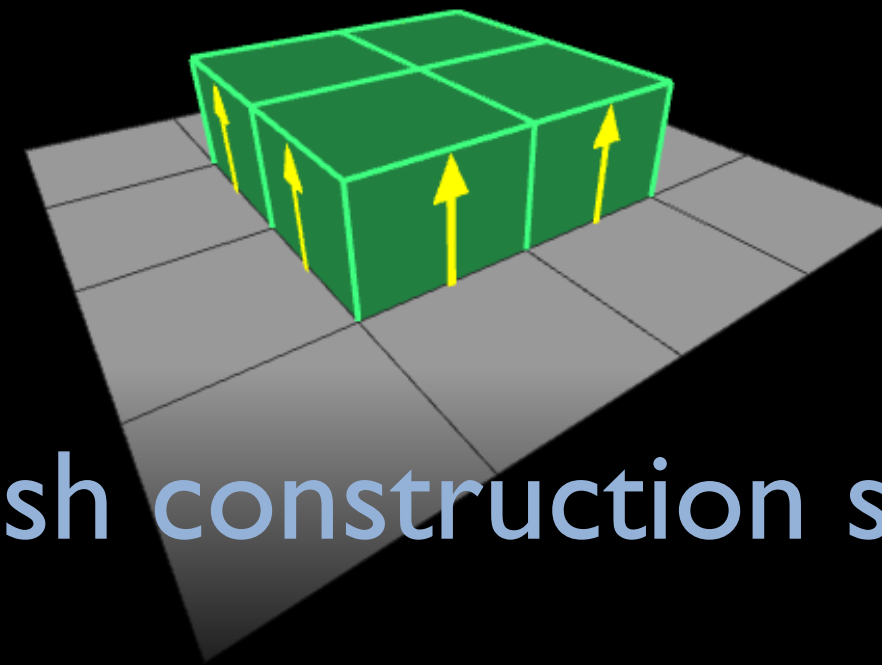


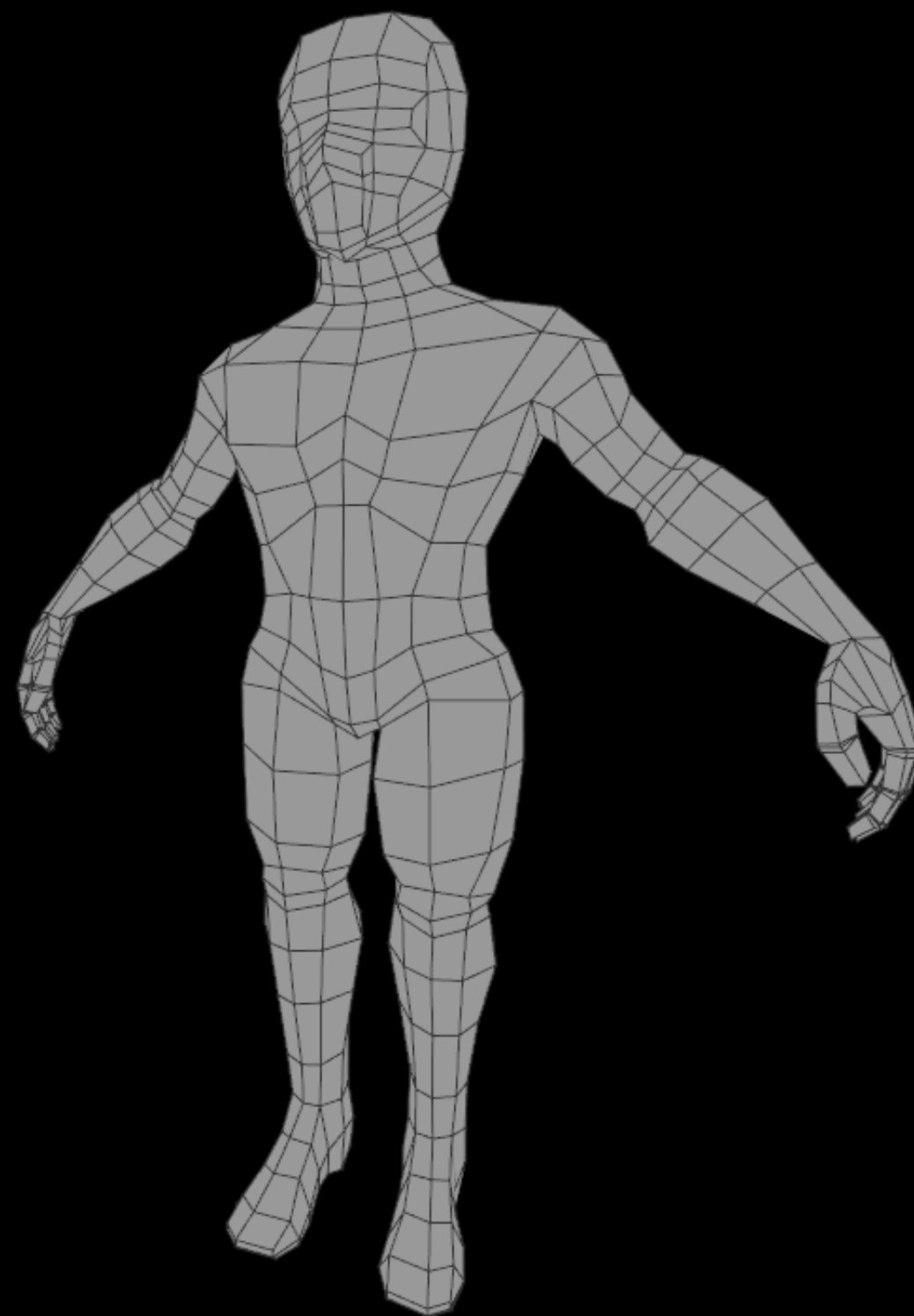
# meshflow

interactive visualization of mesh construction sequences



[ jonathan d. denning<sup>+</sup>, william b. kerr<sup>+</sup>, fabio pellacini<sup>+</sup>\* ]  
<sup>+</sup>dartmouth college, \*sapienza university of rome

