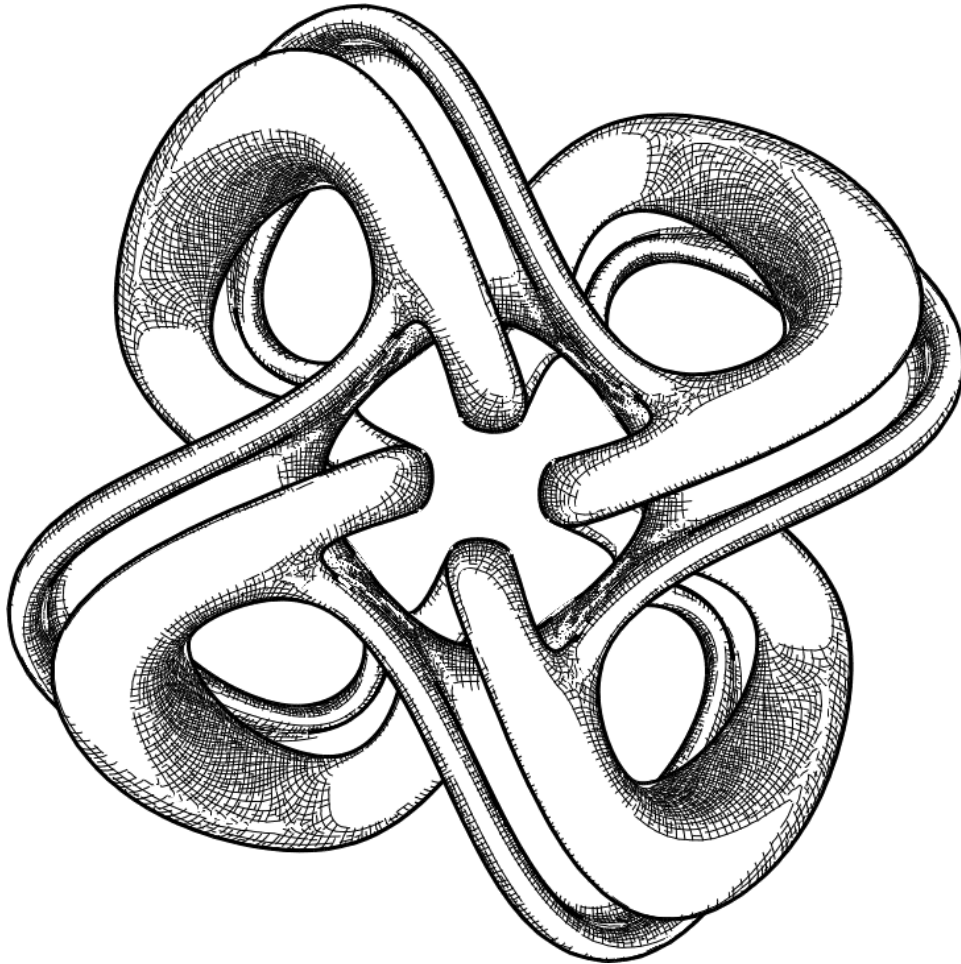


# Suggestive Hatching

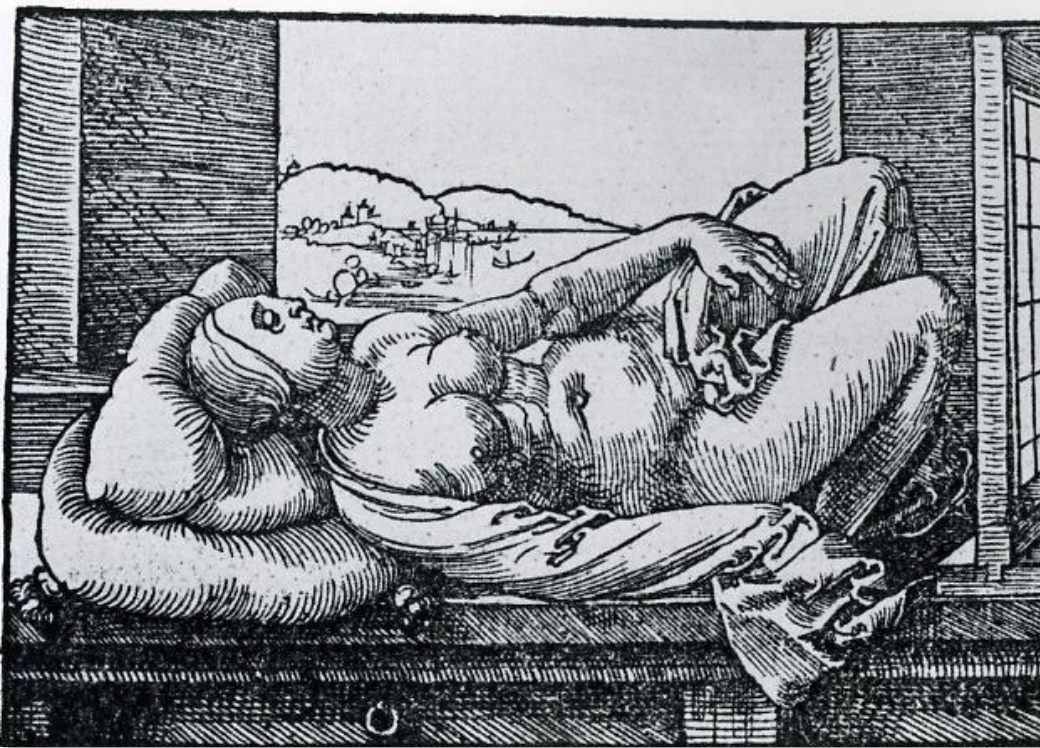
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Mayank Singh  
Scott Schaefer

# Traditional Hatching

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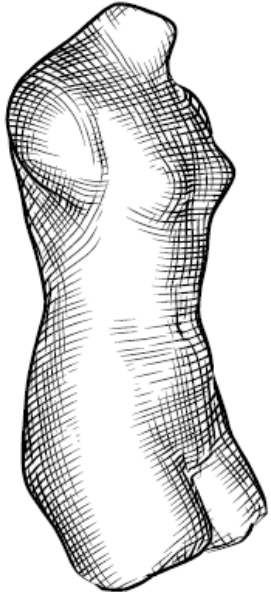


Albrecht Dürer

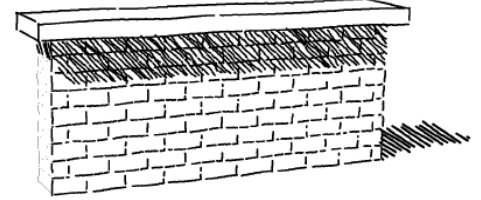
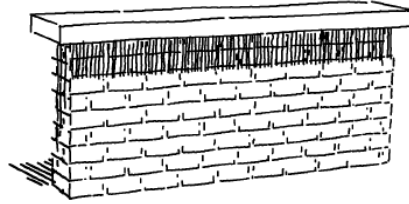
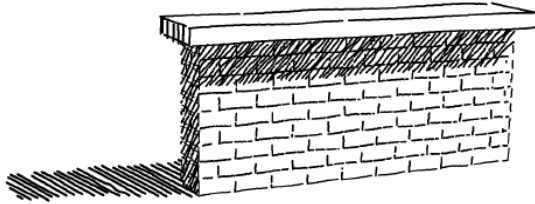


Leonardo da Vinci

# Computational Hatching



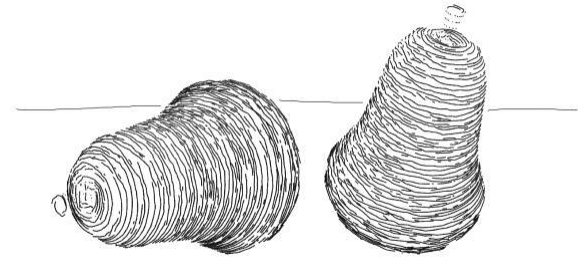
Hertzmann and Zorin [2000]



Wikenbach and Salesin [1994]



Wikenbach and Salesin [1996]



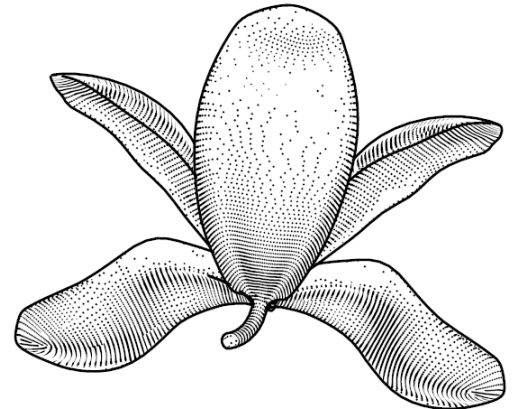
Girshick et al. [2000]



Elber et al. [1998]



Praun et al. [2001]



Zander et al. [2004]



# Sparse Line Drawing

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Suggestive Contours

DeCarlo et al. [2003]

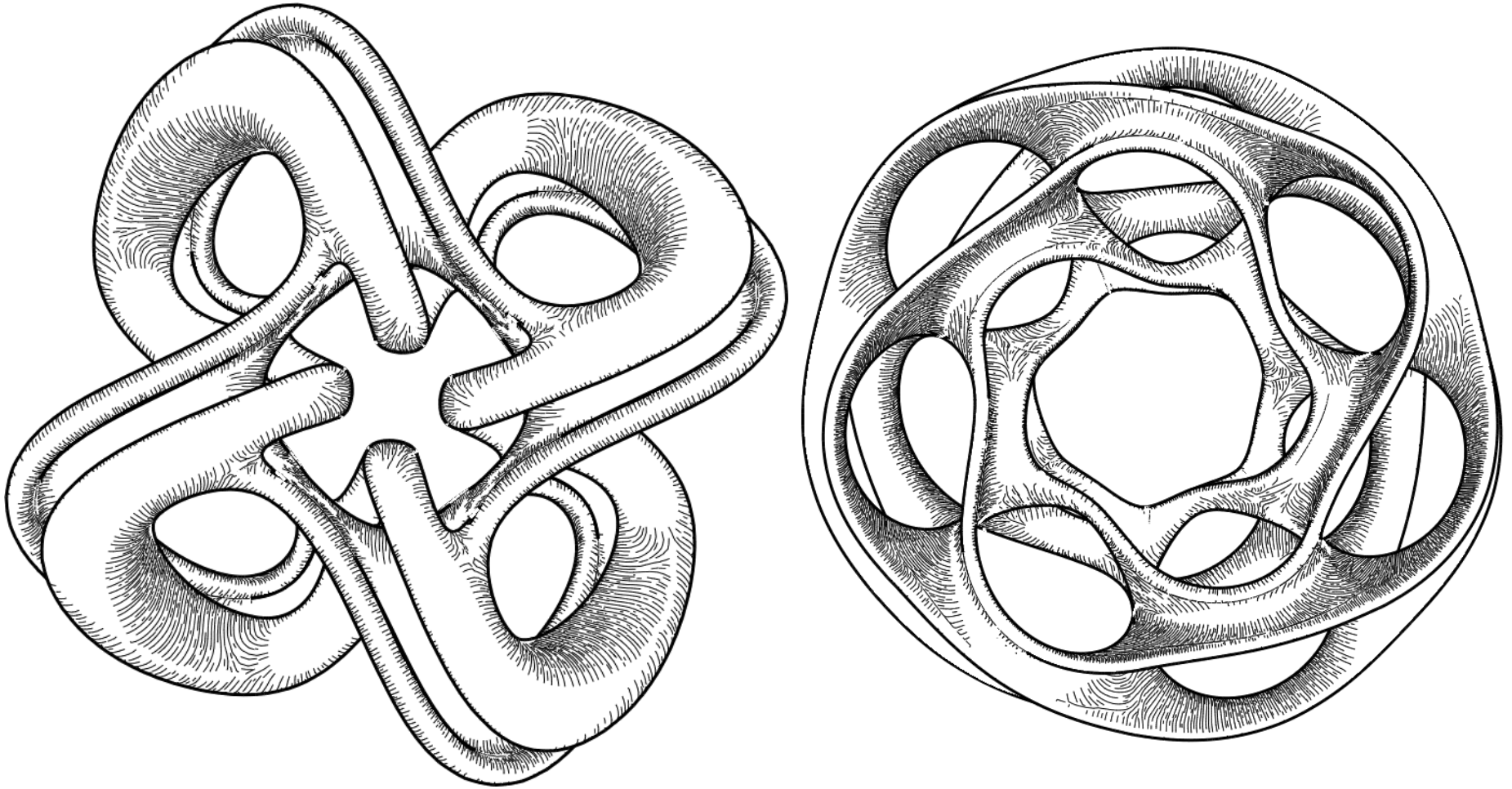


Apparent Ridges

Judd et al. [2007]

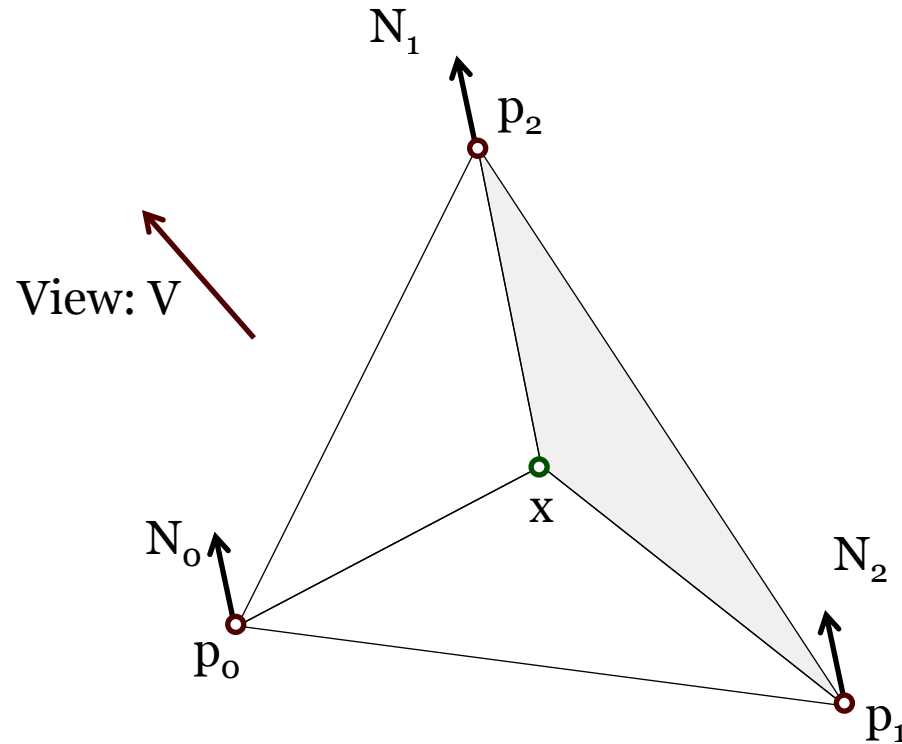
# Contour & Hatching

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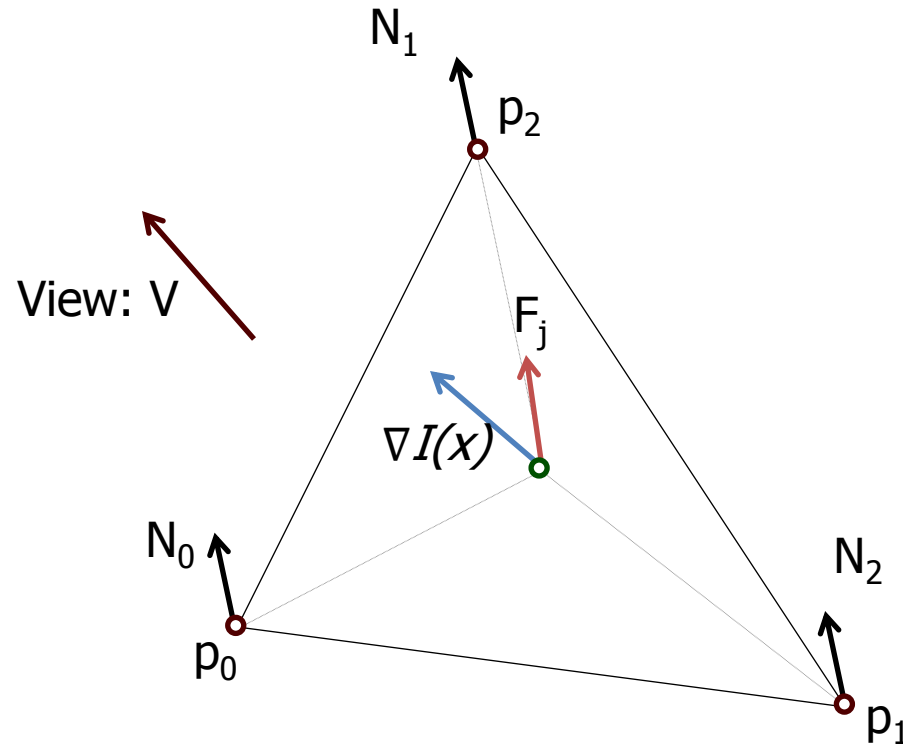
Suggestive Hatching

# Shading Vector Field



$$I(x) = \sum_{k=0}^2 (V \cdot N_{j,k}) \frac{A(x, p_{j,k+1}, p_{j,k+2})}{A(p_{j,0}, p_{j,1}, p_{j,2})}$$

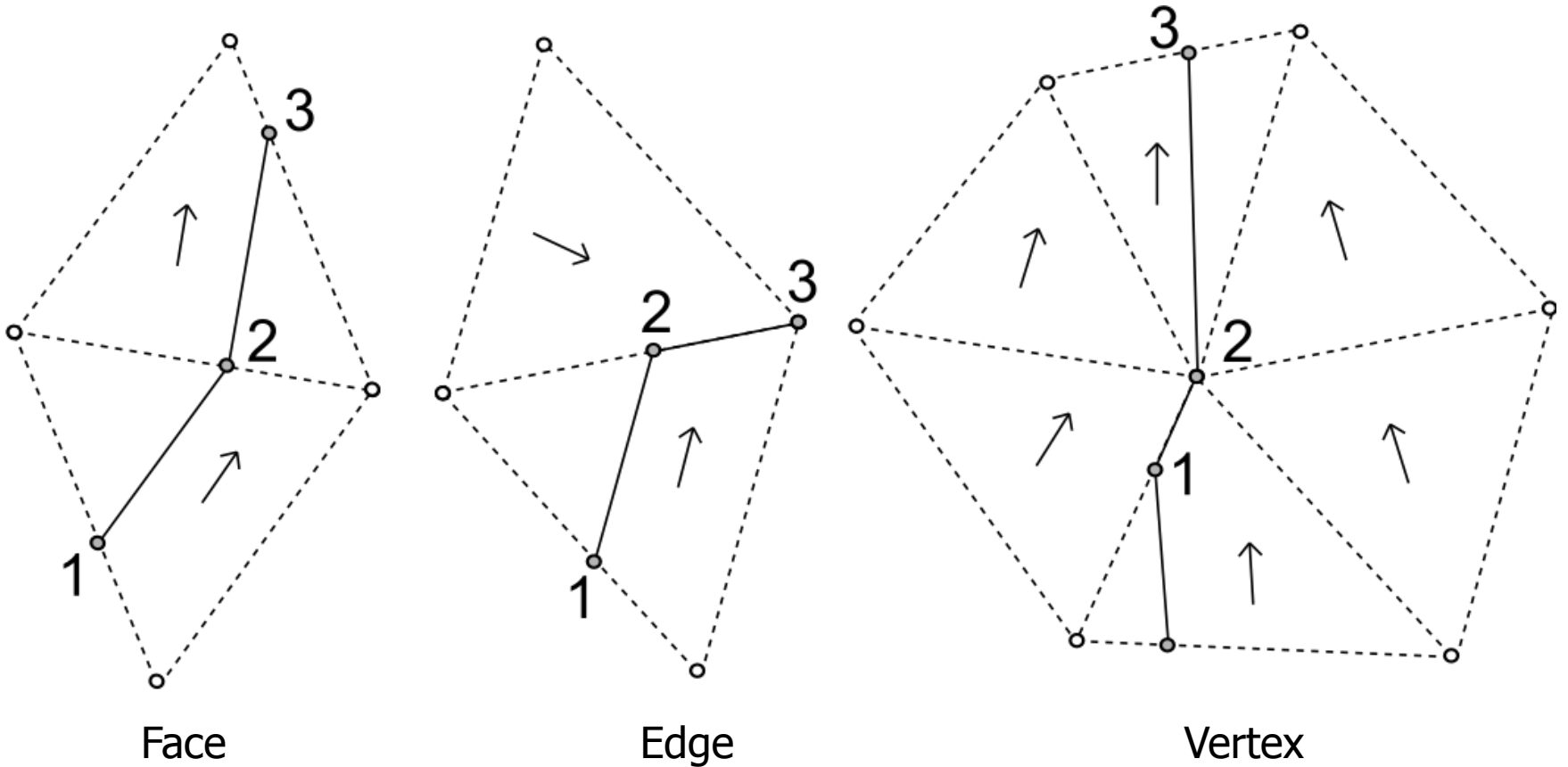
# Shading Vector Field



$$\nabla I(x) = \sum_{k=0}^2 \frac{(V \cdot N_{j,k})}{A(p_{j,0}, p_{j,1}, p_{j,2})} (p_{j,k+2} - p_{j,k+1}) \times F_j$$

