



Center for Graphics and Geometric Computing

Lab Project 234326 proposal

Spring 2014

Shape Deformation with RBF

Description:

In this project you will implement a meshless mesh deformation method using radial basis functions. Optionally, this can be a Maya plugin, or a stand-alone executable.

References:

[1] "Meshless Modeling of Deformable Shapes and their Motion". Bart Adams, Maks Ovsjanikov, Michael Wand, Hans-Peter Seidel and Leonidas J. Guibas, 2008

Prerequisites:

234325, or experience with OpenGL/computer graphics.
Experience with GPU programming is a bonus

Advisor:

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Number of students:

1 or 2

