Rendering Surface Details with Diffusion Curves - Additional Images

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Figure 1: (a) an Australian artistic turtle figure modeled as diffusion curves. (b) the figure mapped onto a vase. (c) a closeup of the turtle eye showing sharp edges.

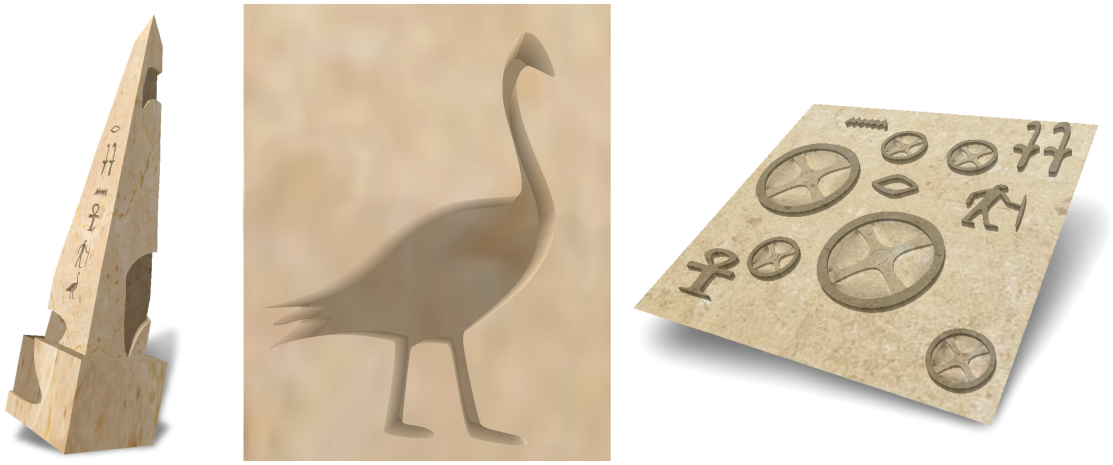

Figure 2: (a) a different shot of the obelisk from the paper. (b) a closeup of the obelisk. Notice the sharp boundary. (c) a composition of some hieroglyphs (with inverted displacement) and gears on a stone plate.

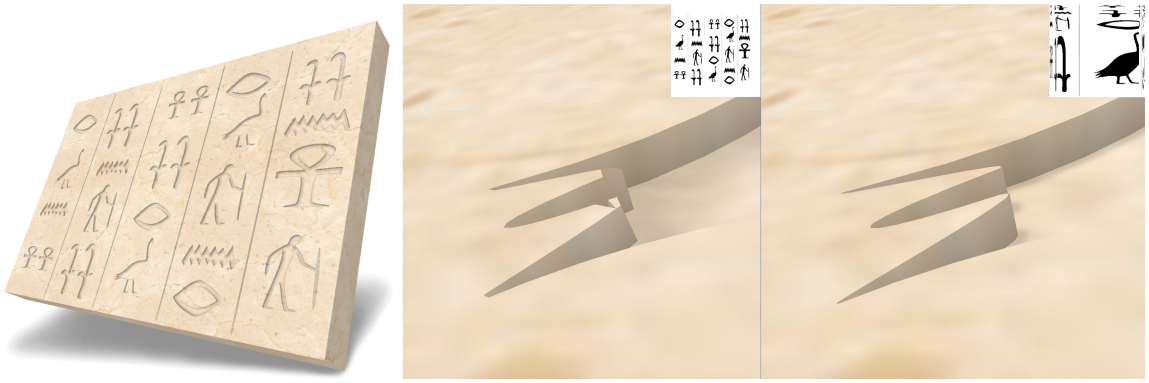

Figure 3: (a) a different shot of the stone plate from the paper. (b) a closeup without texture warping. Notice the broken details despite feature embedding due to insufficient texture resolution. (c) texture warping greatly enhances local texture resolution and fixes the details in this example.