# Shading Strokes

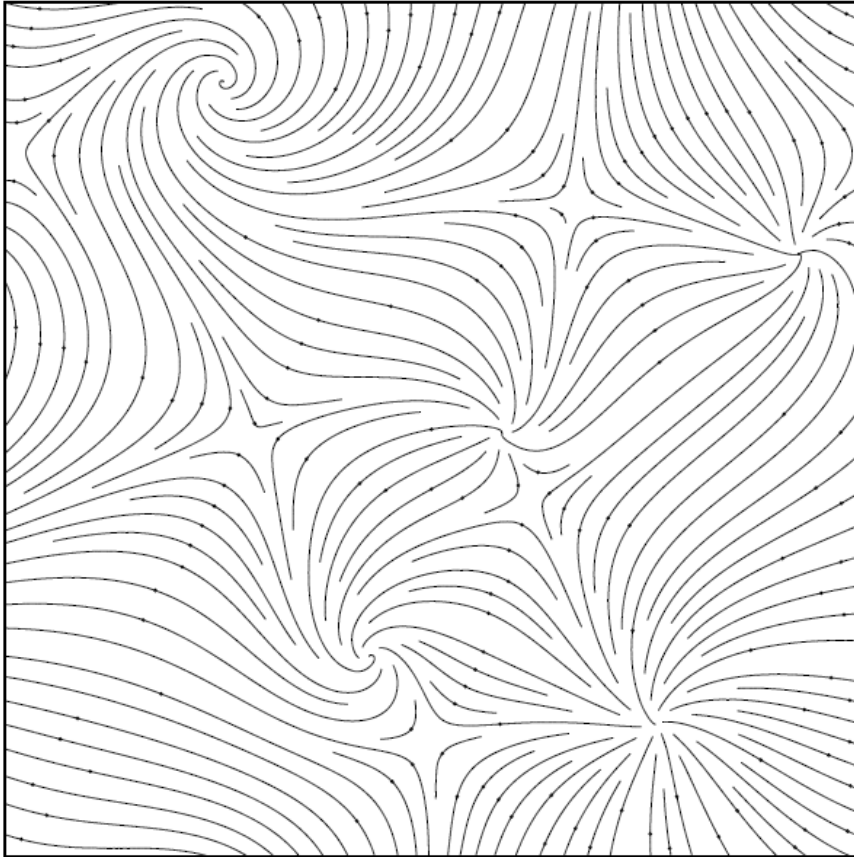
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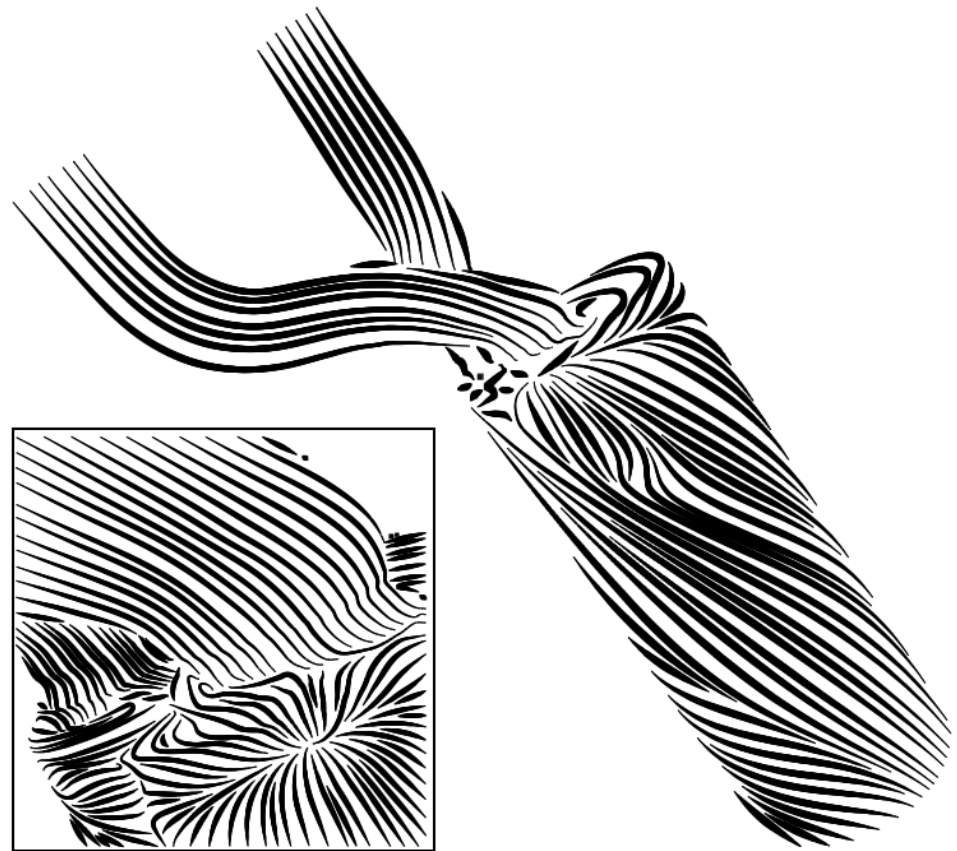


# Streamlines

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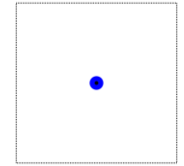
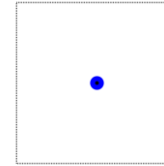
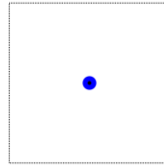
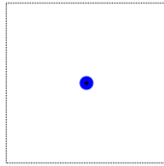
Mebarki et al.[2005]



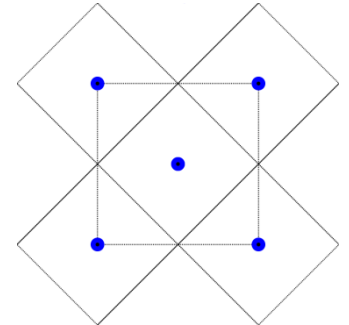
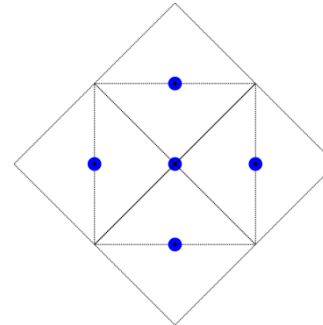
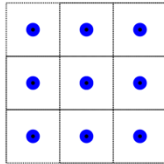
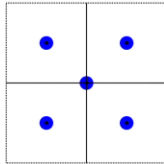
Spencer et al. [2009]

# Seeding and Spacing of Lines

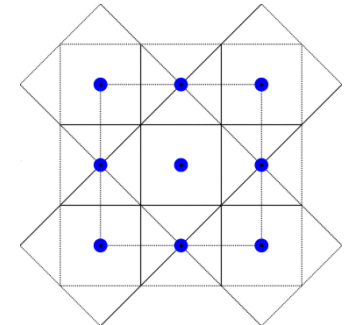
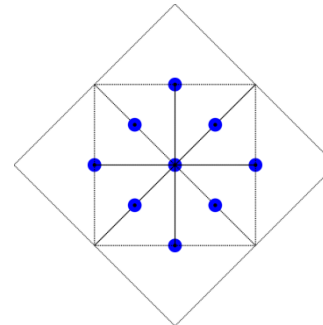
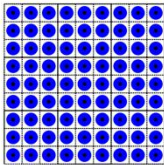
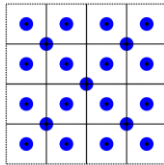
0



1



2



Levels

Binary

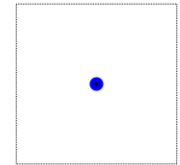
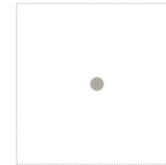
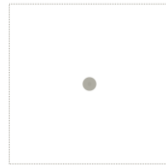
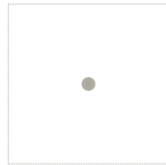
Ternary

Sqrt(2)

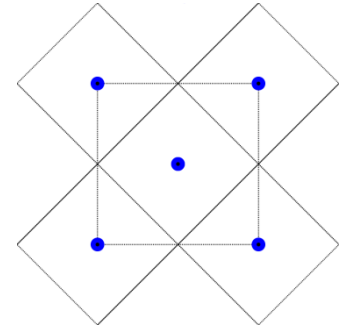
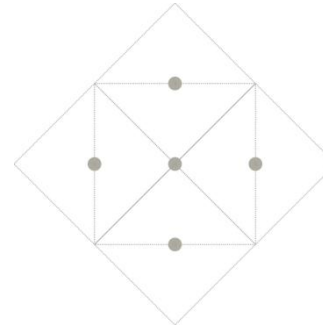
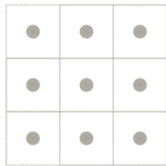
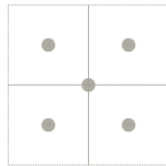
**Midpoint**

# Seeding and Spacing of Lines

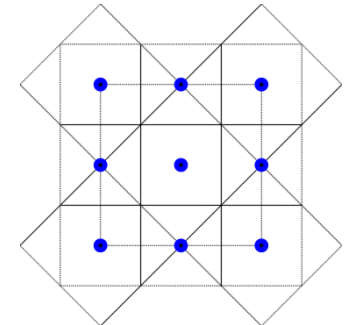
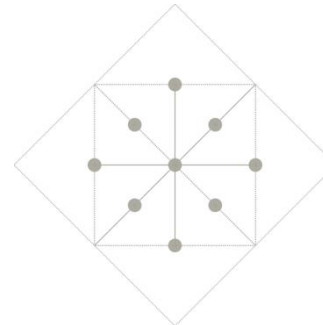
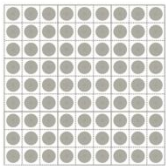
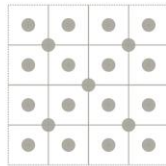
0



1



2

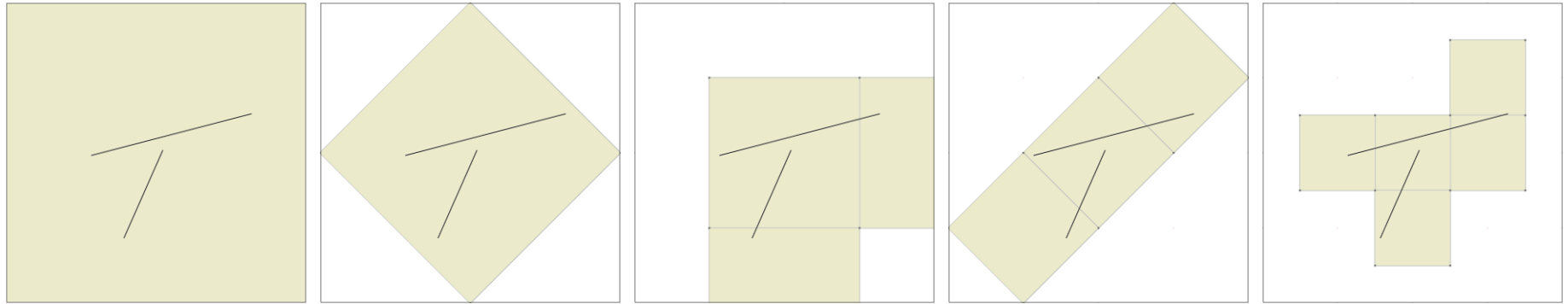


20

⋮

# Seeding and Spacing of Lines

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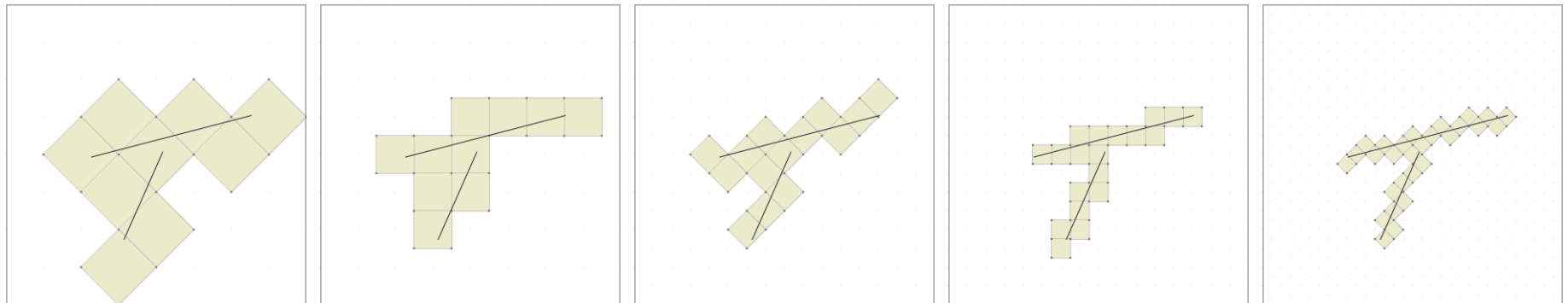
0

1

2

3

4



5

6

7

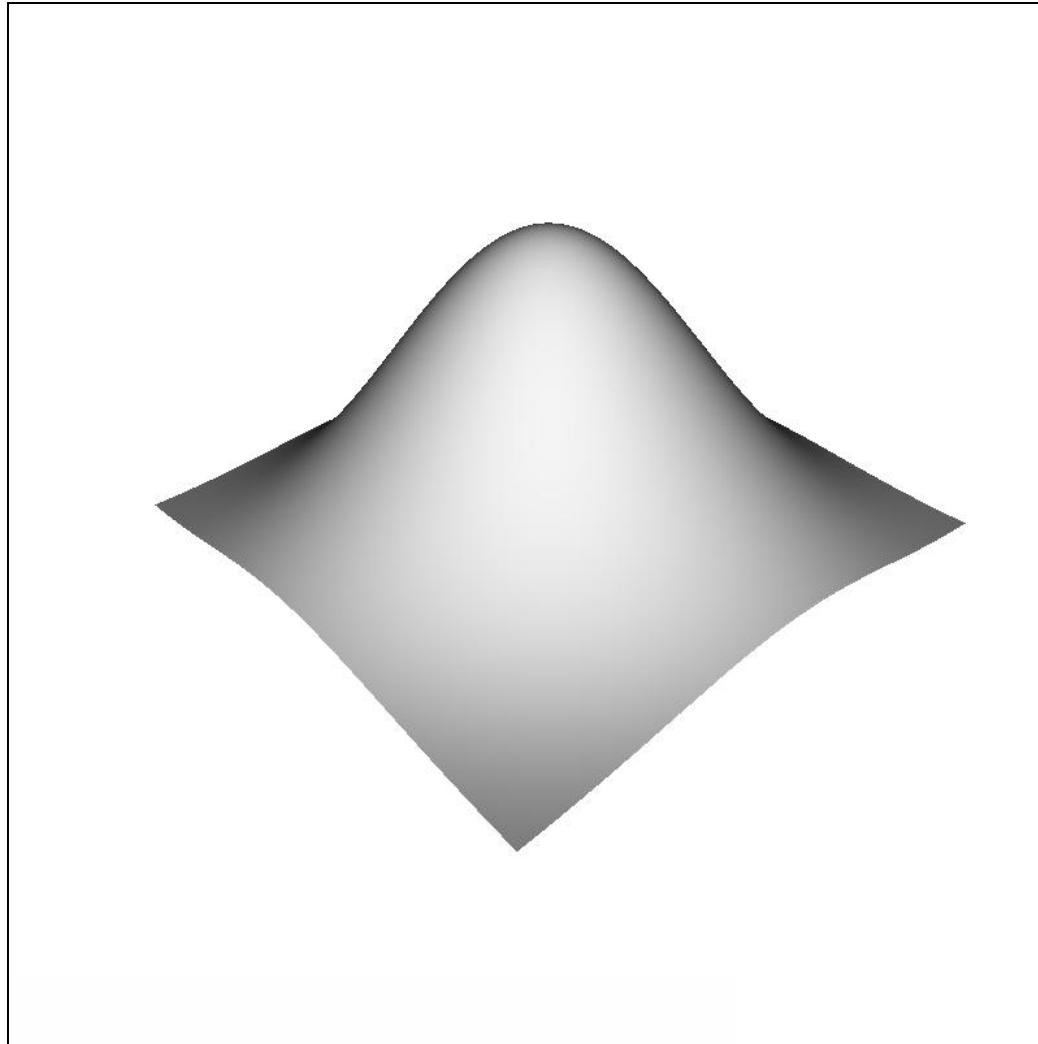
8

9

**20 levels**

# Seeding and Spacing of Lines

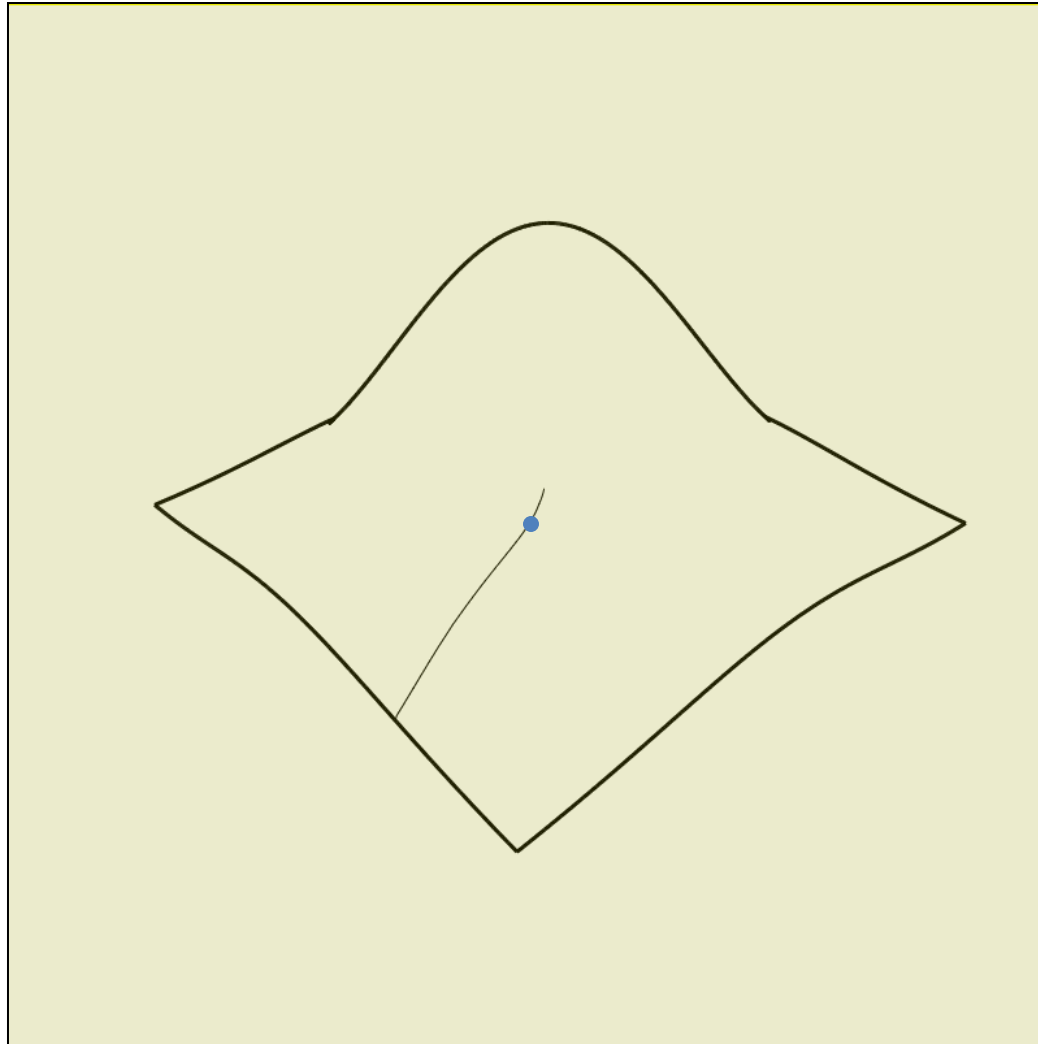
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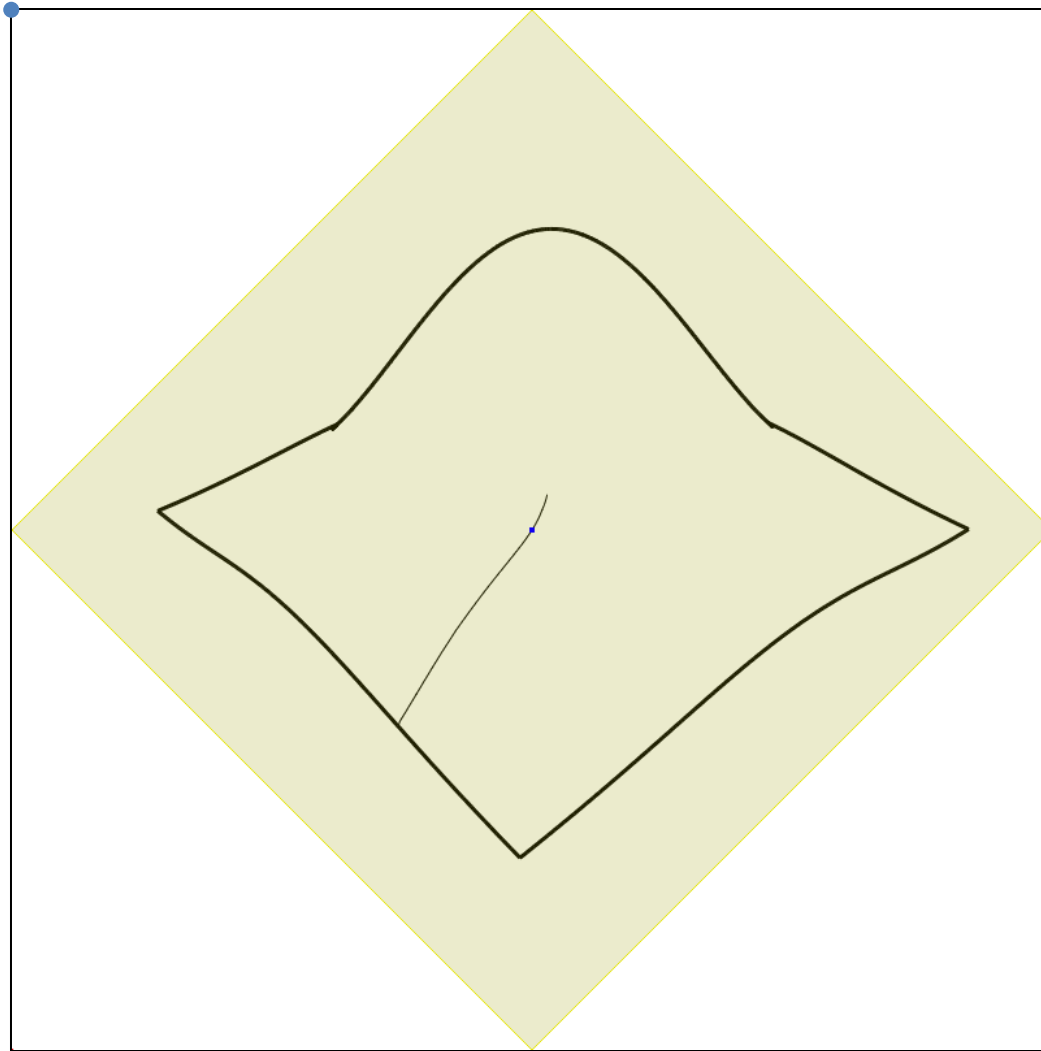
# Seeding and Spacing of Lines

