Noise-Based Real-Time Animation of Trees Swaying in Wind Fields


Figure 10. Frame images of a movie for showing the effect of directional load: The red arrow in the images indicates the direction of wind.

(a) Gentle wind (b) Strong wind

Figure 12. Frame images of movies for representing the difference of elastic modulus: (a) The value of E is small. (b) The value of E is large.

Figure 13. Frame images of movies for representing the difference of hardness of petiole: (a) The petioles are soft. (b) The petioles are hard.

Figure 14. Frame images of a movie of a magnified scene

Figure 15. Frame images of a movie in which the proposed method was applied for a large tree model
Figure 4: Scenes from a flight above Stuttgart showing volumetric clouds and ground fog in real-time.
A Framework for Transfer Colors Based on the Basic Color Categories

Y. Chang, S. Saito, and M. Nakajima

Figure 3. Example of an Experimental Result

Figure 4. Results with Different Reference Paintings for the Same Input Photograph

Figure 5. Results that Show the Effect of Using Basic Color Categorization

Figure 7. A Result of Using Multiple Reference Paintings
Sphairahedral Approach to Parameterize Visible Three Dimensional Quasi-Fuchsian Fractals
Kazushi Ahara and Yoshiyuki Araki

Figure A. Quasi-fuchsian fractal derived from an ideal sphaircube, \((z_B, z_C) = (0, \sqrt{3}/2)\) (Beads tree)

Figure B. Quasi-fuchsian fractal derived from an ideal sphaircube, \((z_B, z_C) = (\sqrt{6}/4, \sqrt{6}/2)\) (Crescent)
Creating Various Styles of Animations Using Example-Based Filtering

R. Hashimoto, H. Johan, and T. Nishita

Figure 7. The unfiltered and filtered source images for creating animations in artistic styles.

Figure 8. Original movie and oil painting, watercolor painting, and pen-and-ink versions.