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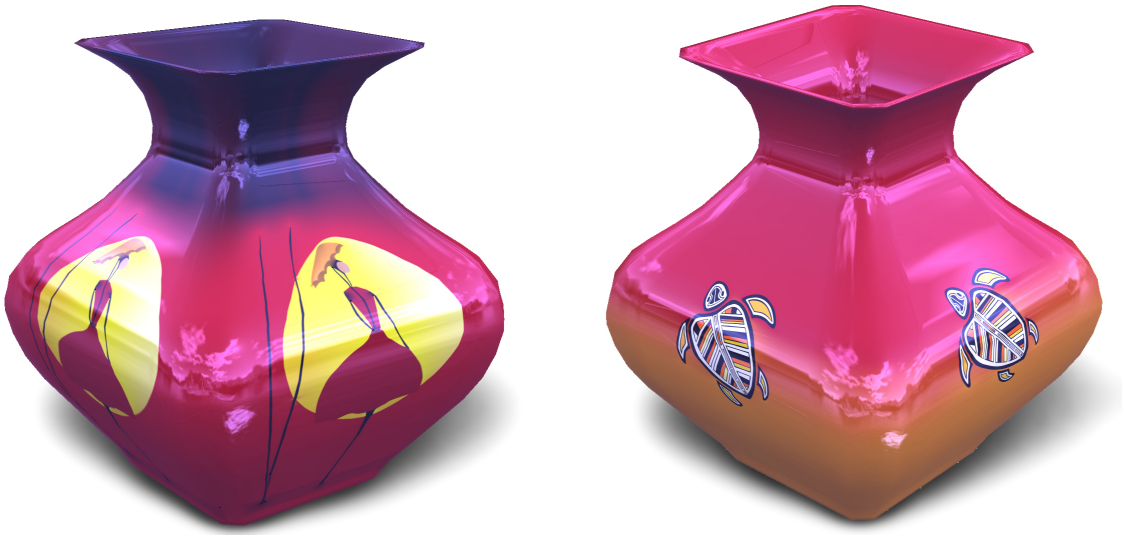

Figure 4: *A vase with two different diffusion curves mapped to it. Notice the smooth color blend on both examples, which would be hard to obtain with conventional vector graphics.*

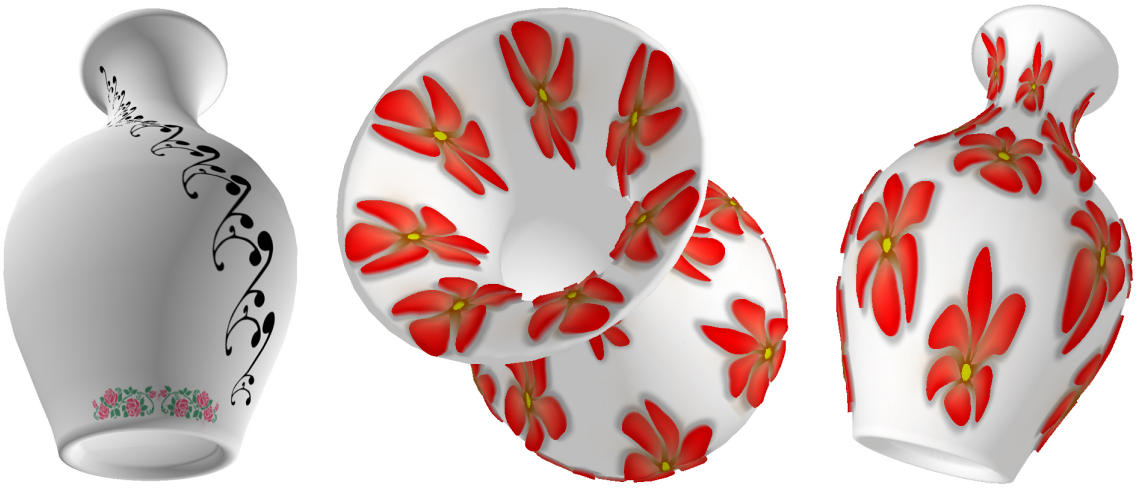

Figure 5: *(a) a vase with some ornaments. Notice the fine details as the bottom. (b),(c) the same vase with some flowers mapped as displacement maps onto it. In this example the color values also serve as displacement values (red, green, and blue averaged).*

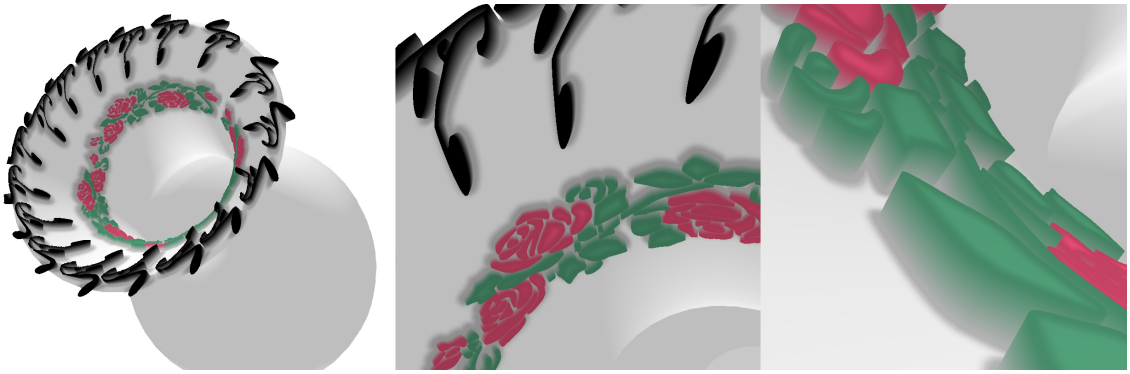

Figure 6: *Another example of the vase with colors and displacements. Here again the averaged colors serve as displacement values.*