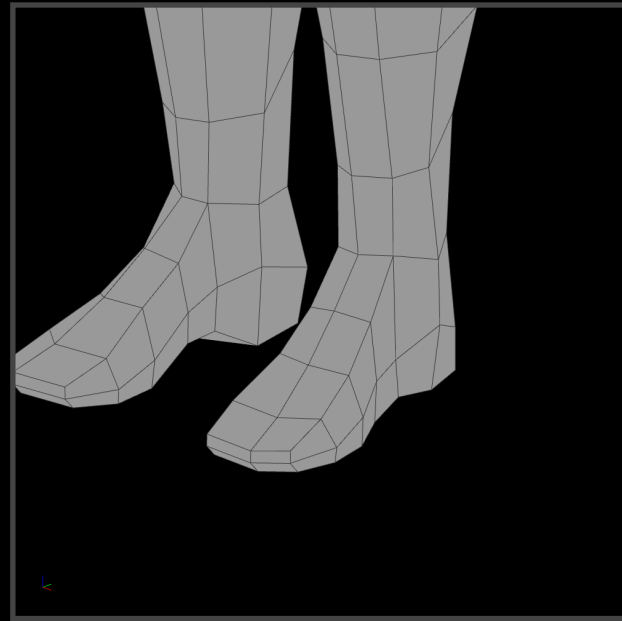
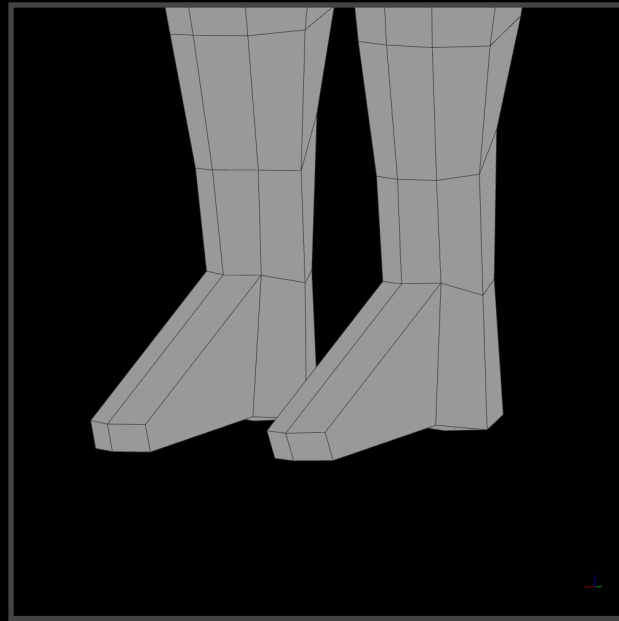
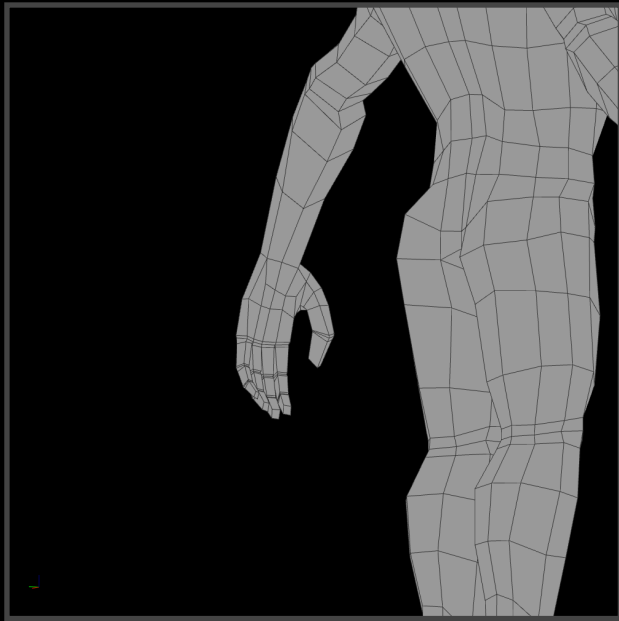
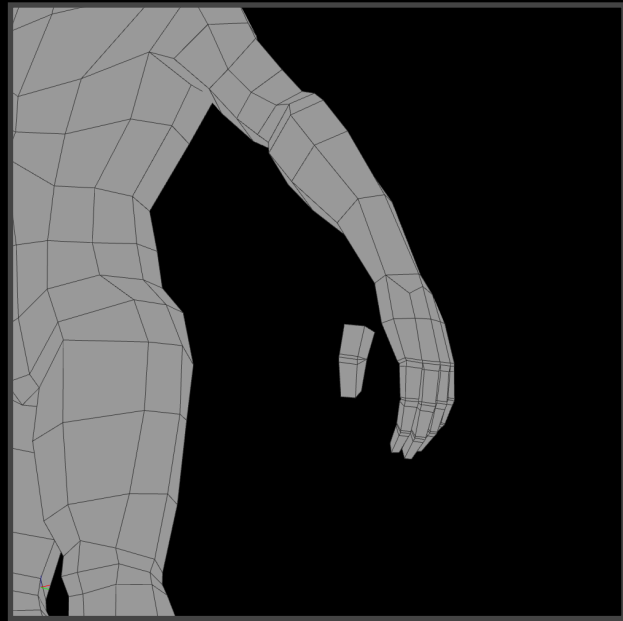
