**Center for Graphics and Geometric Computing**

Lab Project 234326 proposal

Spring 2014

*Maya Plugin for Vector Field Visualization*

**Description:**

Vector field design on surfaces is a fundamental tool in geometry processing. Visualizing vector fields in a coherent and intuitive way is both challenging and highly important. In this project you will develop a plugin for the Maya modeling software which will allow visualizing vector fields and time varying vector fields on triangle meshes.

**References:**

[2] [http://web.engr.oregonstate.edu/~zhang/symmetry_vis.html](http://web.engr.oregonstate.edu/~zhang/symmetry_vis.html)

**Prerequisites:**

Intro to computer graphics (234325) or comparable experience in the industry.

**Advisor:**

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