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:

[1] http://www.autodesk.com/products/autodesk-maya/overview
[2] http://web.engr.oregonstate.edu/~zhange/symmetry_vis.html

Prerequisites:

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

Advisor:

Omri Azencot, Taub 420, Tel: 4347
azencot@cs.technion.ac.il