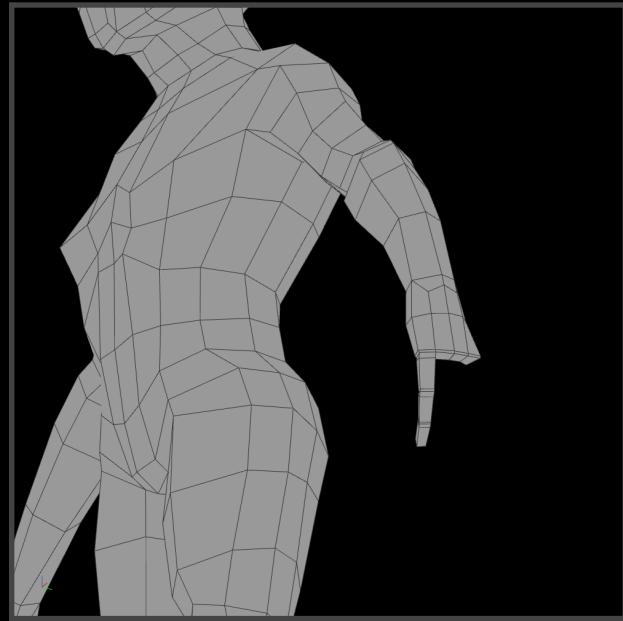
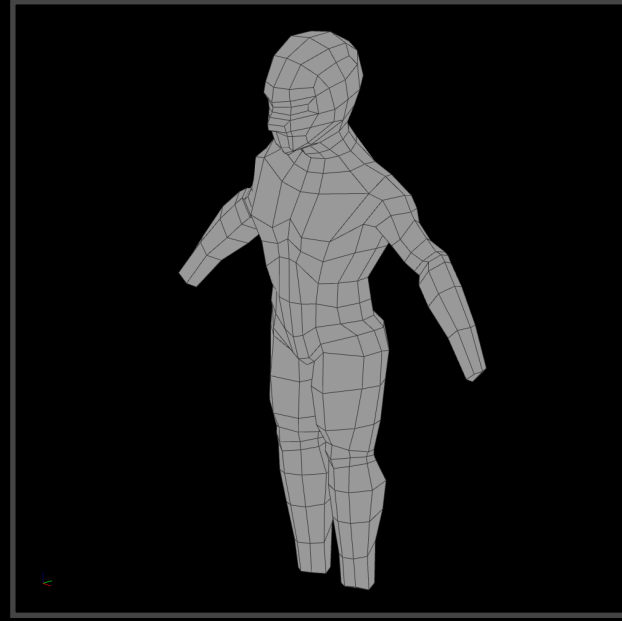
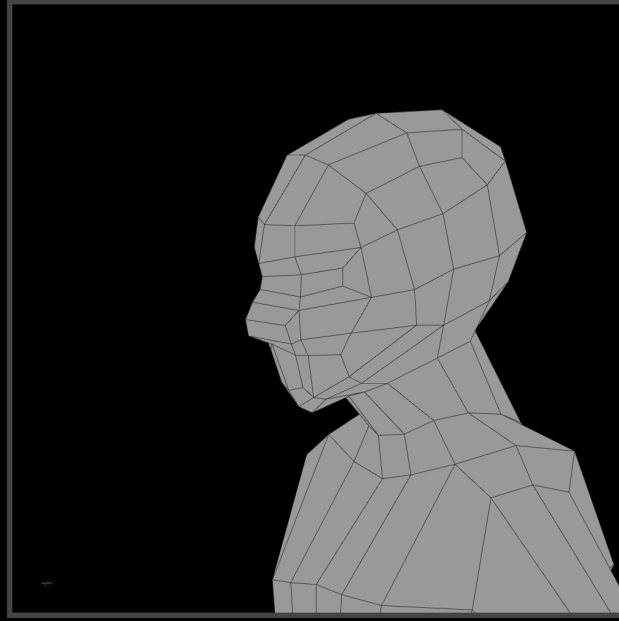