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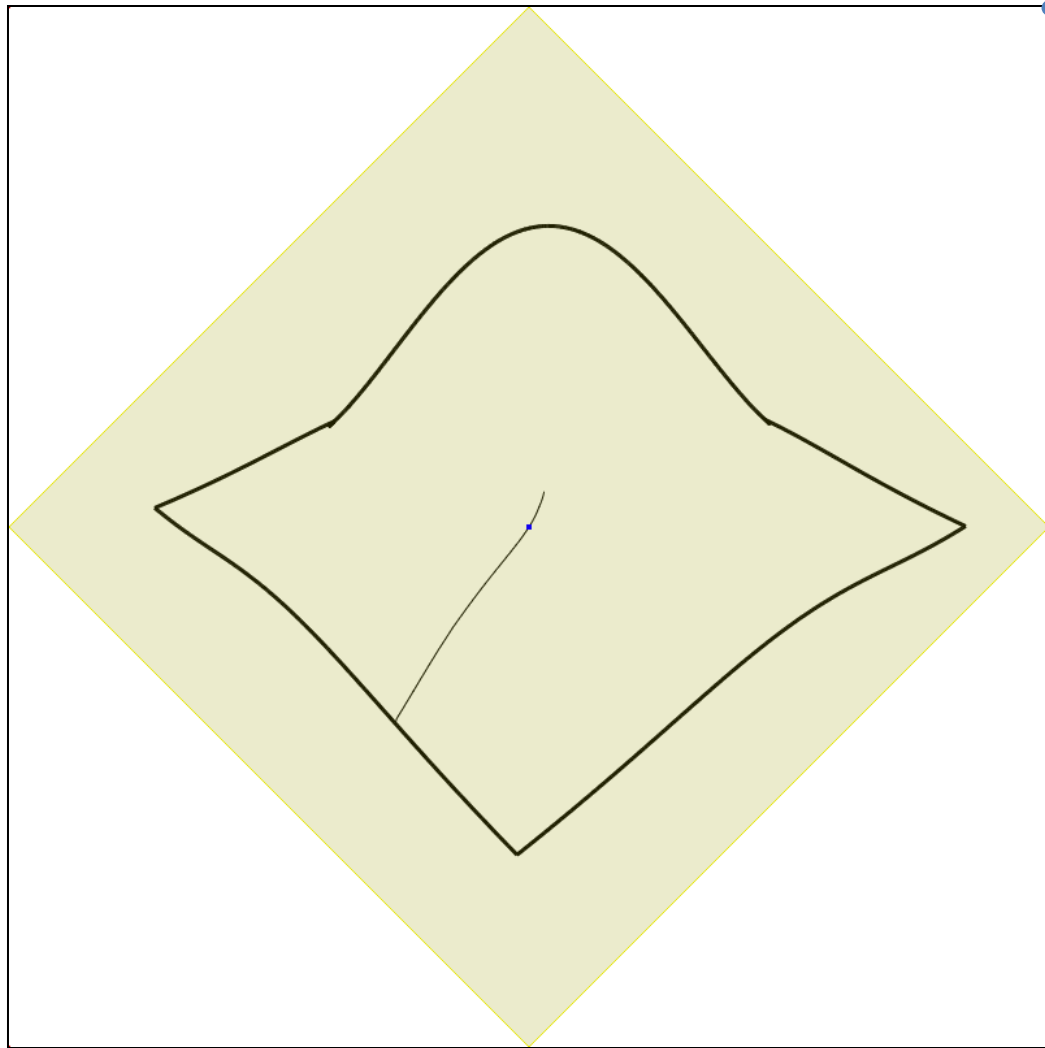
# Seeding and Spacing of Lines

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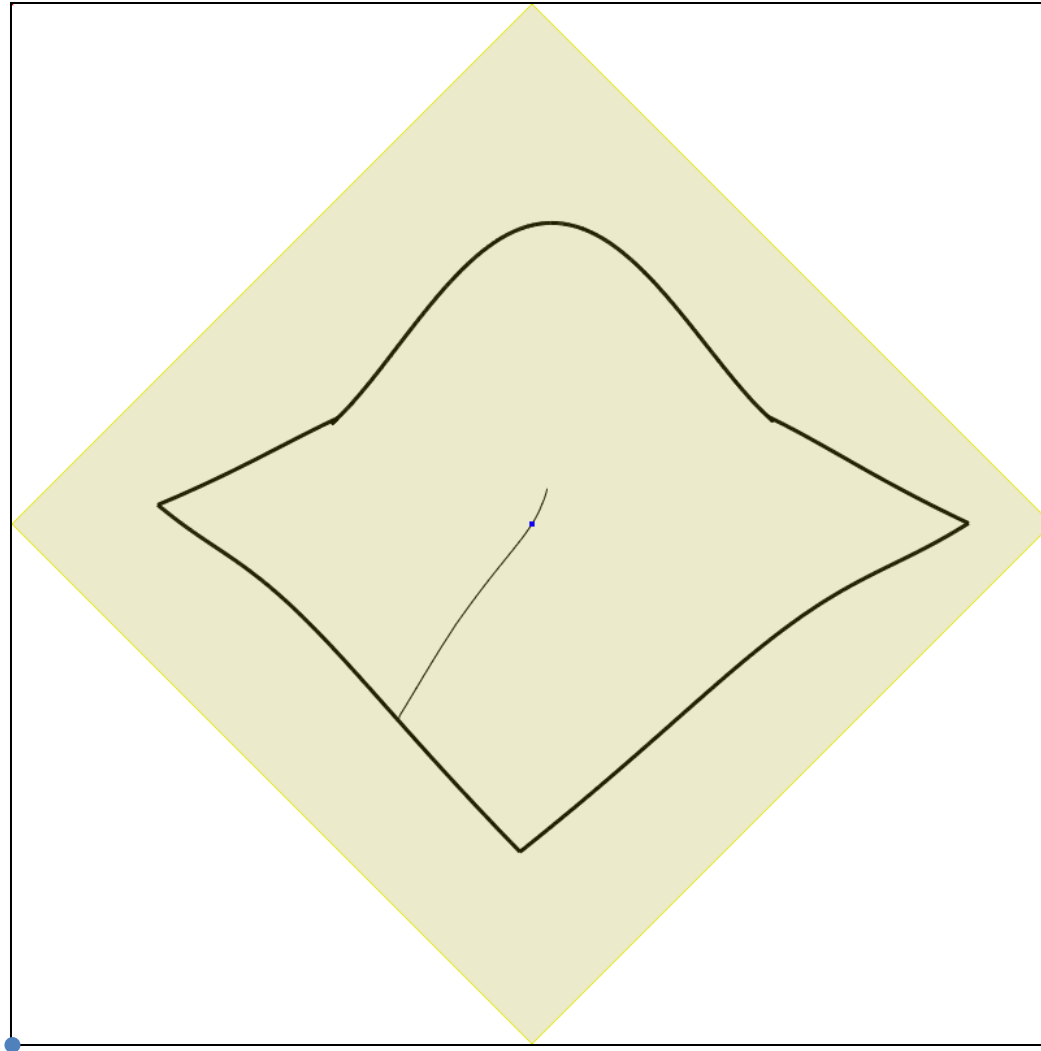
# Seeding and Spacing of Lines

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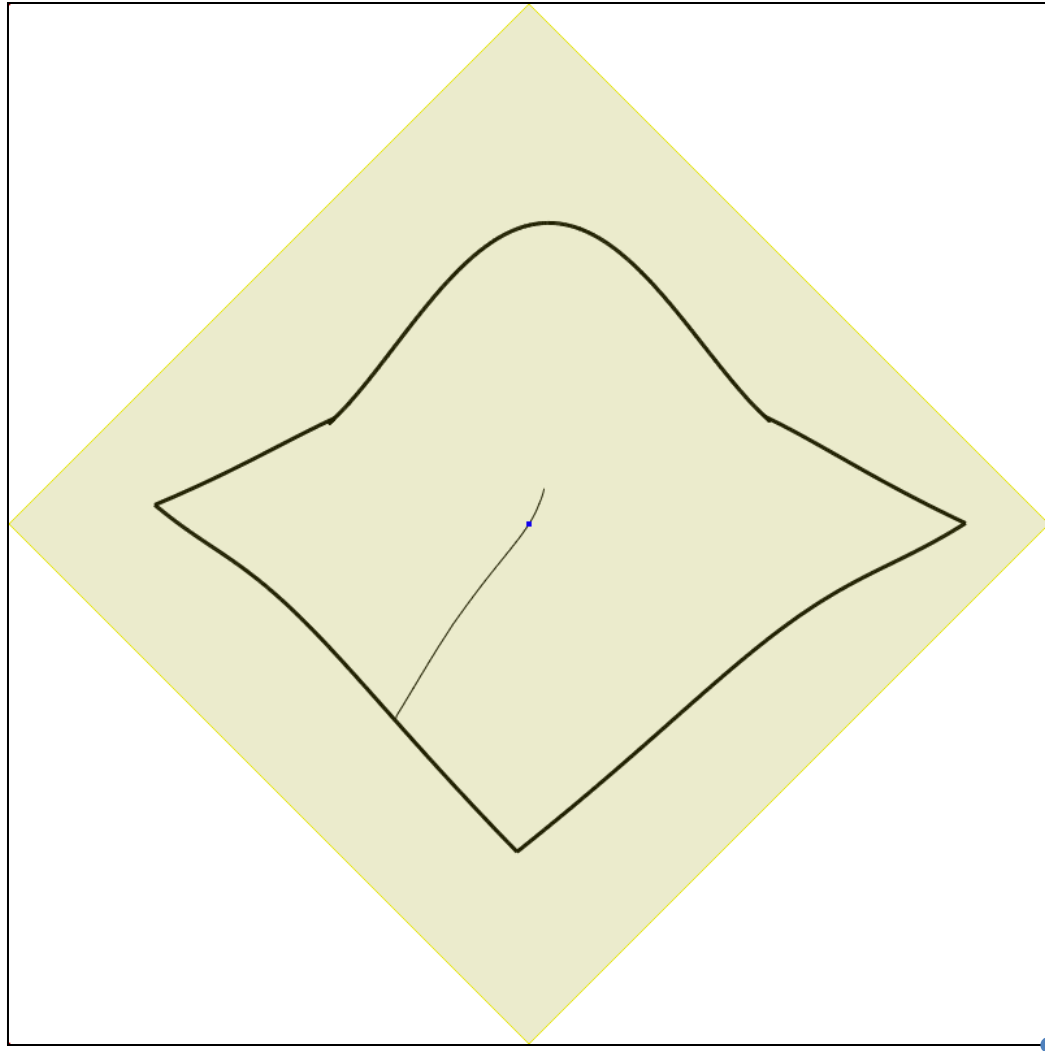
# Seeding and Spacing of Lines

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# Seeding and Spacing of Lines

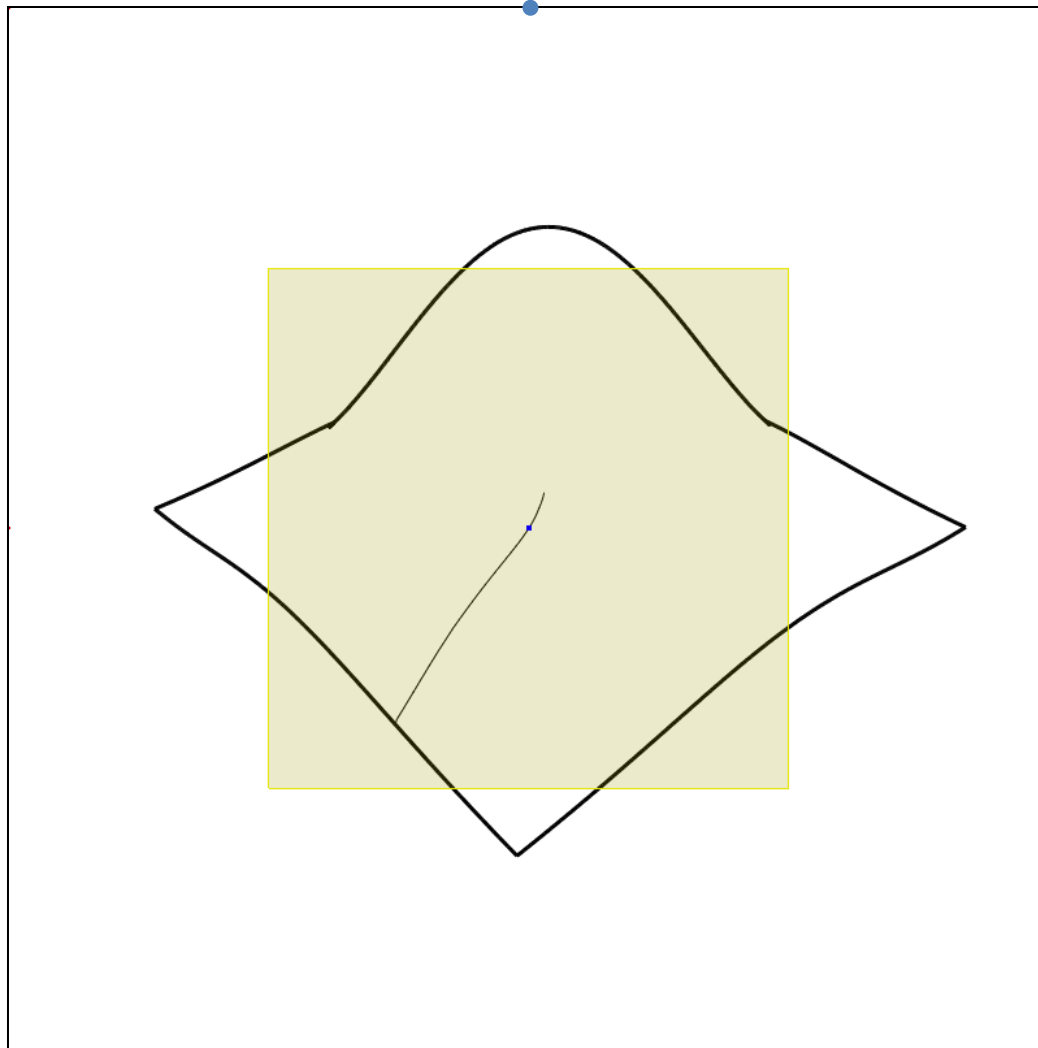
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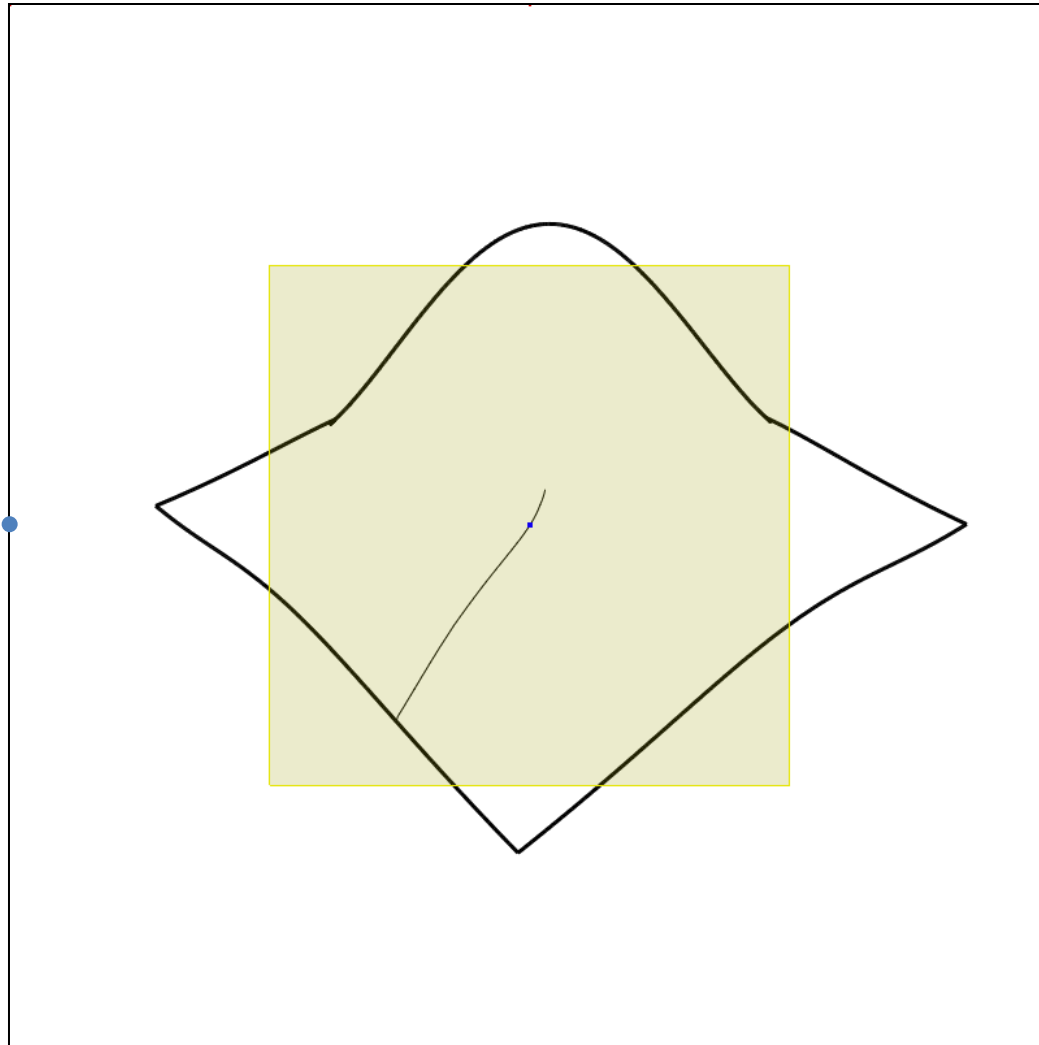
# Seeding and Spacing of Lines

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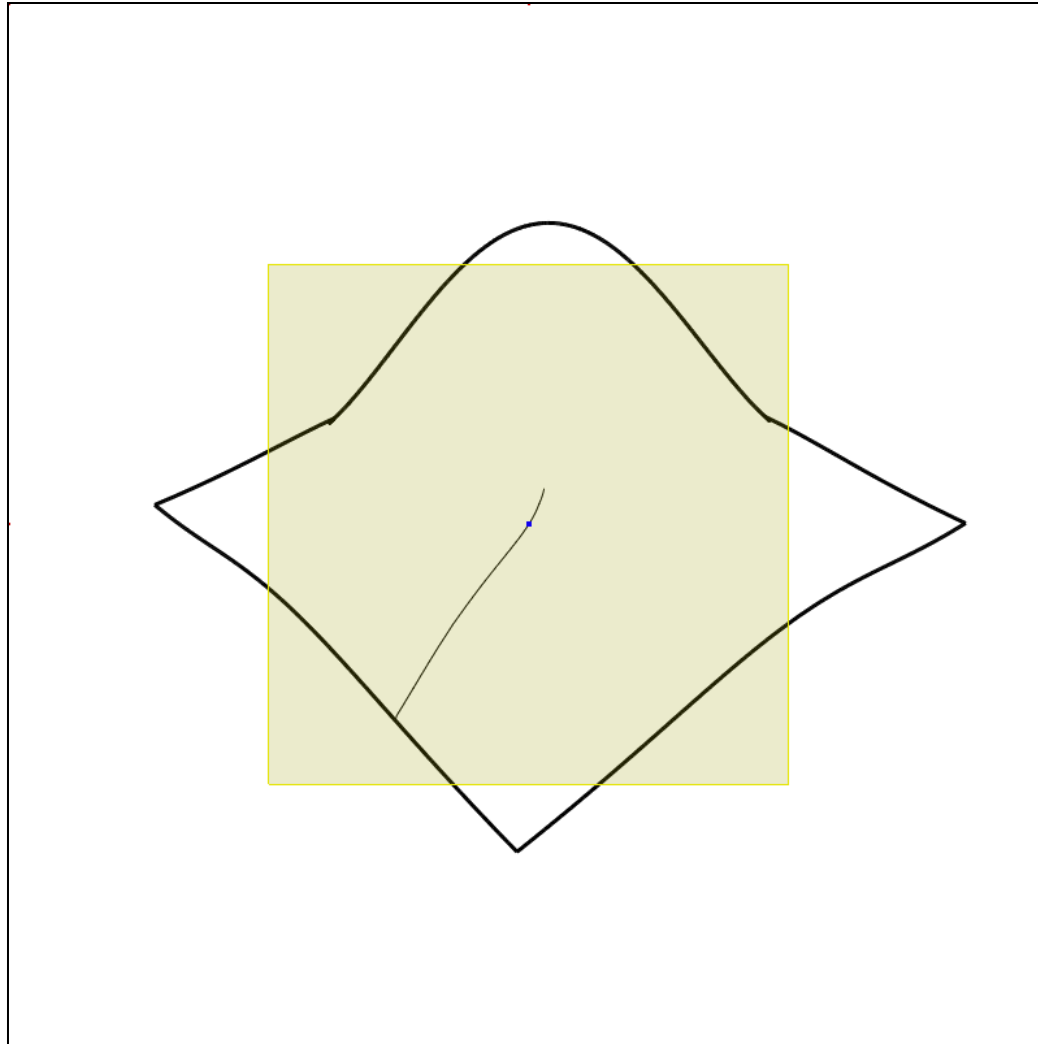
# Seeding and Spacing of Lines

