EUROGRAPHICS 2012 / P. Cignoni, T. Ertl
(Guest Editors)

Volume 31 (2012), Number 2

Exploring Shape Variations by 3D-Model Decomposition and Part-based Recombination

Arjun Jain[1] Thorsten Thormählen[1] Tobias Ritschel[2] Hans-Peter Seidel[1]

[1]MPI Informatik [2]Télécom ParisTech (CNRS-LTCI)

Appendix A: Supplemental results

In this supplemental material additional blends results are shown.(Fig. 1 to Fig. 9). We also present additional matrices with blends for several categories: ships (Fig. 10), planes (Fig. 11), and metal machines (Fig. 12). The topmost row and leftmost column of the matrices contain the input examples.

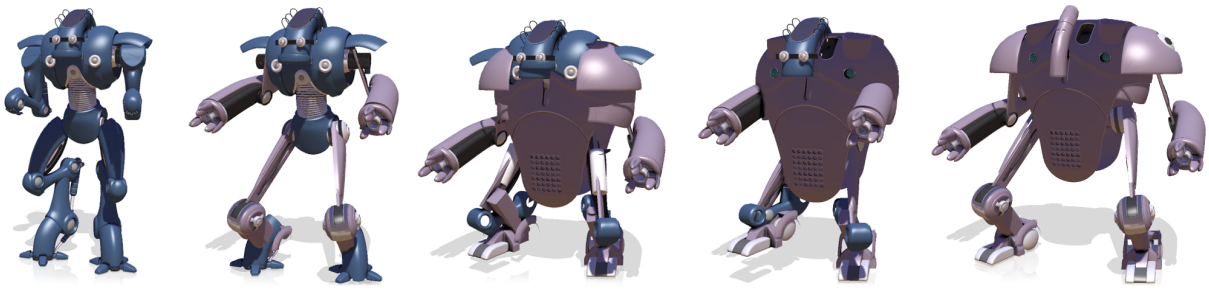

Figure 1: *A blend between two robots.*

Figure 2: *Failure case: In this blend between two cars some parts, such as the side-windows, are not placed correctly because there are too many contact constraints.*

