**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:**


**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