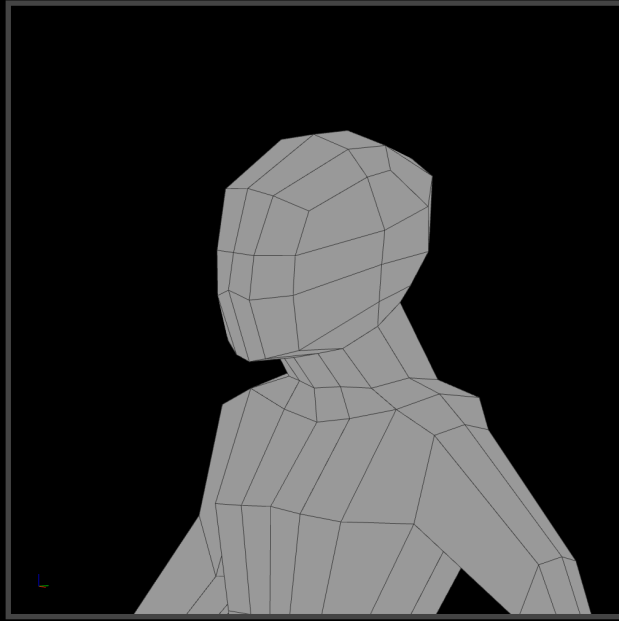
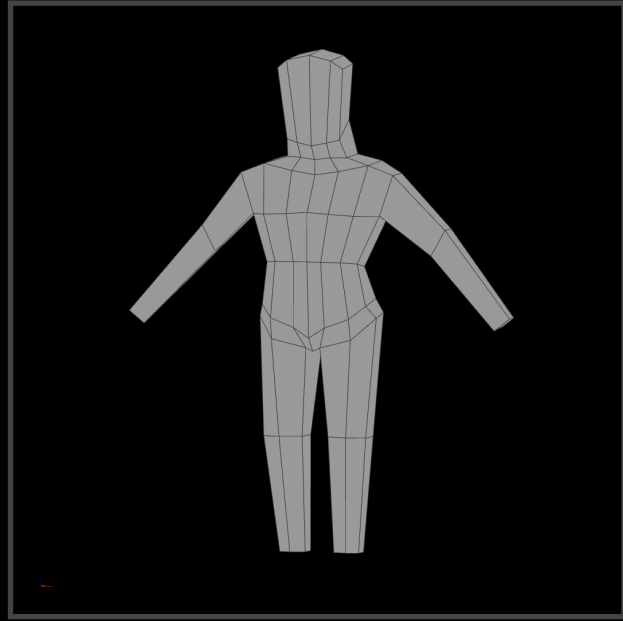
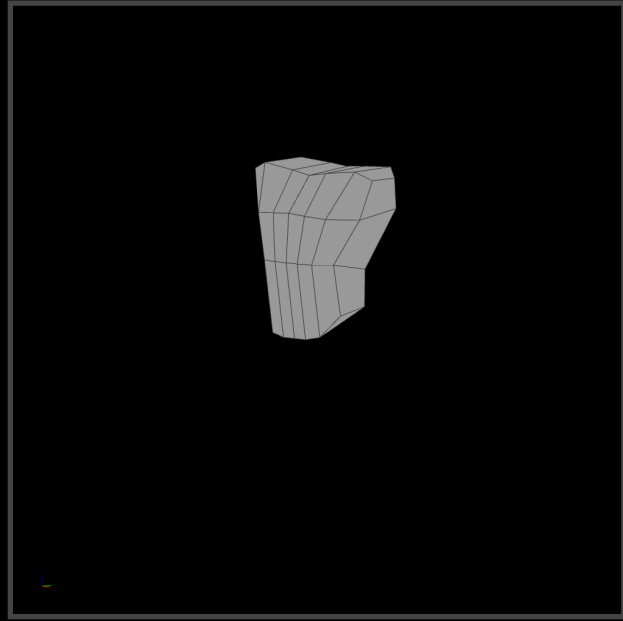
**biped**  
1012 faces  
3:10 hrs  
5759 ops