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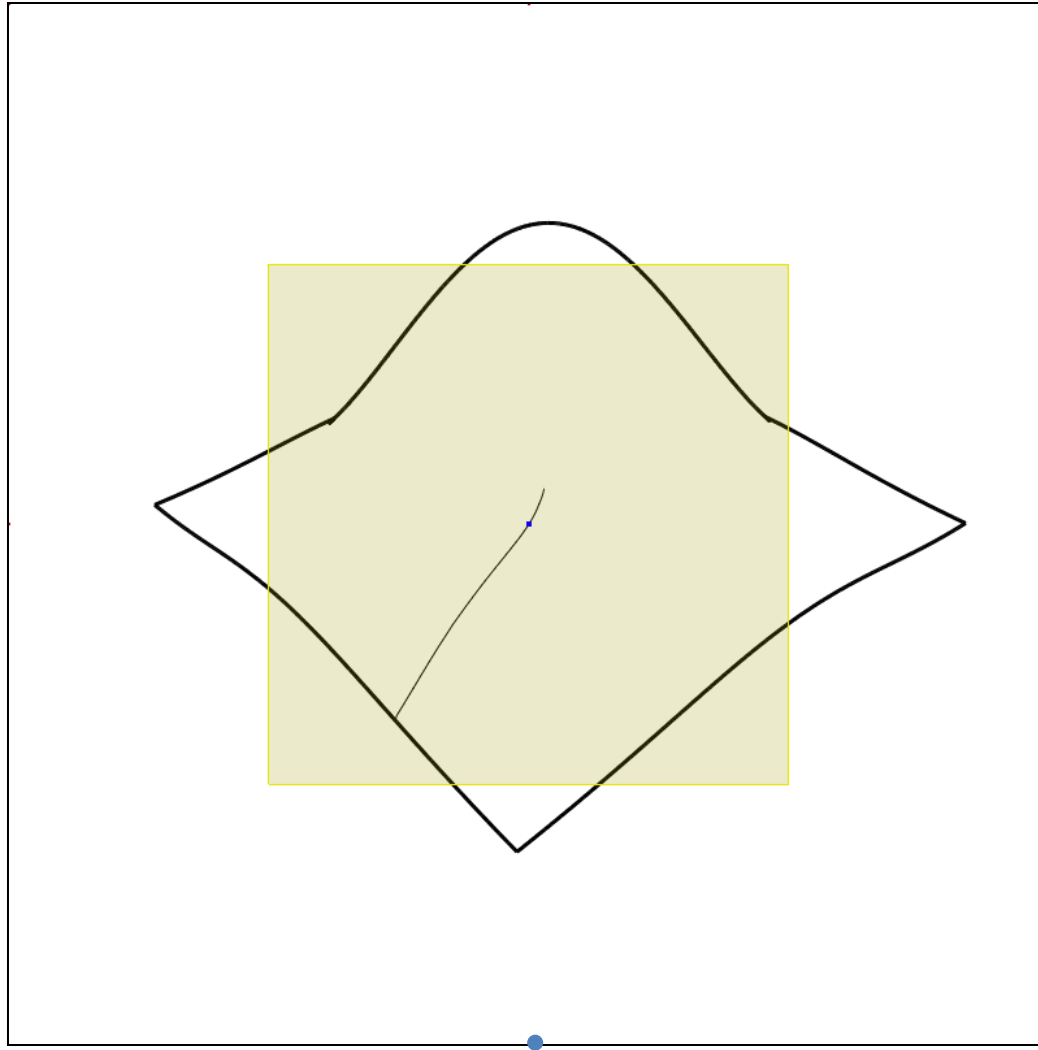
# Seeding and Spacing of Lines

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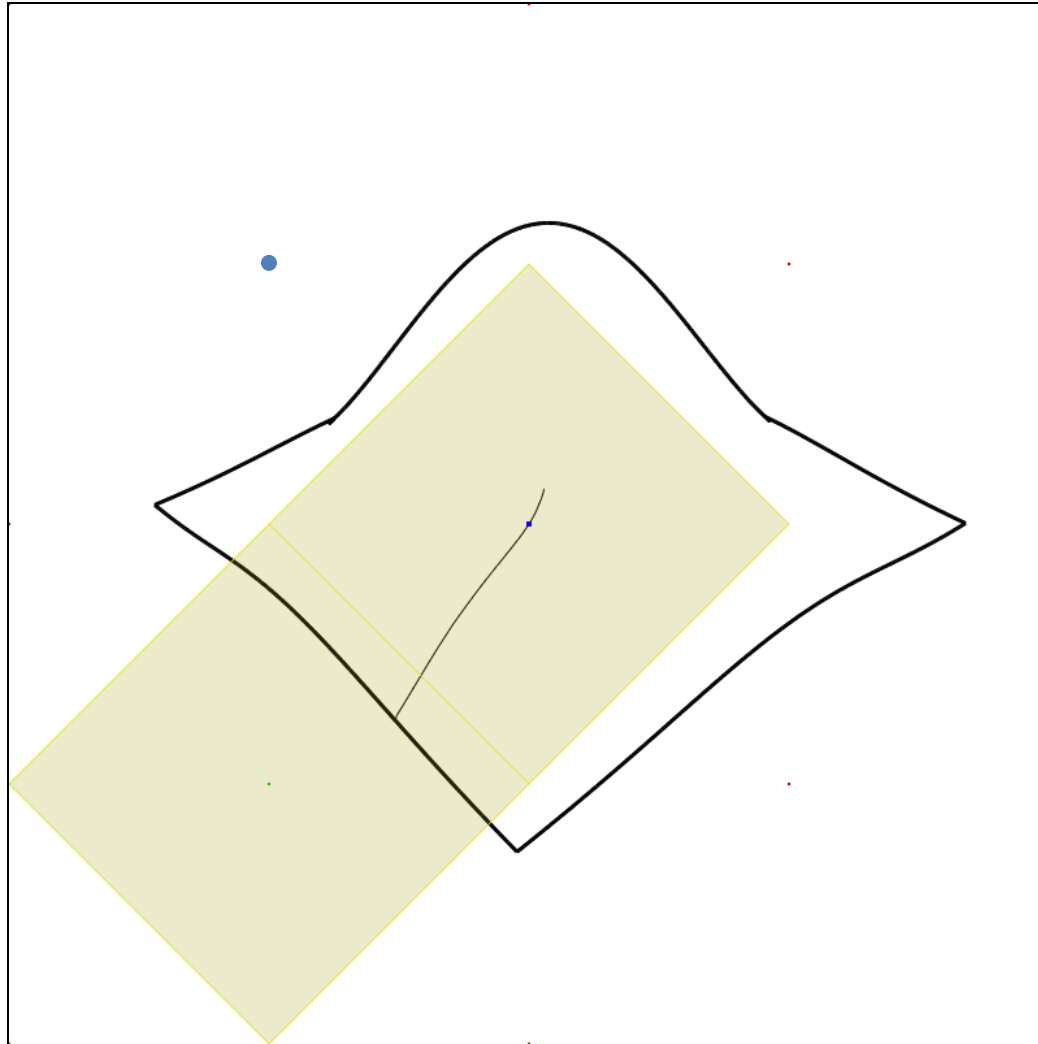
# Seeding and Spacing of Lines

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# Seeding and Spacing of Lines

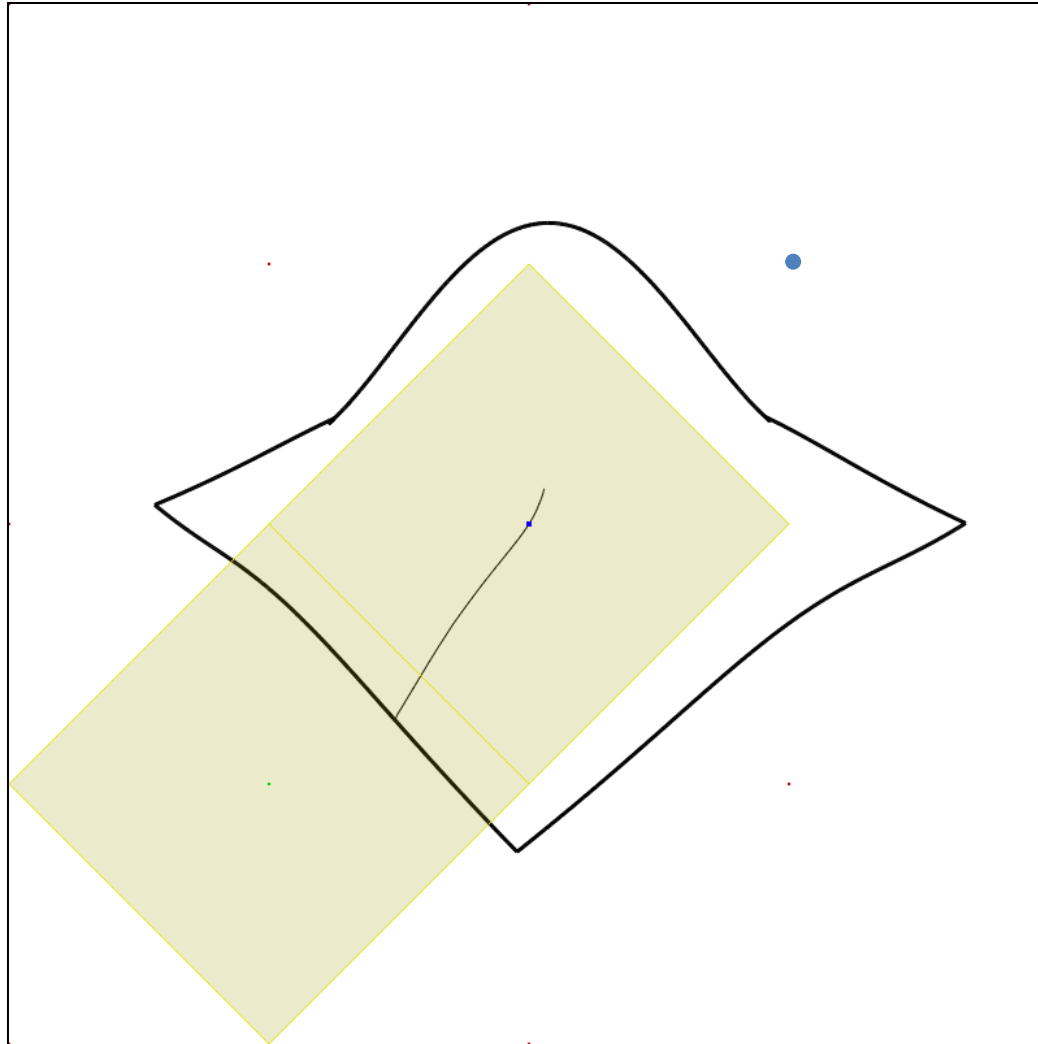
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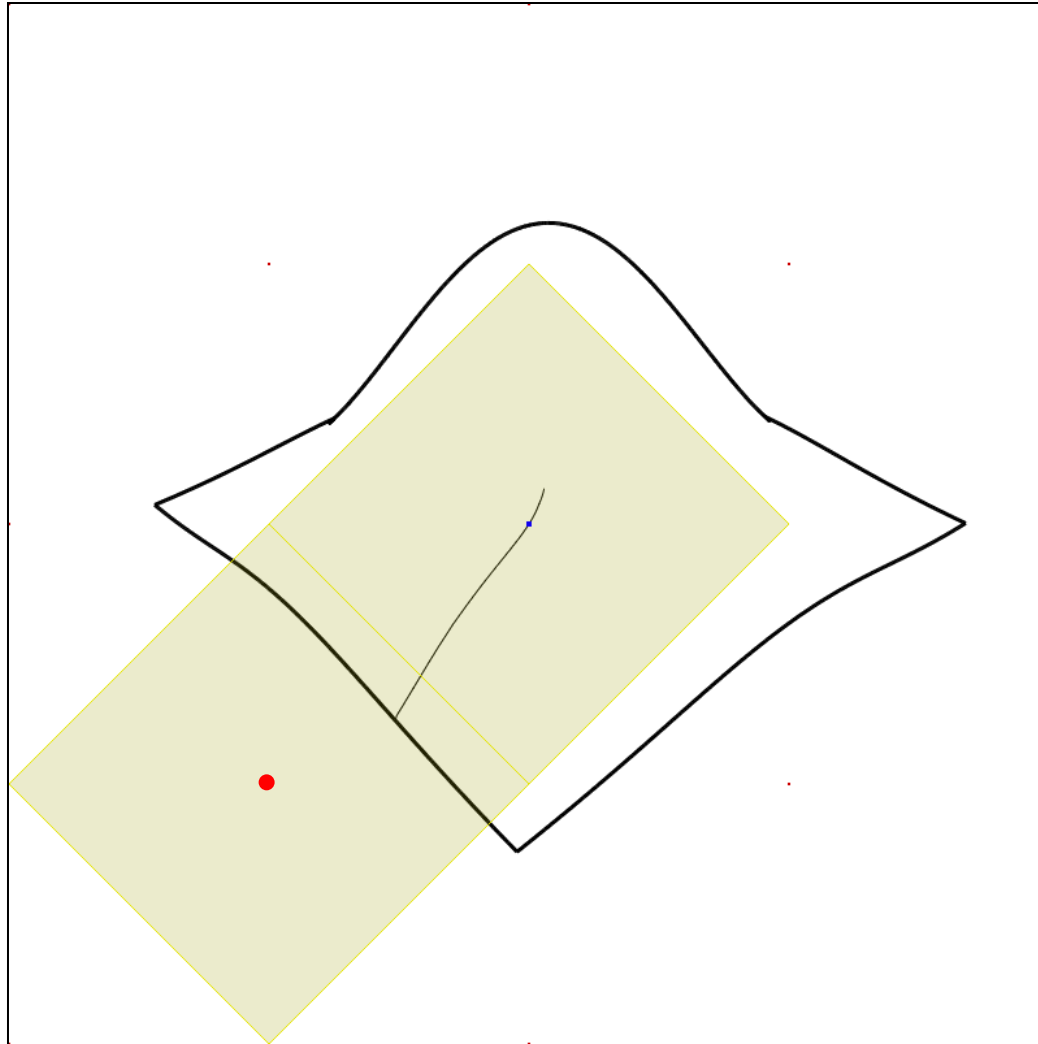
# Seeding and Spacing of Lines

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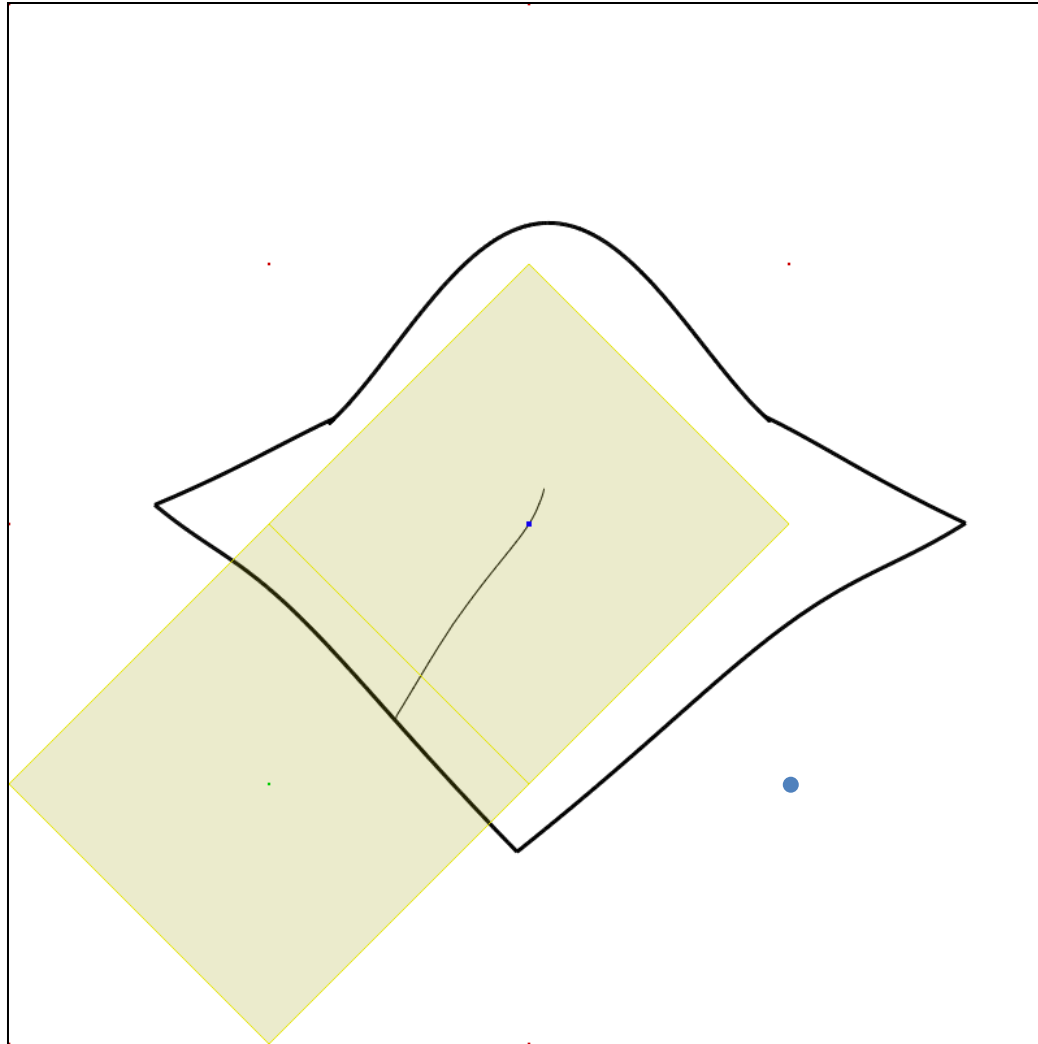
# Seeding and Spacing of Lines

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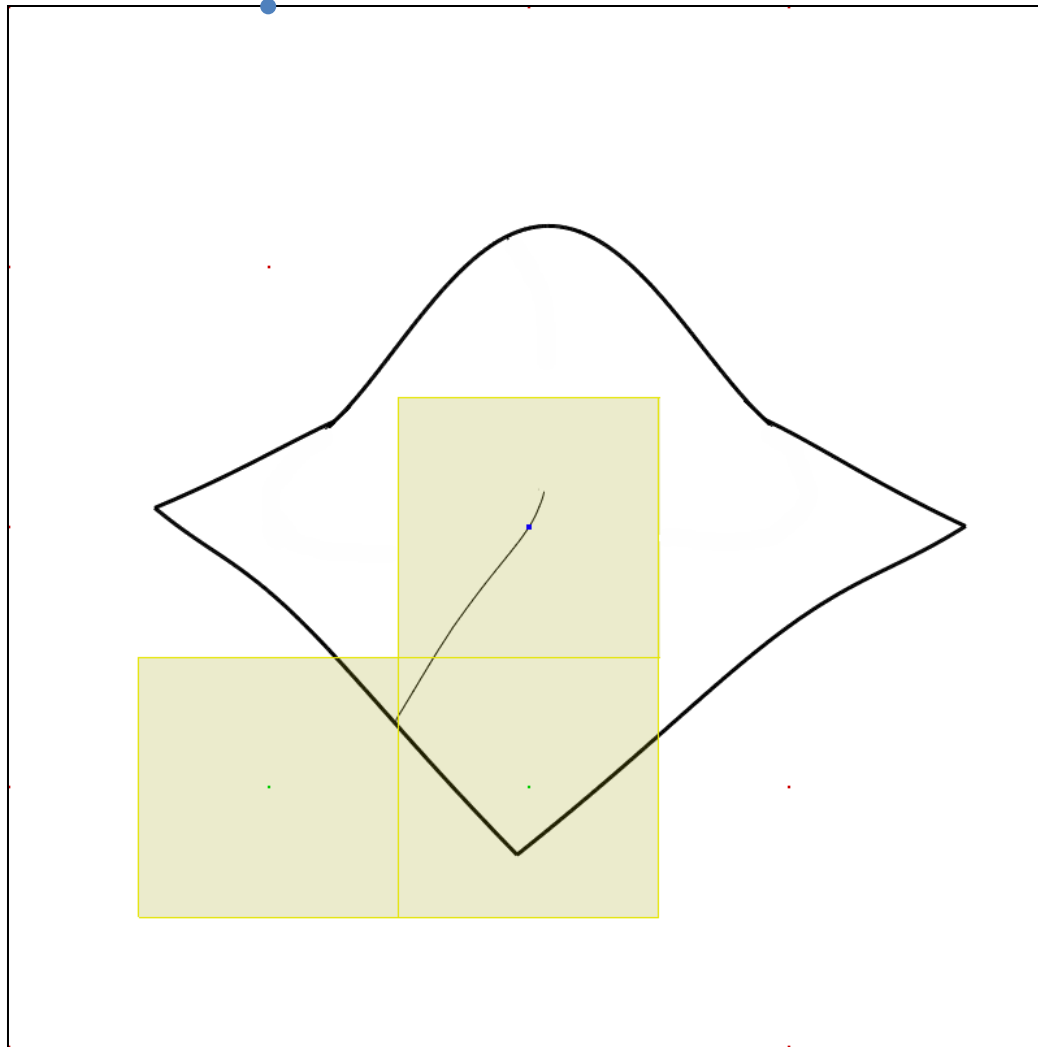
# Seeding and Spacing of Lines

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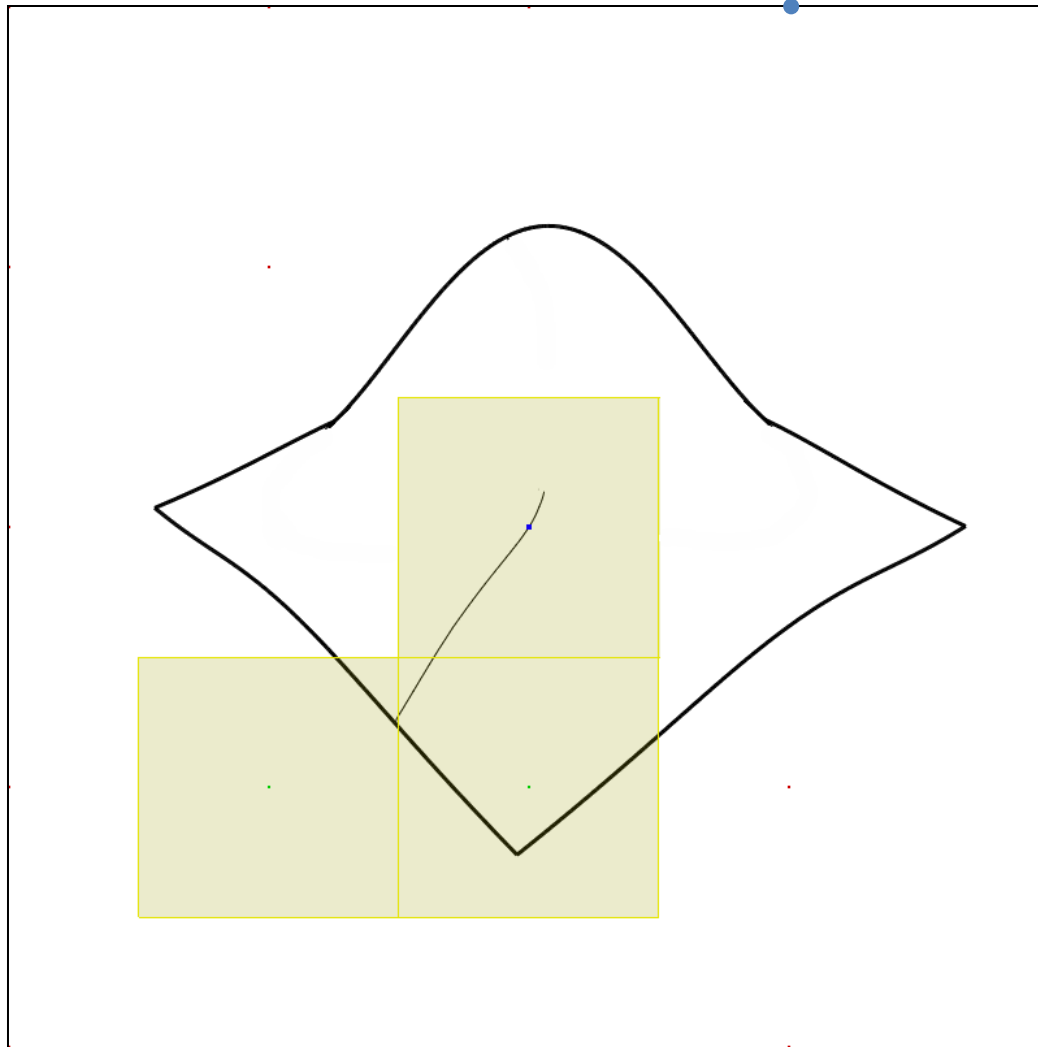
# Seeding and Spacing of Lines

