Abstract:

2D shape manipulation and morphing are important techniques in cartoon animation and vector graphics. Inspired by as-rigid-as possible 3D shape editing techniques, we introduce stiffness tunable shape manipulation techniques and automatic 2D shape morphing techniques, which could potentially facilitate cartoon animation production.

About the Speaker:

FENG Jieqing is a professor in the State Key Lab of CAD&CG, Zhejiang University, China. He received his B.Sc. degree in applied mathematics from National University of Defense Technology in 1992 and his Ph.D. degree in computer graphics from Zhejiang University in 1997. After conducting post-doctoral research at Chinese University of Hong Kong, he joined the State Key Lab of CAD&CG in 1999. In 2003, he became a professor of computer science. During 2005.5~2007.9, he served as a Program Director, Division of Computer Science, Directorate of Information Science, National Natural Science Foundation of China. His research interests include geometric modeling, real-time rendering and computer animation. He has published over 40 papers in international journals on computer graphics. For more information, please refer to http://www.cad.zju.edu.cn/home/jqfeng/

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