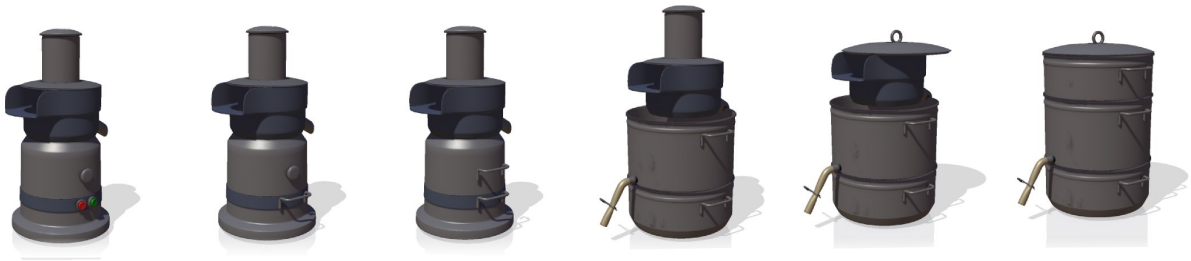

Figure 3: *A blend between two juicers.*

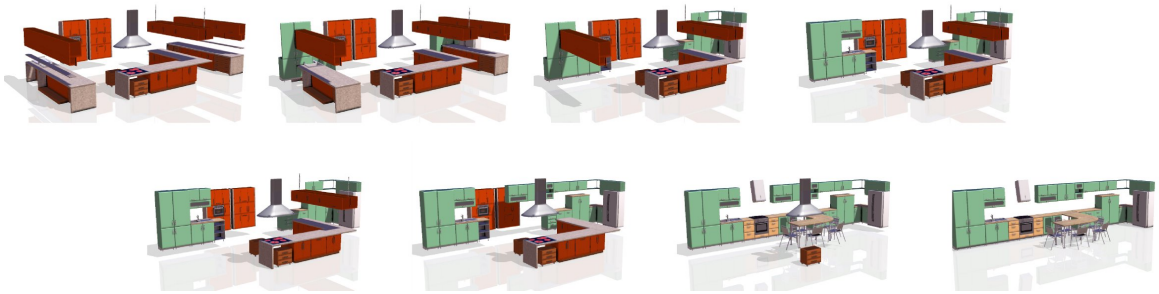

Figure 4: *A blend between two kitchen designs.*

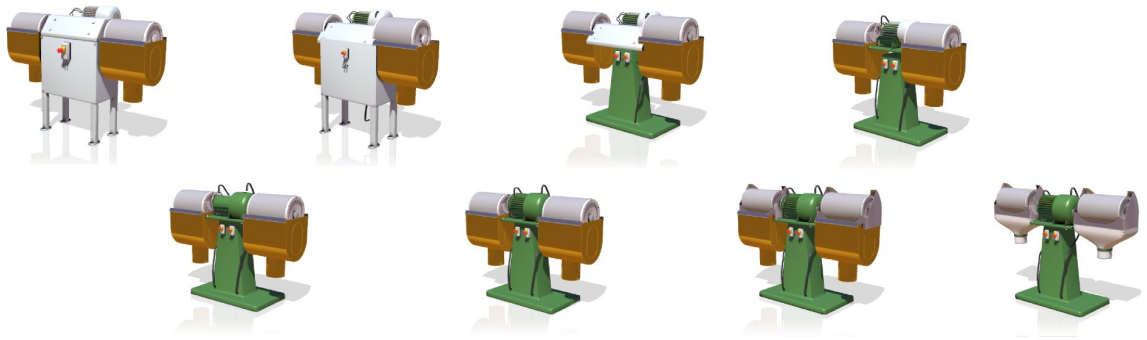

Figure 5: *A blend between two metal machines.*

Figure 6: *A blend between a street sign pole and a telephone pole.*

Figure 7: *A blend between two barbecue tables.*

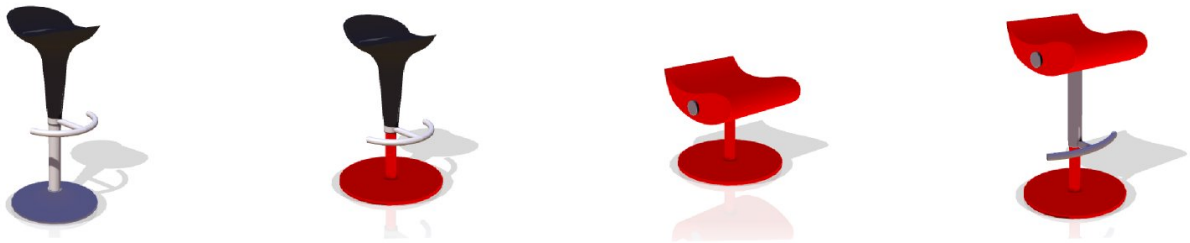

Figure 8: *A blend between a two bar stools from Google 3D Warehouse. These models have only very few parts and, thus, there are only two generated intermediate shapes.*

Figure 9: *A blend between a two lamps from Google 3D Warehouse. These models have only very few parts.*

Figure 10: *Blend matrix for five shapes from the "ship" category*

Figure 11: *Blend matrix for five shapes from the "plane" category*

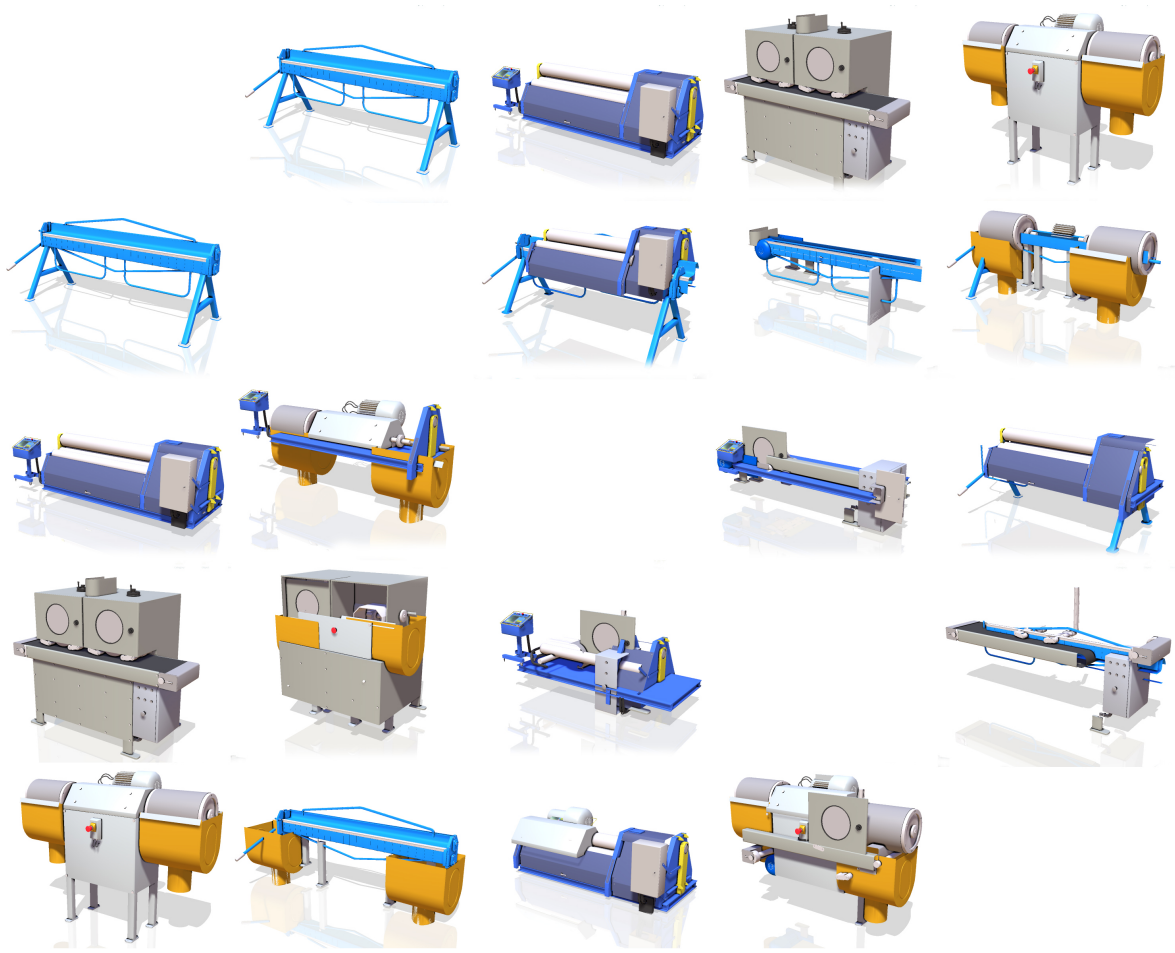

Figure 12: *Blend matrix four shapes from the "metal machines" category*