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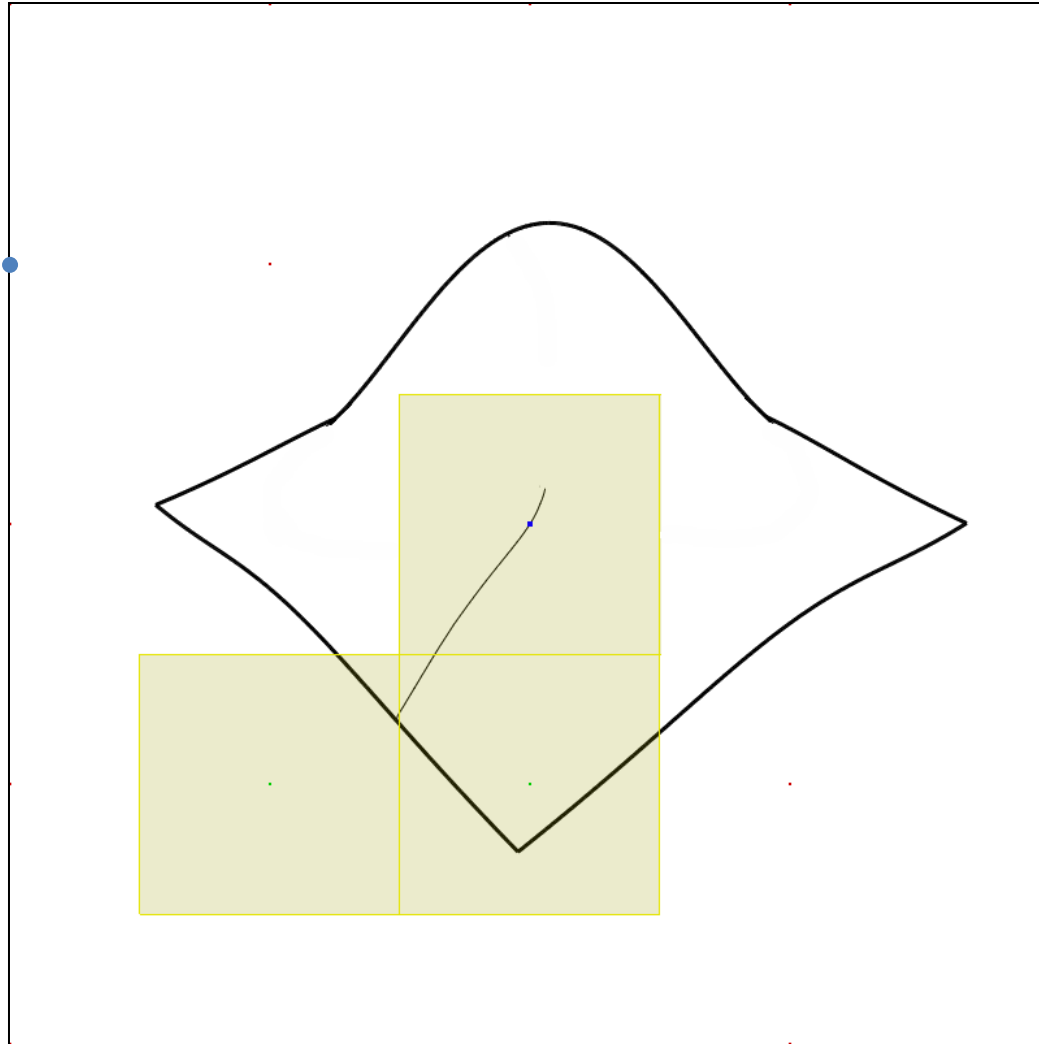
# Seeding and Spacing of Lines

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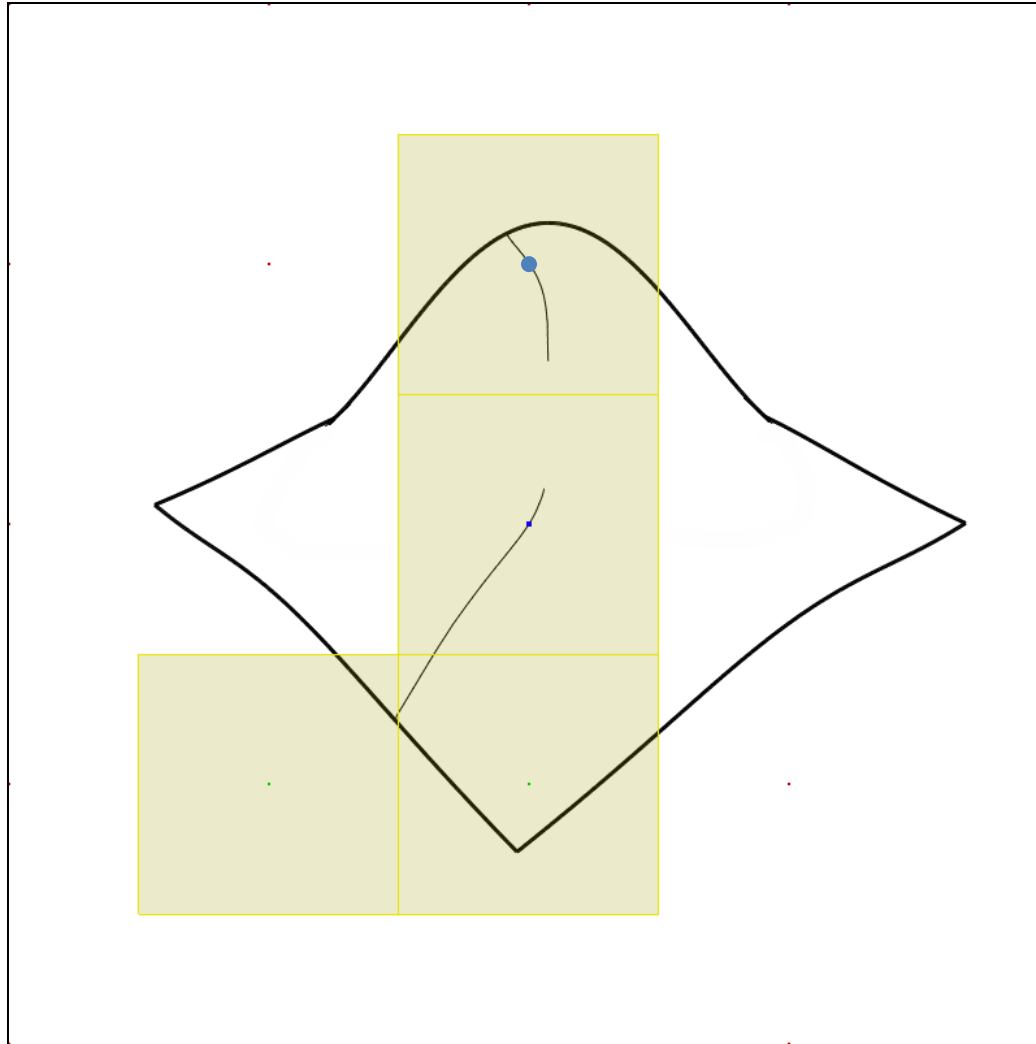
# Seeding and Spacing of Lines

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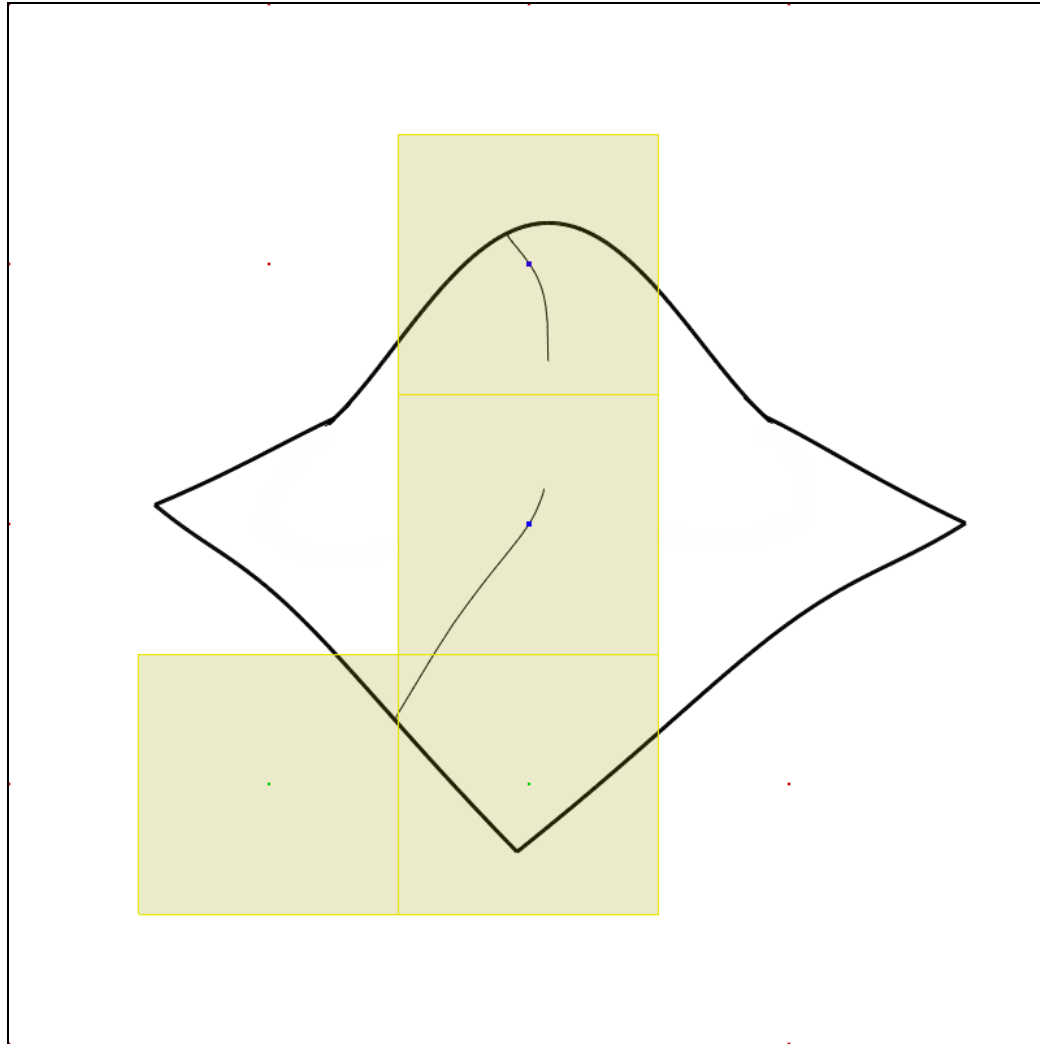
# Seeding and Spacing of Lines

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# Seeding and Spacing of Lines

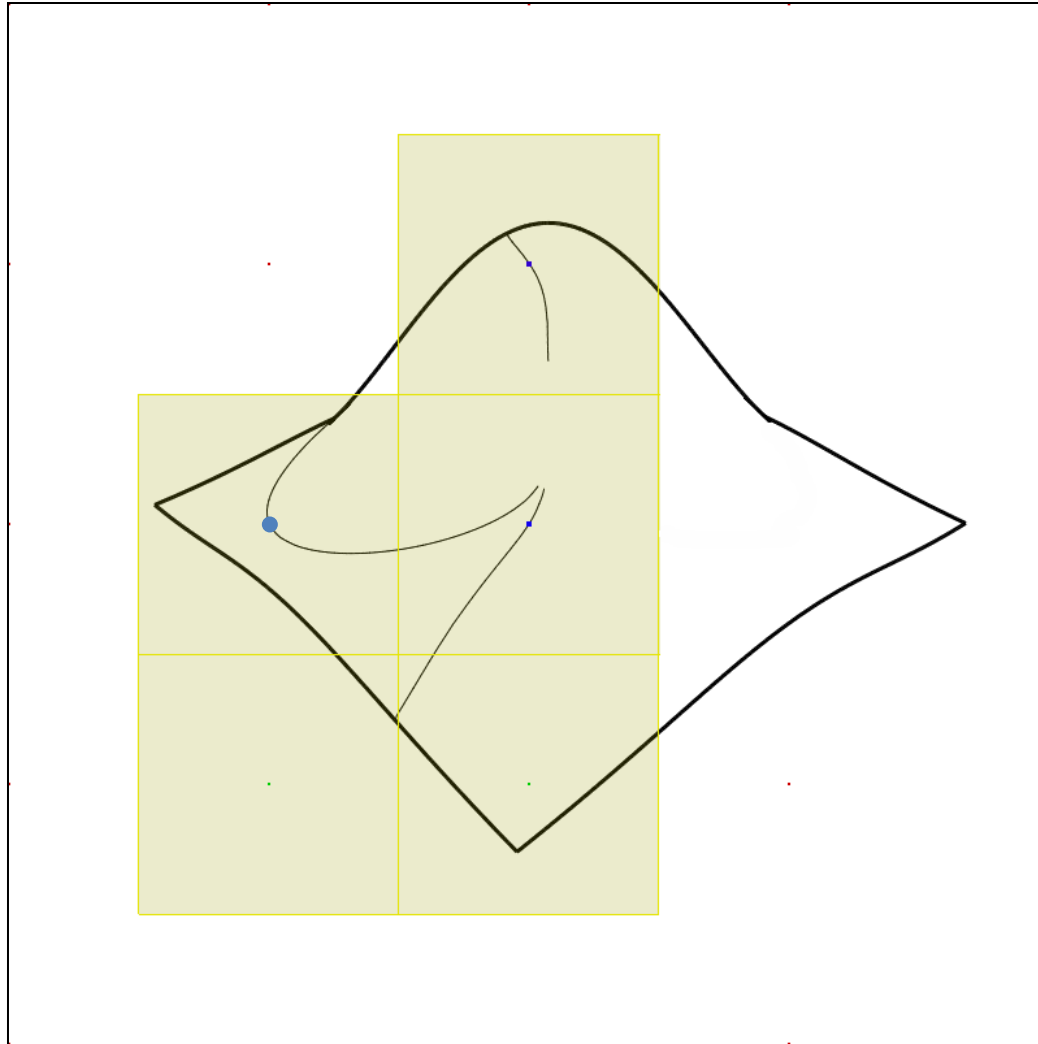
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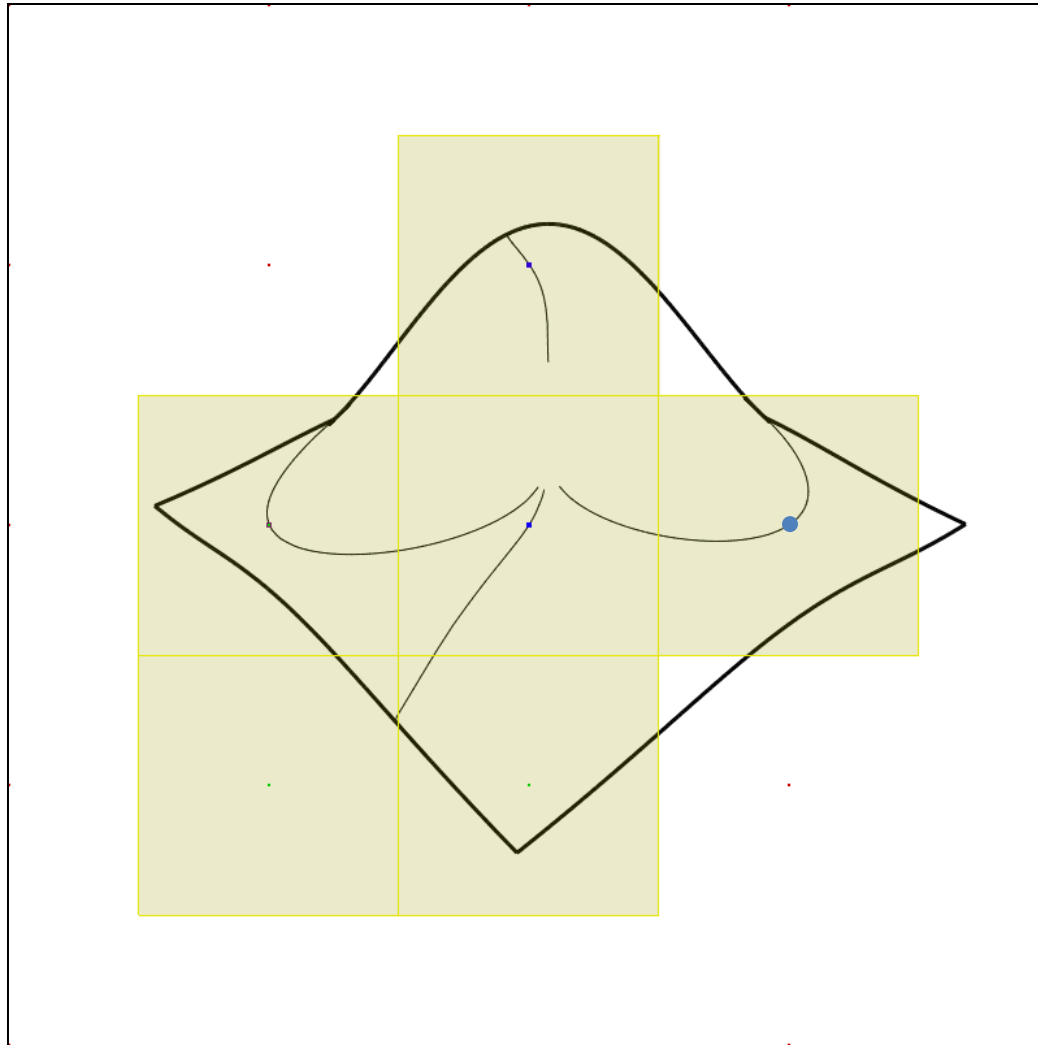
# Seeding and Spacing of Lines

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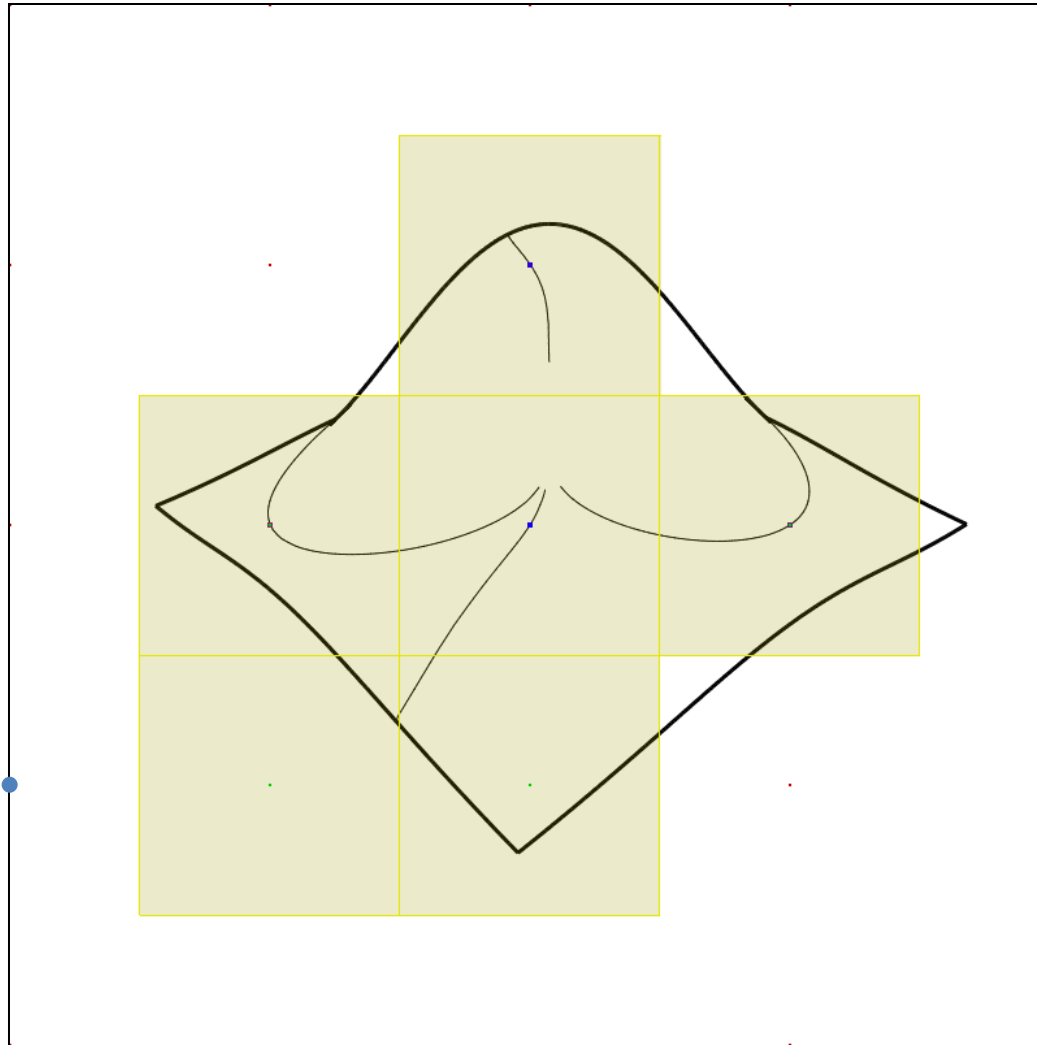
# Seeding and Spacing of Lines

