A Theft-Based Approach to 3D Object Acquisition

Ronit Slyper
Jim McCann

Work supported by:
NSF Fellowship
Methods

- The exact theft-based method we used is based on a heuristic we call “casing”.
  - Grab-and-Run
  - Yoink
  - Advanced techniques
    - Bribery, subterfuge, etc (see paper)
  - Under development: The Siggraph Blackmail
A Theft-Based Approach to 3D Object Acquisition

Ronit Slyper
Jim McCann

Work supported by:
NSF Fellowship
A Theft-Based Approach to 3D Object Acquisition

Ronit Slyper
Jim McCann
A Theft-Based Approach to 3D Object Acquisition

Ronit Slyper
Jim McCann
A Theft-Based Approach to 3D Object Acquisition

Ronit Slyper
Jim McCann
A Theft-Based Approach to 2D Object Acquisition

Ronit Slyper
Jim McCann
Computer Graphics

Final Fantasy #1      !!!!!
Clone Attack! Perception of Crowd Variety

Rachel McDonnell    Michéal Larkin    Simon Dobbyn    Steven Collins    Carol O’Sullivan

*Graphics, Vision and Visualization Group, Trinity College Dublin.

Figure 1: Example of a crowd used in the Appearance Variation Experiment with the maximum number of clones.

Figure 6: Example of final positioning in the Motion Baseline Experiment.
Perception of Human Motion With Different Geometric Models

Jessica K. Hodgins, Member, IEEE,
James F. O'Brien, Student Member, IEEE, and Jack Tumblin

Fig. 1. Images of an animated human runner. (a) Two running motions rendered using a polygonal model. (b) The same pair of motions are rendered with a stick figure model. Modifications to the motion were controlled by a normalized parameter, \( \lambda \), that varied between \( \lambda = 0 \) and \( \lambda = 1 \). These images are from the motion generated for the additive noise test discussed in Section 3.3. The difference in posture created by the additive noise can be seen in the increased angle of the neck and waist in the right image of each pair (\( \lambda = 1 \)).
Existing Methods of 2D Object Acquisition
The Club

Siggraph 1500 BC
Los Angeles, CA
The Club

Siggraph 1500 BC
Los Angeles, CA
The Club

Siggraph 1500 BC
Los Angeles, CA
Unwrapping

2D result

Doesn’t match original shape.
The Camera
Camera:

Captures Object

Unnecessary background
Automatic Matte Extraction

- Pulls the rug out from under your images.
Automatic Matte Extraction

• Pulls the rug out from under your images.

Jim’s joke -- why is this funny?
Siggraph 2010: a new approach
Move the computational burden.

Old idea:
Siggraph 2010: a new approach
Move the computational burden.

Old idea:
Process captured data to produce 2d result
Siggraph 2010: a new approach

Move the computational burden.
Siggraph 2010: a new approach

Move the computational burden.

New idea:
Siggraph 2010: a new approach

Move the computational burden.

New idea:

Process VIEWER to produce 2d result
Siggraph 2010: a new approach
Move the computational burden.

New idea:
Binocular vision
Binocular vision
Binocular vision
Binocular vision
Binocular vision
But....
But....
But....
But....
But....
User-assisted method
User-assisted method

Willful

Inhibition of

one eye
User-assisted method

Willful Inhibition of one eye
WINK
Commercialization

iPoke

Mac
Future Work

- Additional theft-based methods
  - Ninjas, pirates, grad students
- Punishment and arrest alleviation
  - Cache-based approach