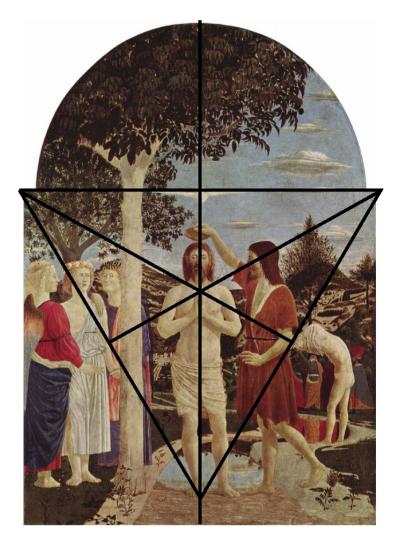


## MOTIVATION

### Composition

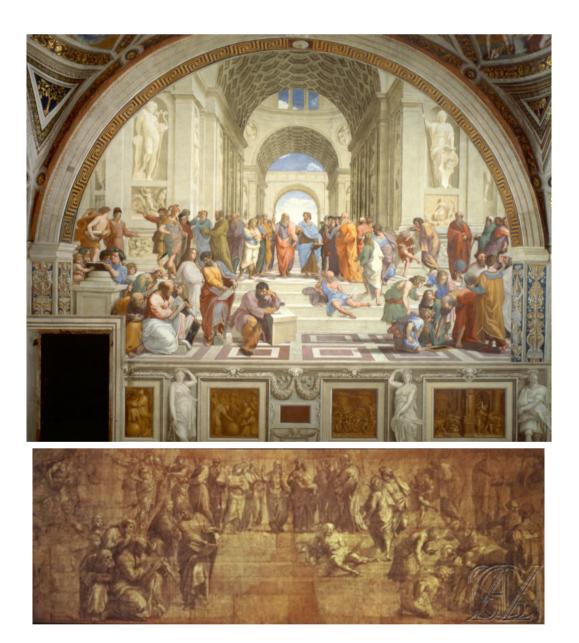
Image plane composition creates the picture atmosphere.

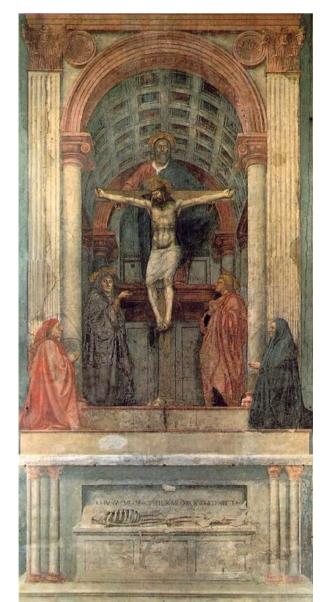




#### **Renaissance** Art

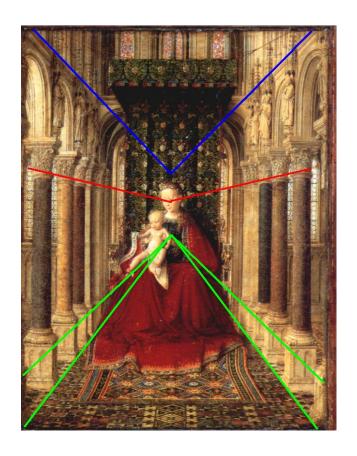
Rennaissance paintings combined realistic depth depiction and image plane composition, using a pluralist approach to perspective realised through a collage of constructions.

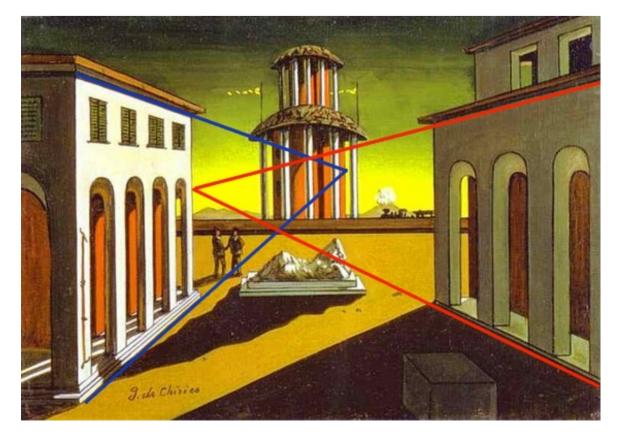




## **Multiple Perspectives**

Multiple perspectives in a *realistic* image come from deviations in local or global construction lines.