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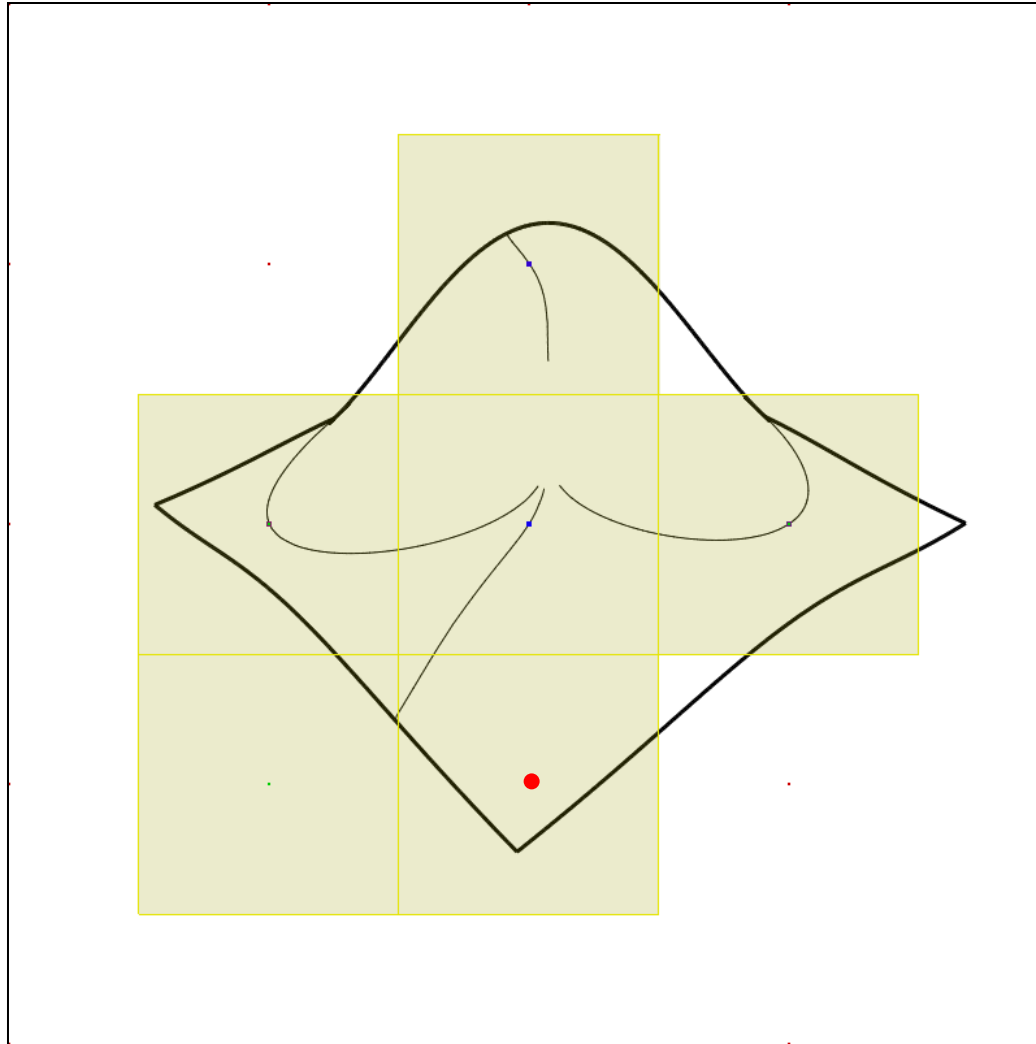
# Seeding and Spacing of Lines

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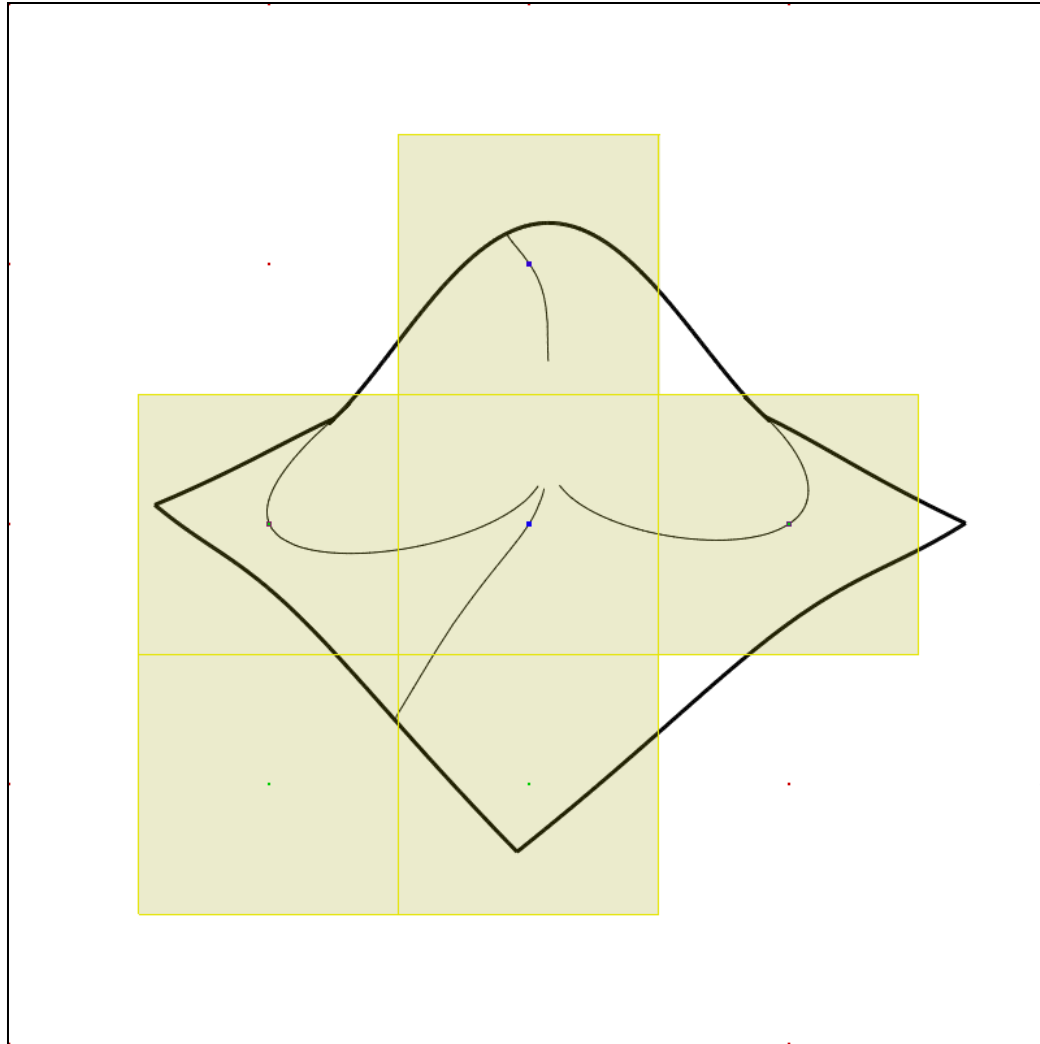
# Seeding and Spacing of Lines

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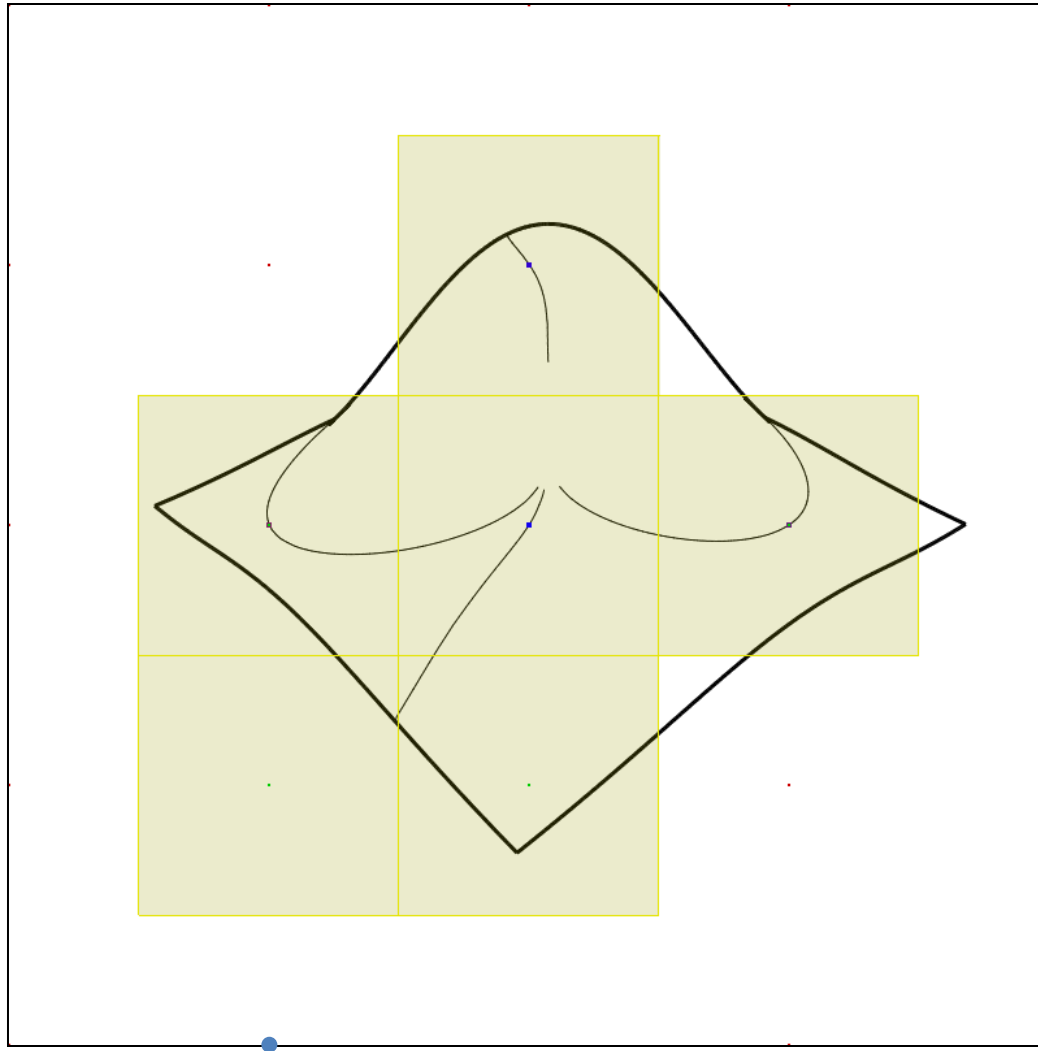
# Seeding and Spacing of Lines

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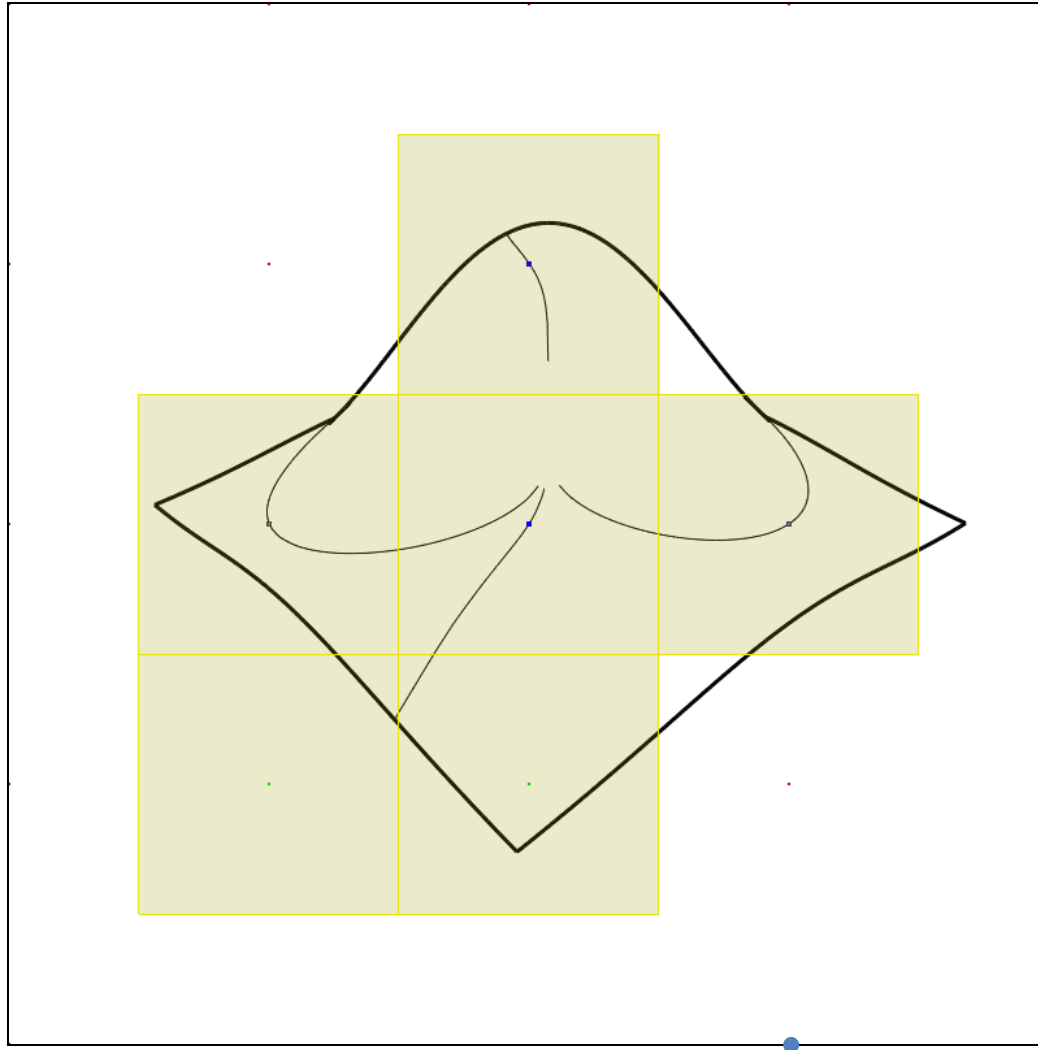
# Seeding and Spacing of Lines

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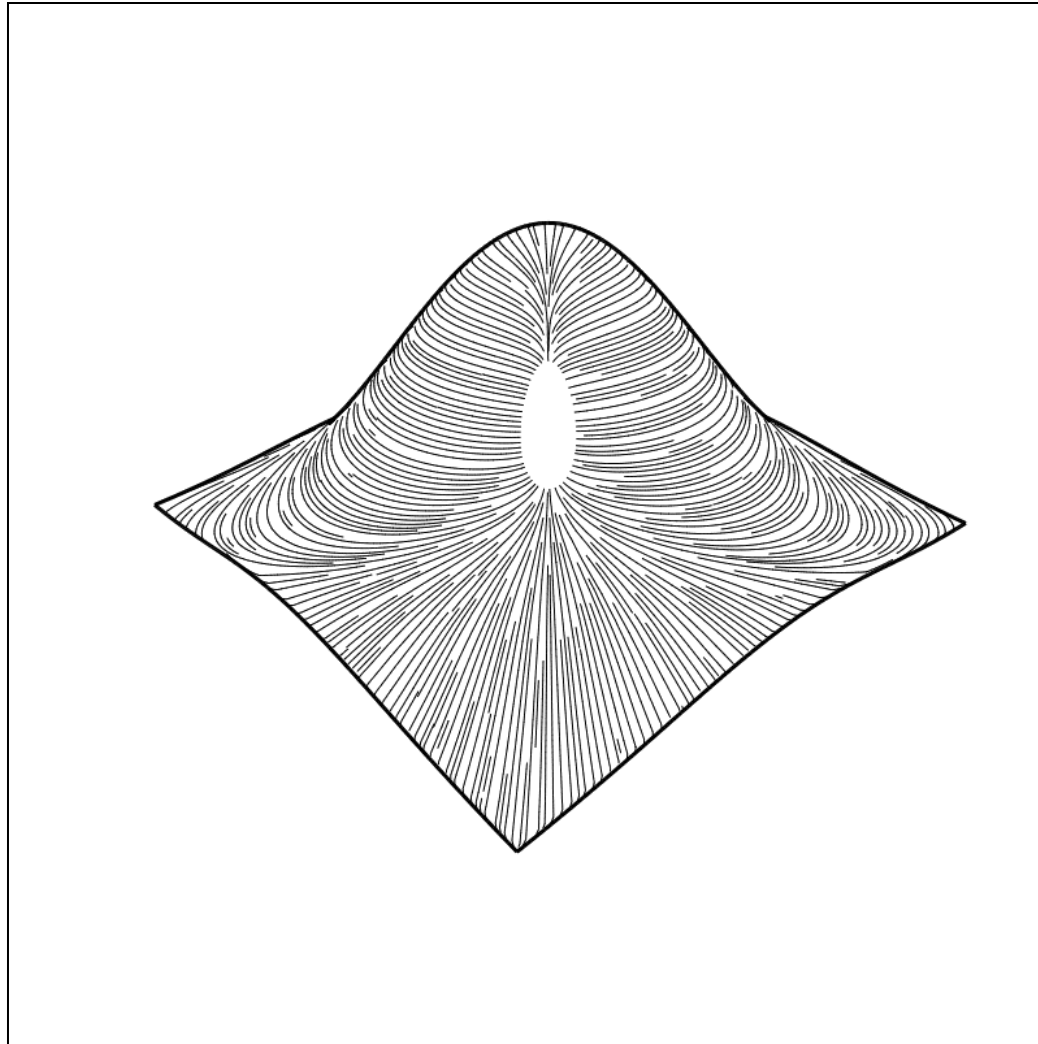
# Seeding and Spacing of Lines

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# Seeding and Spacing of Lines

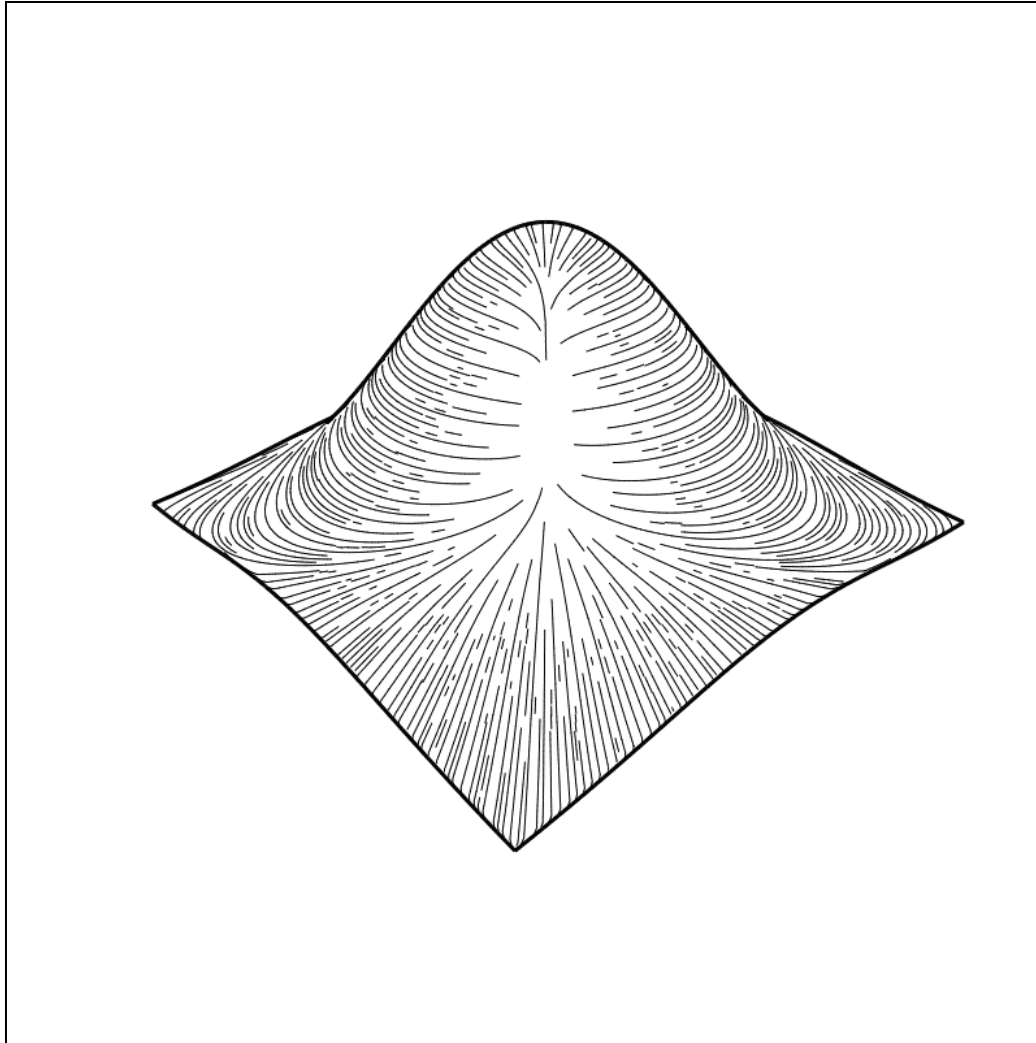
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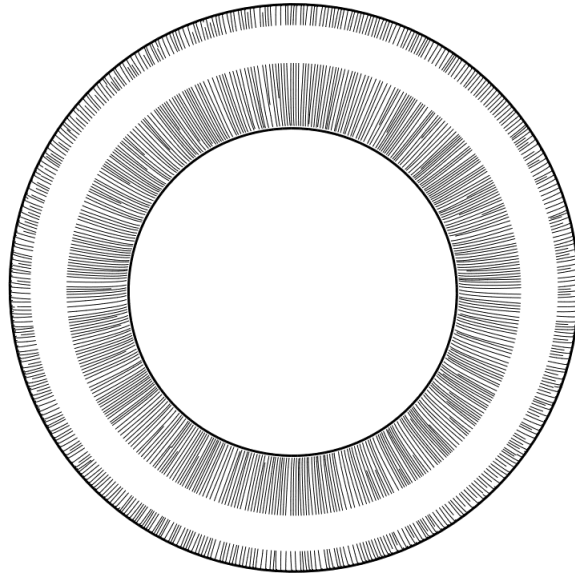
# Seeding and Spacing of Lines

