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Reviews

Unquestionably, this is actually the very best job by any publisher. It really is basic but unexpected situations within the 50 % from the book. I discovered this book from my dad and i advised this publication to discover.
(Dr. Willis Walter)

LIKE MAP-BASED TEXTURE SYNTHESIS(CHINESE EDITION)



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paperback. Condition: New. Ship out in 2 business day, And Fast shipping, Free Tracking number will be provided after the shipment.Paperback. Pub Date: October 2007 of Pages: 116 in Publisher: the Hefei University Press papers describes the research situation like map-based texture synthesis techniques. detailed description of of TSFS the basic model. principle and the classical algorithm and discussion. On this basis. we expand on the the TSFS technology in a number of key issues in-depth research. The full text reads as follows: 1. The similarity between a Wei & Levoy algorithm L neighborhood of the optimum size of the automatic selection algorithm using the histogram of the texture image and sub-picture. 2. Texture synthesis algorithm is proposed based on the the grayscale the Auxiliary texture and self-organizing feature maps. classification of texture neighborhood collection. classification results for texture synthesis. 3. Launched an in-depth study of two-dimensional real-time texture synthesis algorithm. the main contents include (1) Introduction the Image Quilting acceleration based on the maximum gradient and template matching algorithm; (2) a new texture paste blocks - s-Tiles generation algorithm and texture of the real-time synthesis of high quality using the s-Tiles. 4. Research Triangle mesh surface texture synthesis. First. a new synthesis for surface texture sample texture generated by the input sample texture synthesis algorithm in random order. and then proposed a rapid surface texture synthesis algorithm based on texture extension and trapezoidal template matching. 5. Based on the folds of the phenomenon in the the texture synthesis crust movement simulation. First. discussion The steerable texture synthesis algorithm theory and its applications. and then propose a crustal movement in the folds of the phenomenon simulation algorithm and simulation results. Contents: Chapter 1 Introduction 1.1 1.2 domestic and foreign research history and 1.3 the research content like map-based texture...



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