# **Depiction Tools Inspired by Traditional Artistic Practices**

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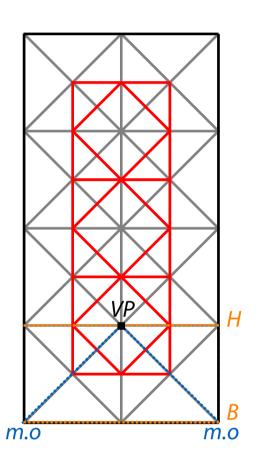
### FRAMEWORK

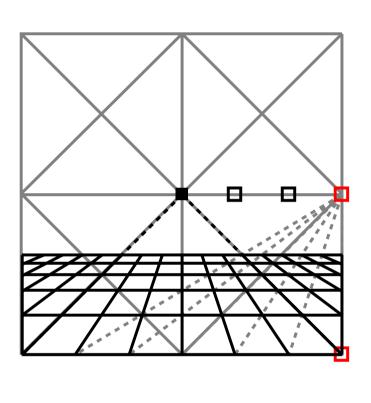
#### Concepts

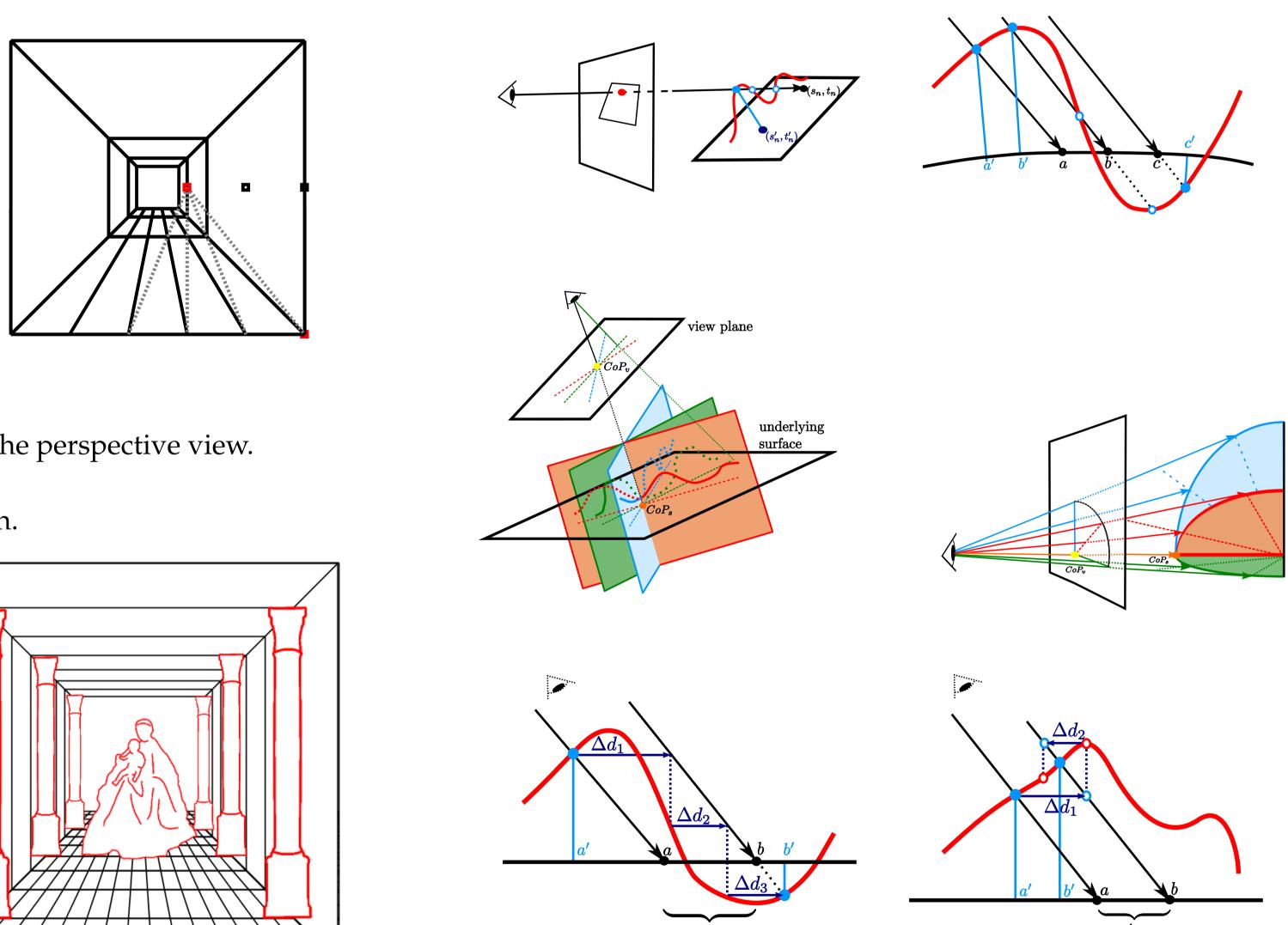
- Artists work in the image plane and in depth simultaneously.
- Artists manipulate construction lines.
- 3D is only simulated, not defined.