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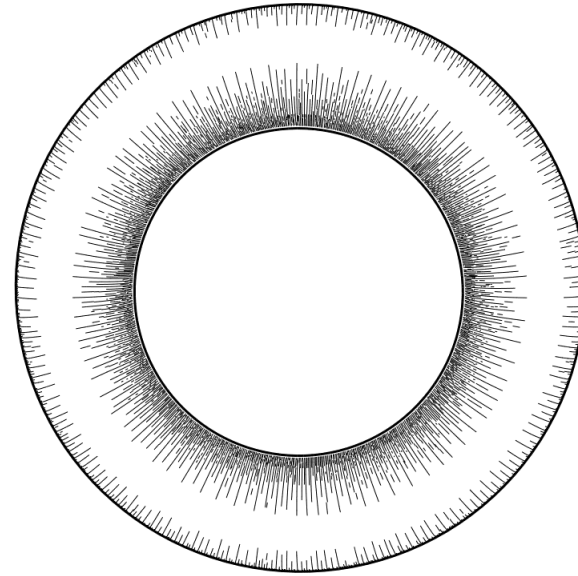


# Density of Lines

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Uniform



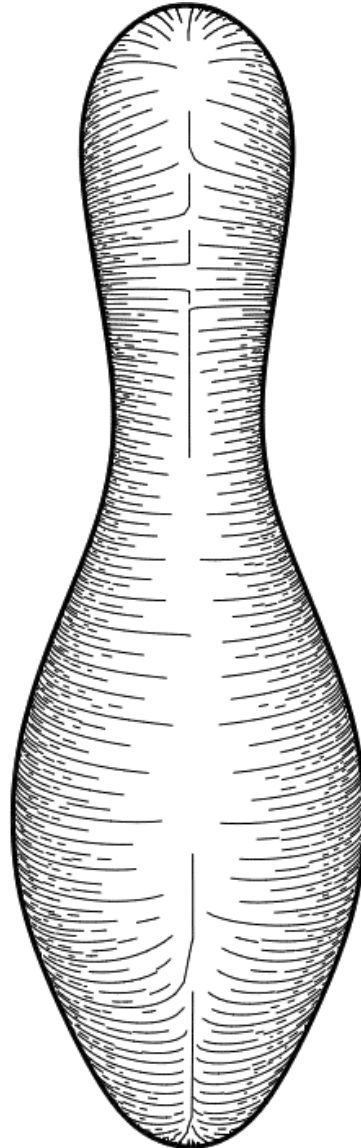
Adaptive

$$\text{Density} : 1 / \left( \frac{w}{\sqrt{2}^d} \right)$$

$$d = 2 \log_2 (w(1 - I(x)))$$

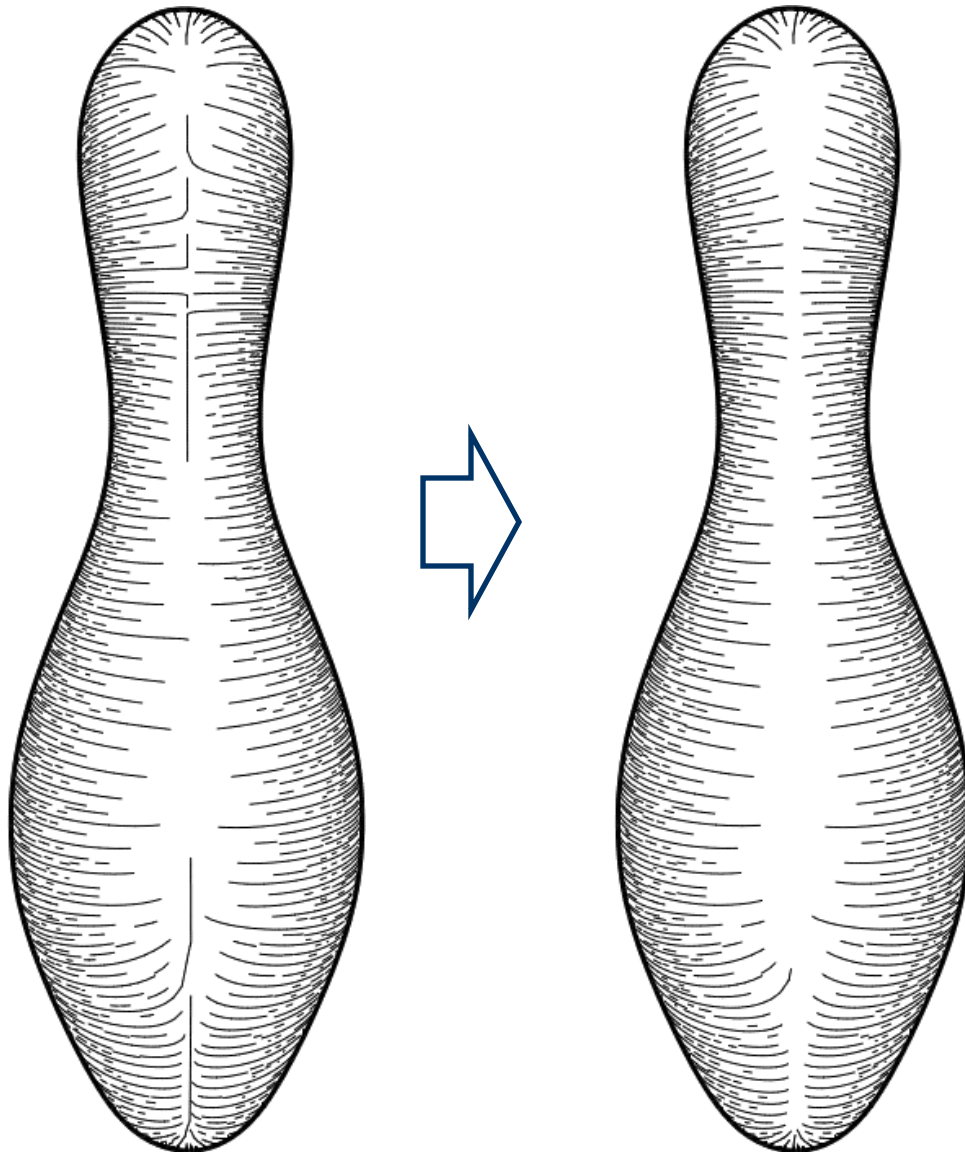
# Intensity Ridges

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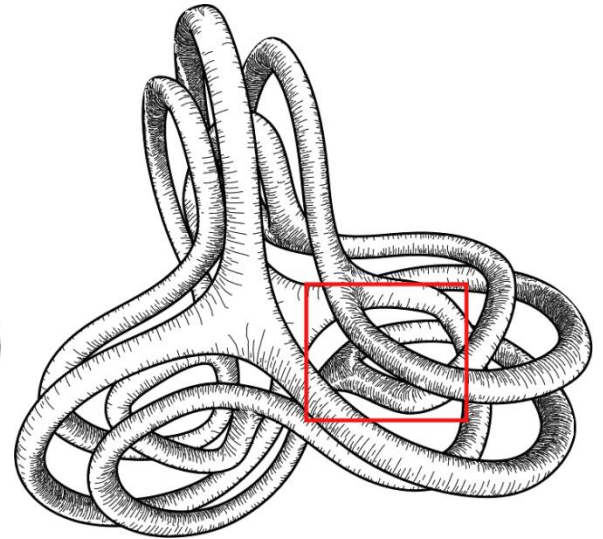
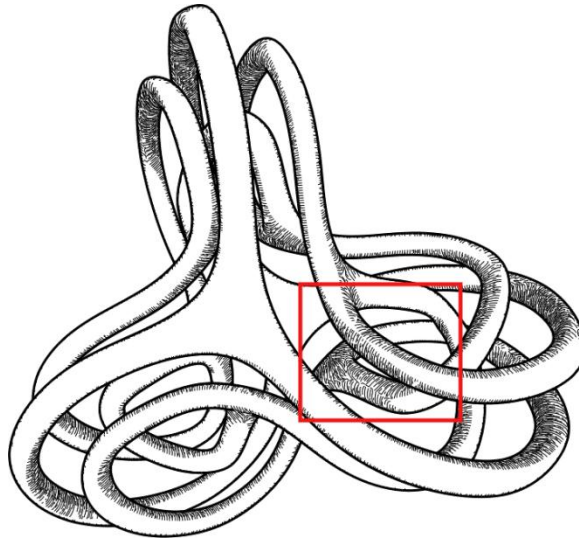
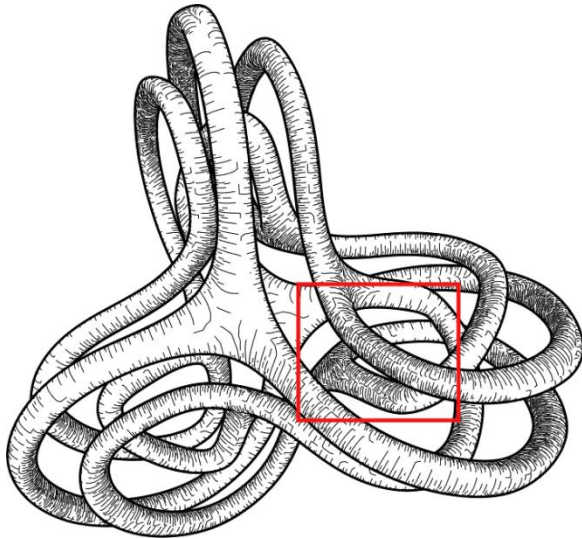
# Intensity Ridges

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# Intensity Thresholding

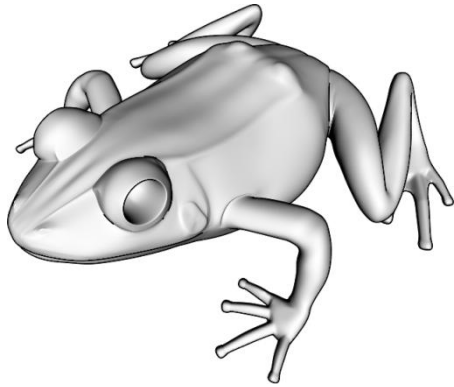
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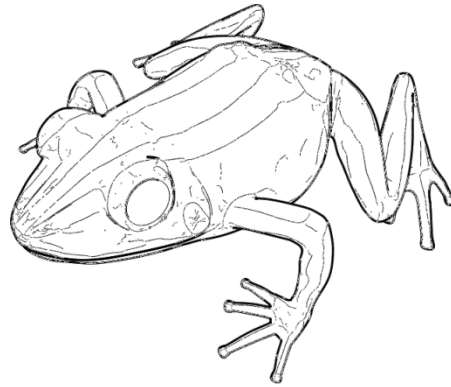
Ridge Removal

# Comparison – Ridges

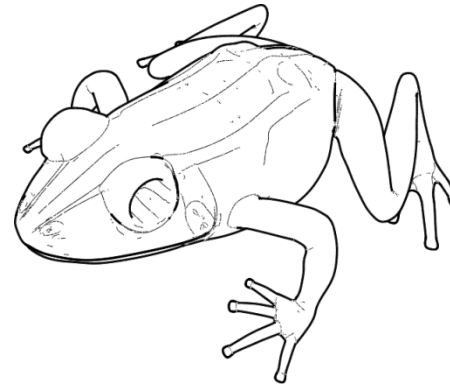
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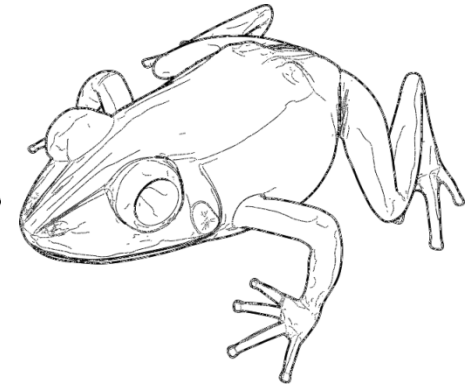
Diffuse  
Shading



Surface  
Ridges



Surface  
Valleys



Apparent  
Ridges



Suggestive  
Contours



Suggestive  
Highlights



Principal  
Highlights

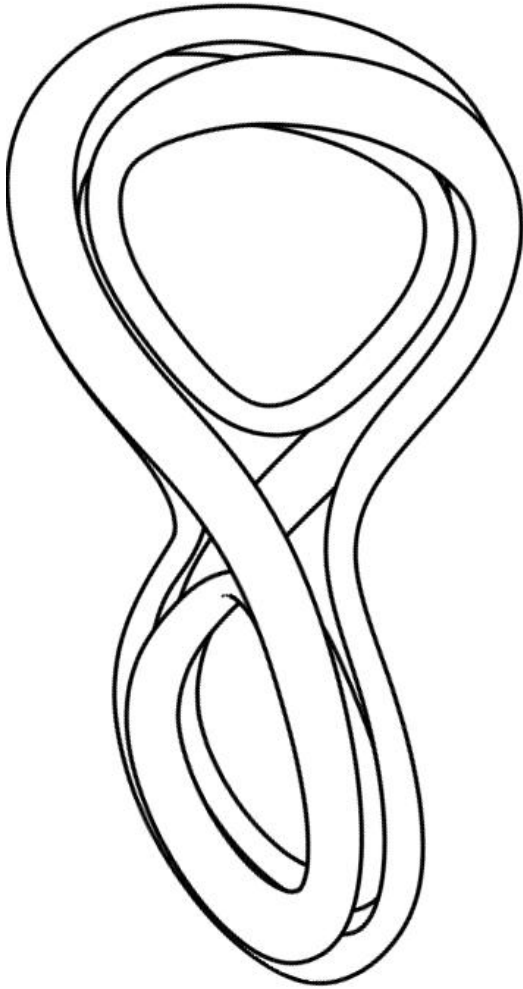


Intensity  
Ridges

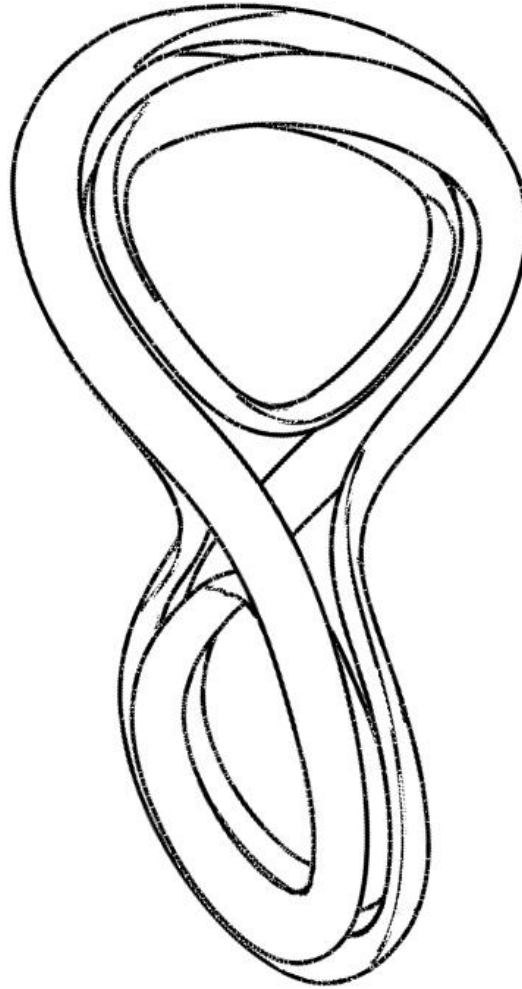


# Comparison – Line Drawing

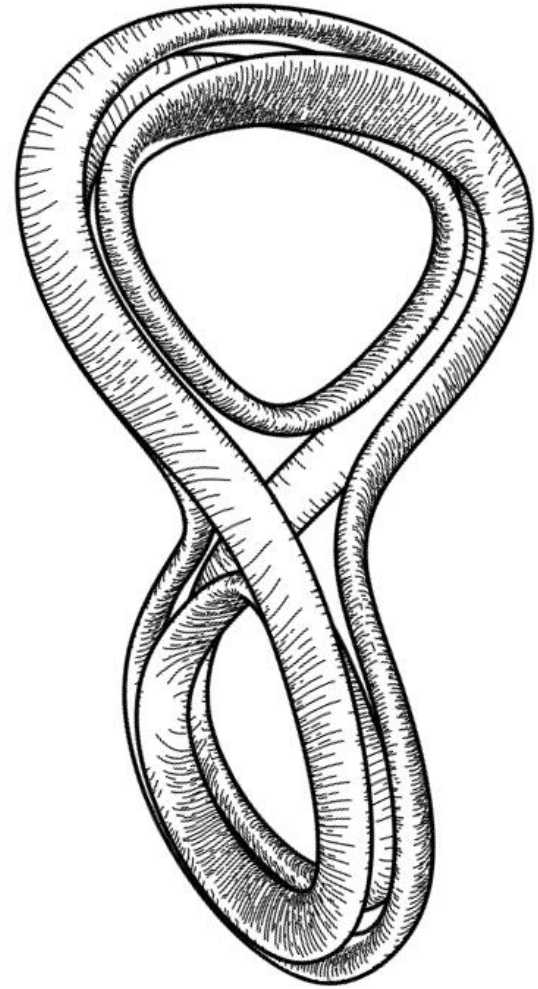
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Suggestive Contours



Apparent Ridges



Suggestive Hatching

# Suggestive Contours

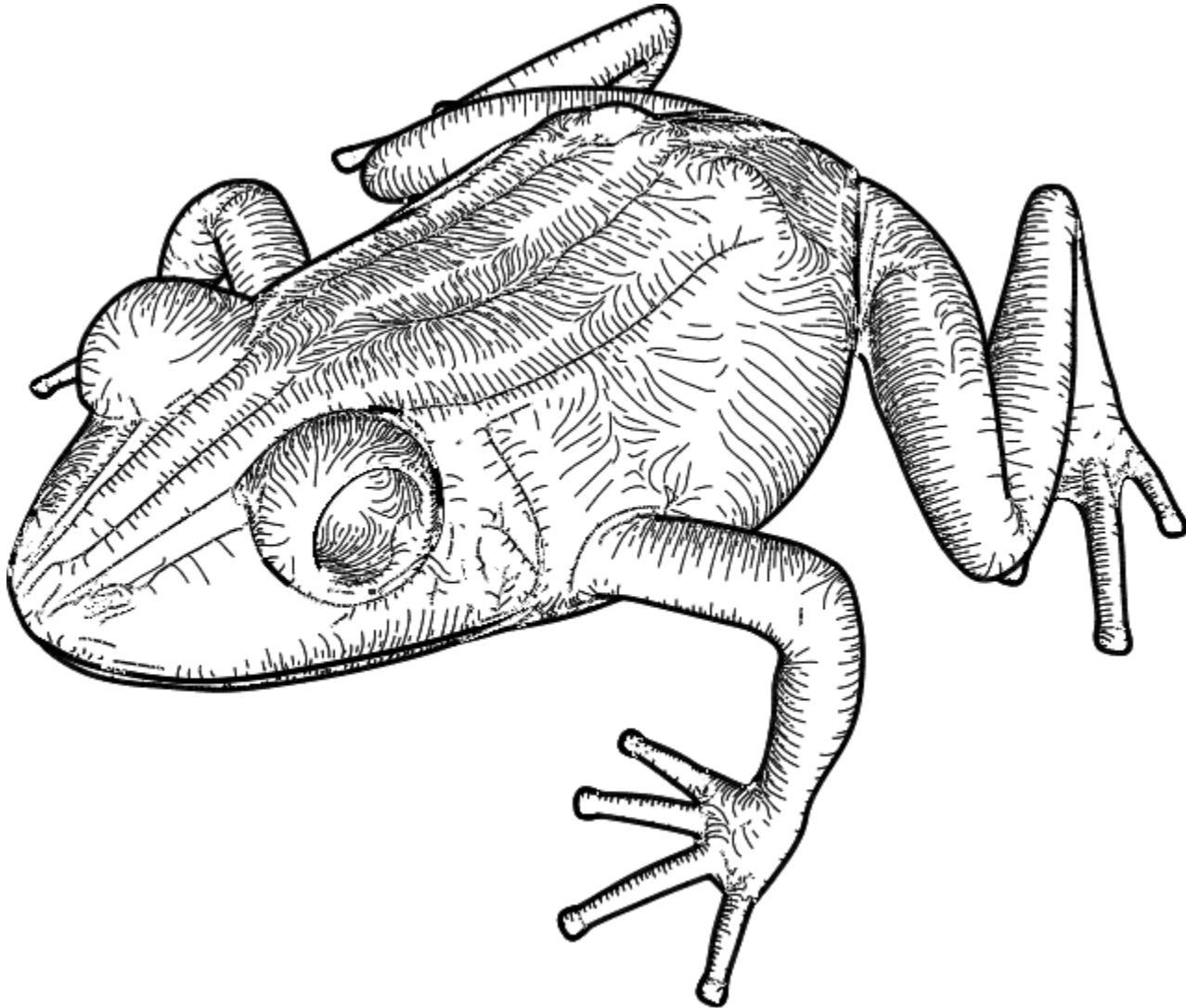
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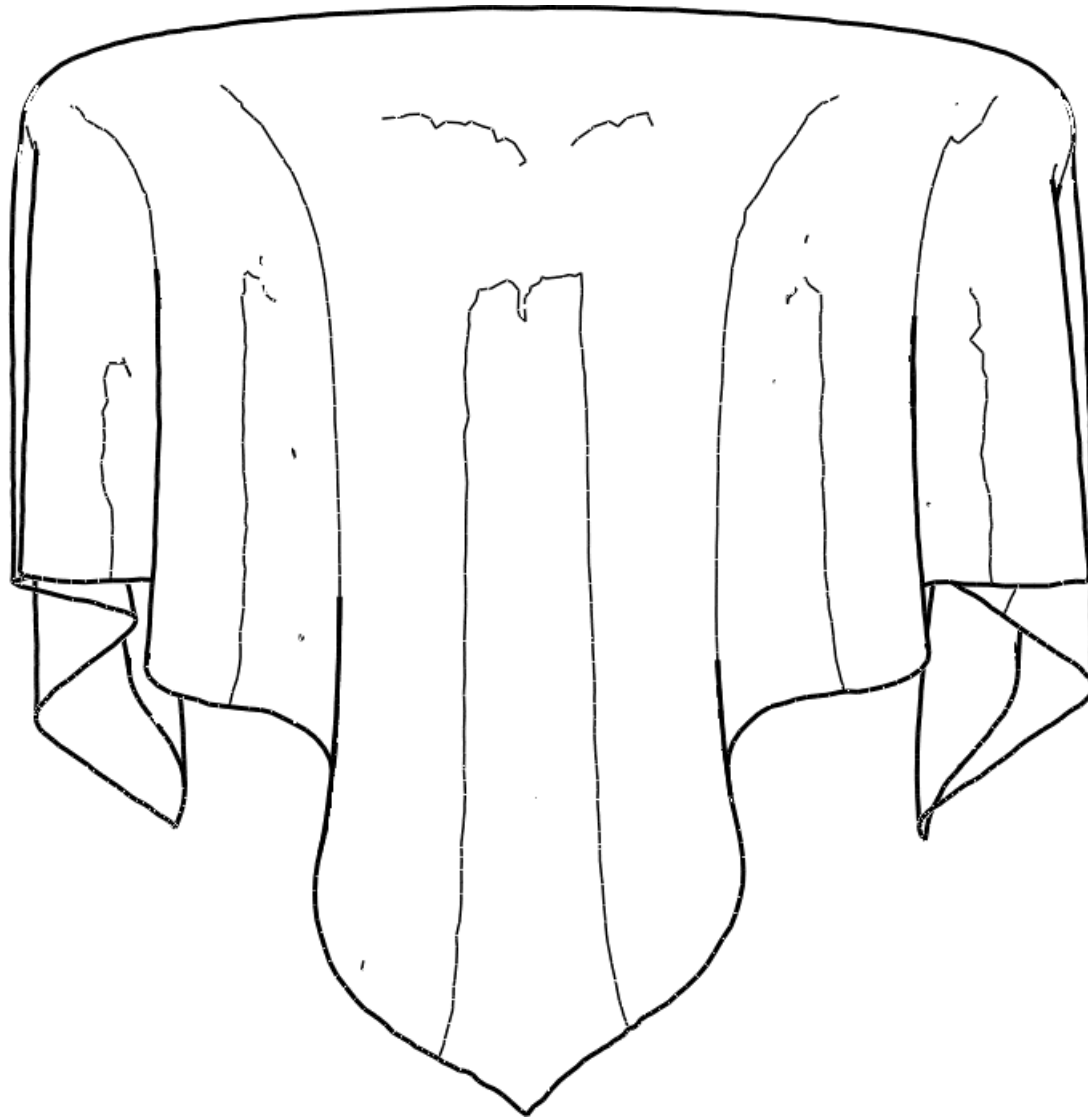
# Suggestive Hatching

