## Motivation

### Composition
Image plane composition creates the picture atmosphere.

### Renaissance Art
Renaissance 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.

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## Theoretical 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.

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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.

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## Results

- Rock textures on a plane.
- Sinusoidal functions on a sphere.

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1efourque@cgl.uwaterloo.ca