## **Composition and Depth**

- Planar composition is achieved by a planar grid.
- Depth is set through a floor within the planar grid.
- View can be changed by changing floor constructions.

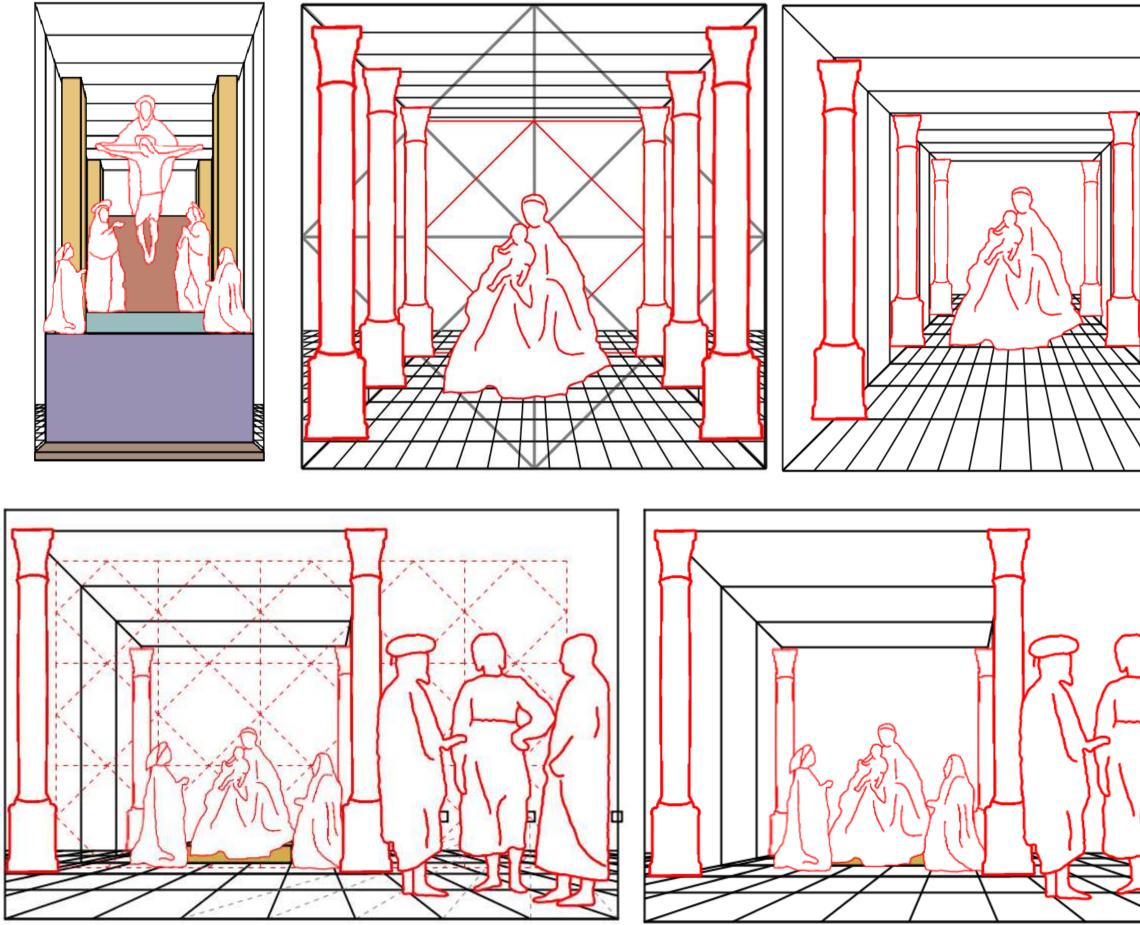






### Results

- Grid pattern layout for image composition and floor set the perspective view.
- Architecture summarized by filling volumes with blocks.
- Individual panels placed on the image plane and in depth.





## **THEORITICAL EXTENSION**

#### **Displacement Map**

- Add surface details to a simple 3D primitive with a 2D height texture.
- Make 3D modelling easier by planar gradient painting.

#### **Stepping Algorithm**

- Problem: given an eye ray, how to find the non-occluded offset solution with a height map.
- Geometry transforms the search into an ordered 2D problem.
- Then, given a known previous solution, easy to find next solution.



Rock texturess on a plane. Sinusoidal functions on a sphere.