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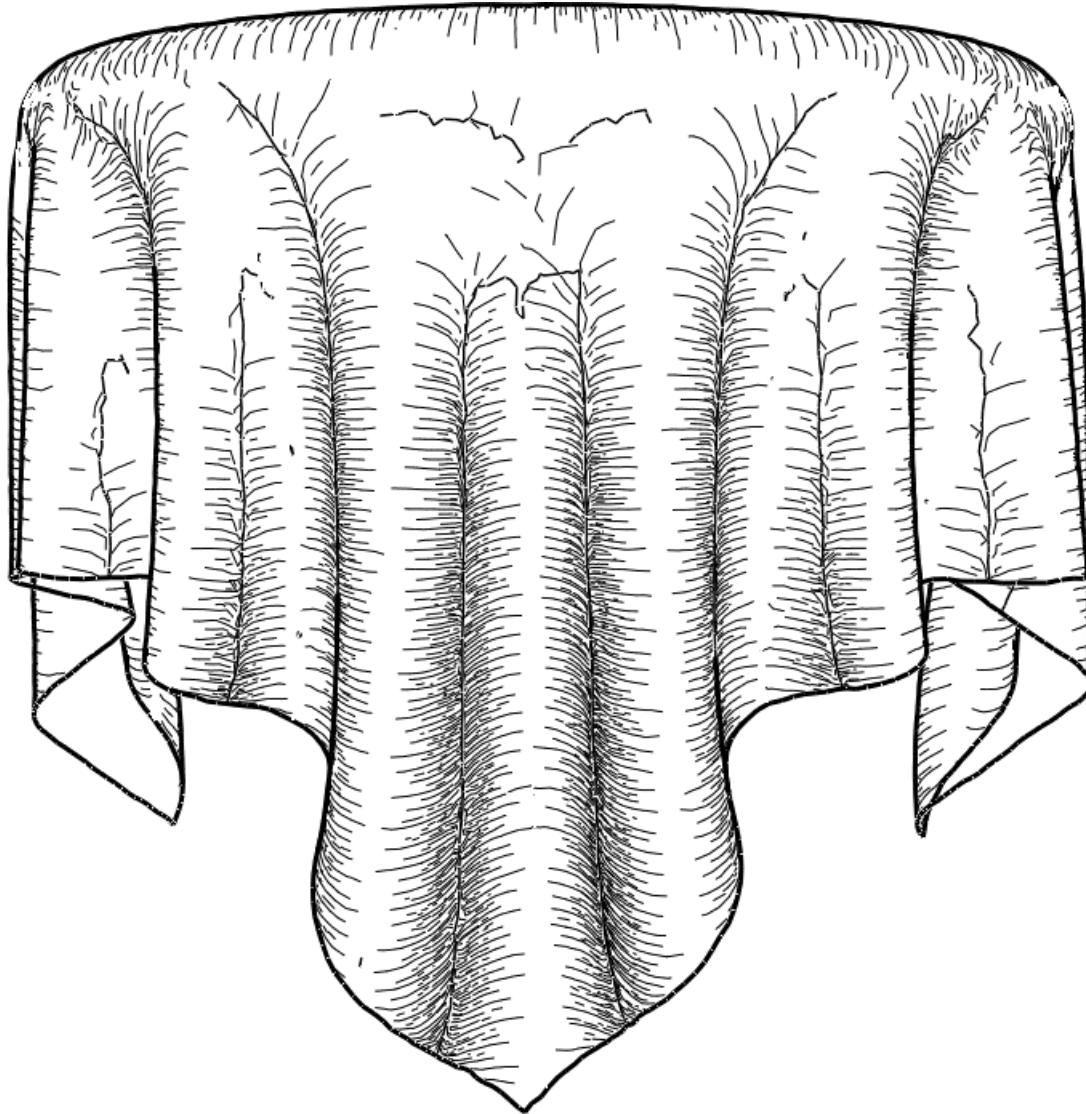
# Suggestive Contours

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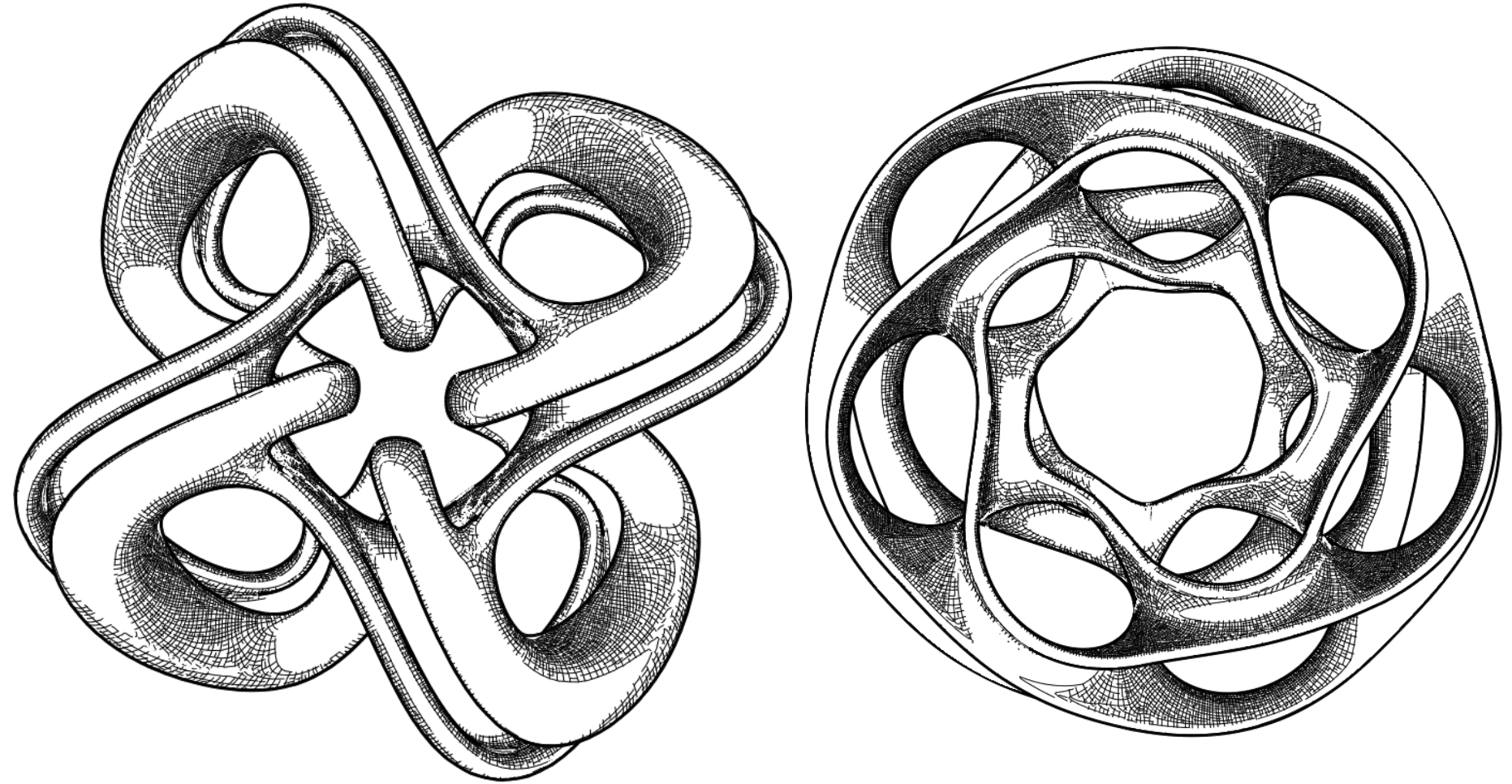
# Suggestive Hatching

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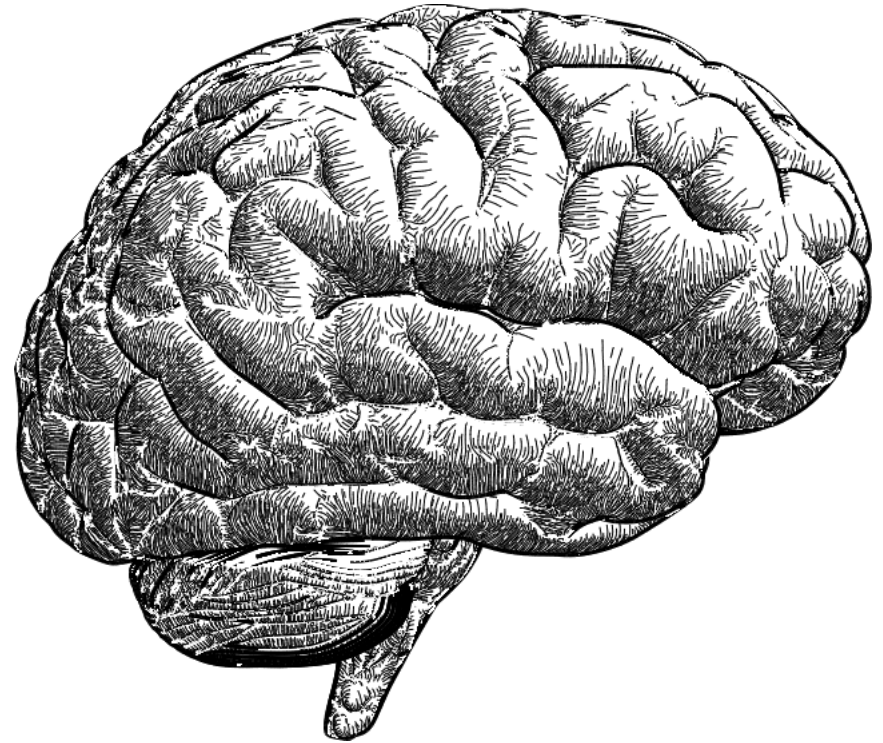
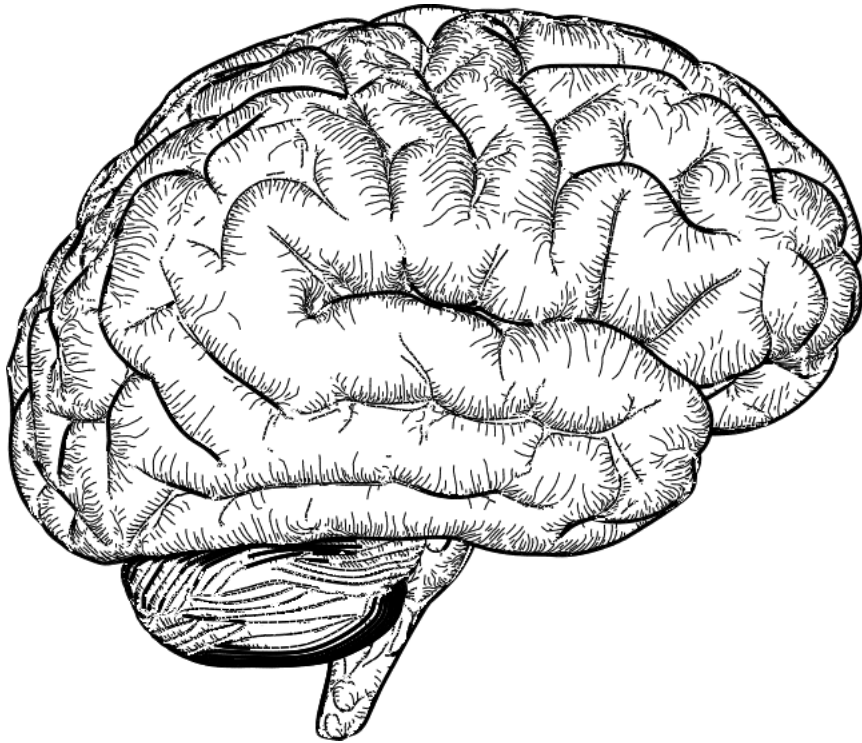
# Cross Hatching

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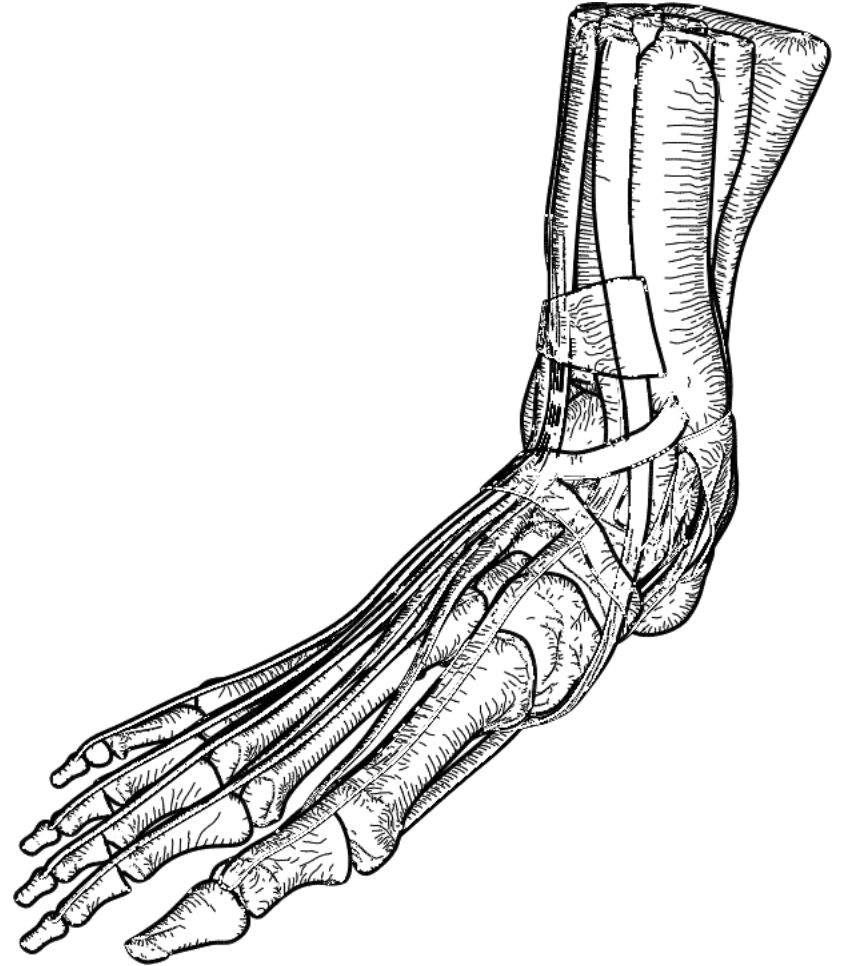
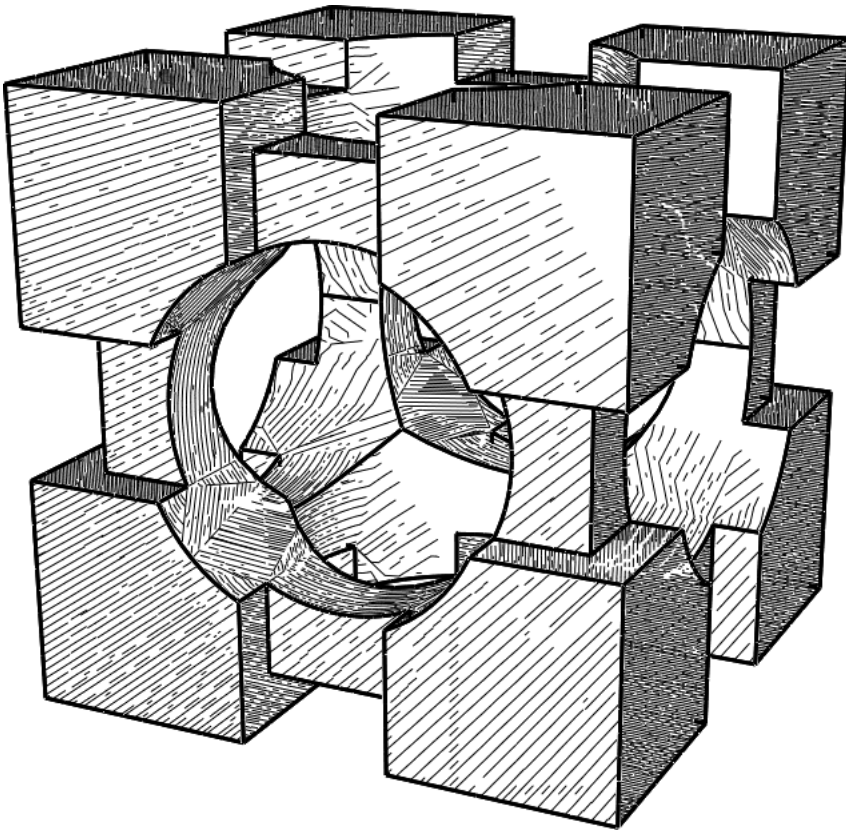
# Moving Light Around

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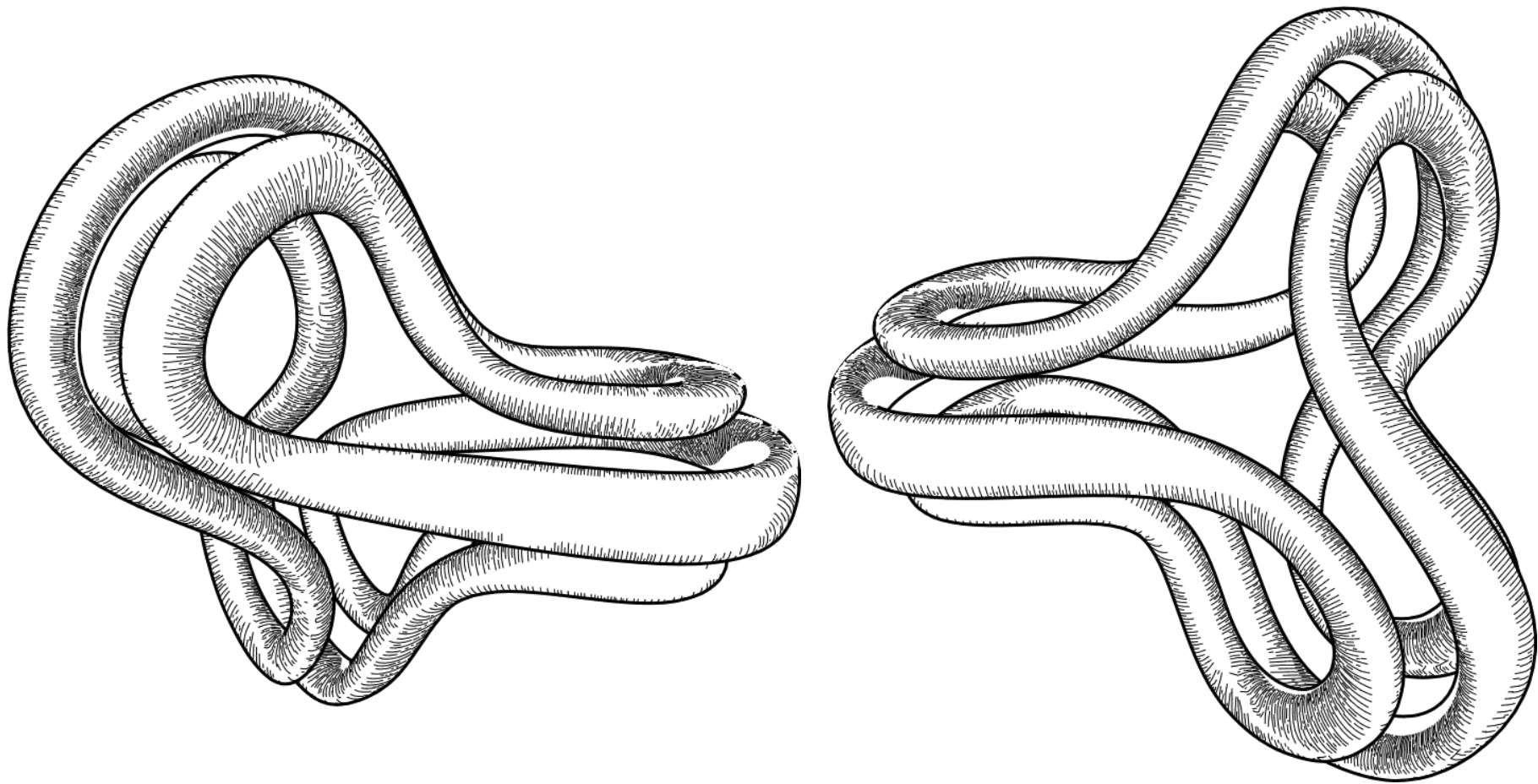
# Examples

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# Examples

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# Questions

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