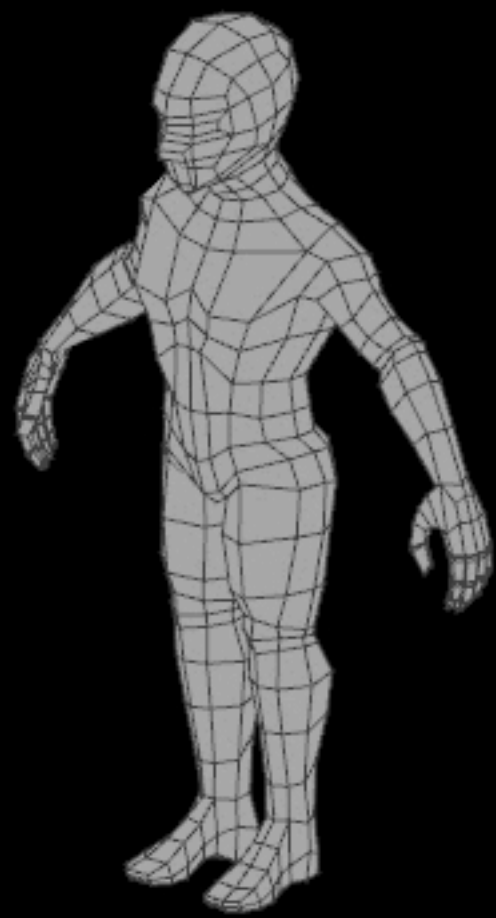
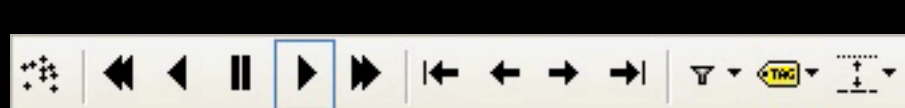




60x







▼ Object Tools

Transform:

- Translate
- Rotate
- Scale

Origin

Object:

- Duplicate Objects
- Delete
- Join

Shading:

- Smooth
- Flat

Keyframes:

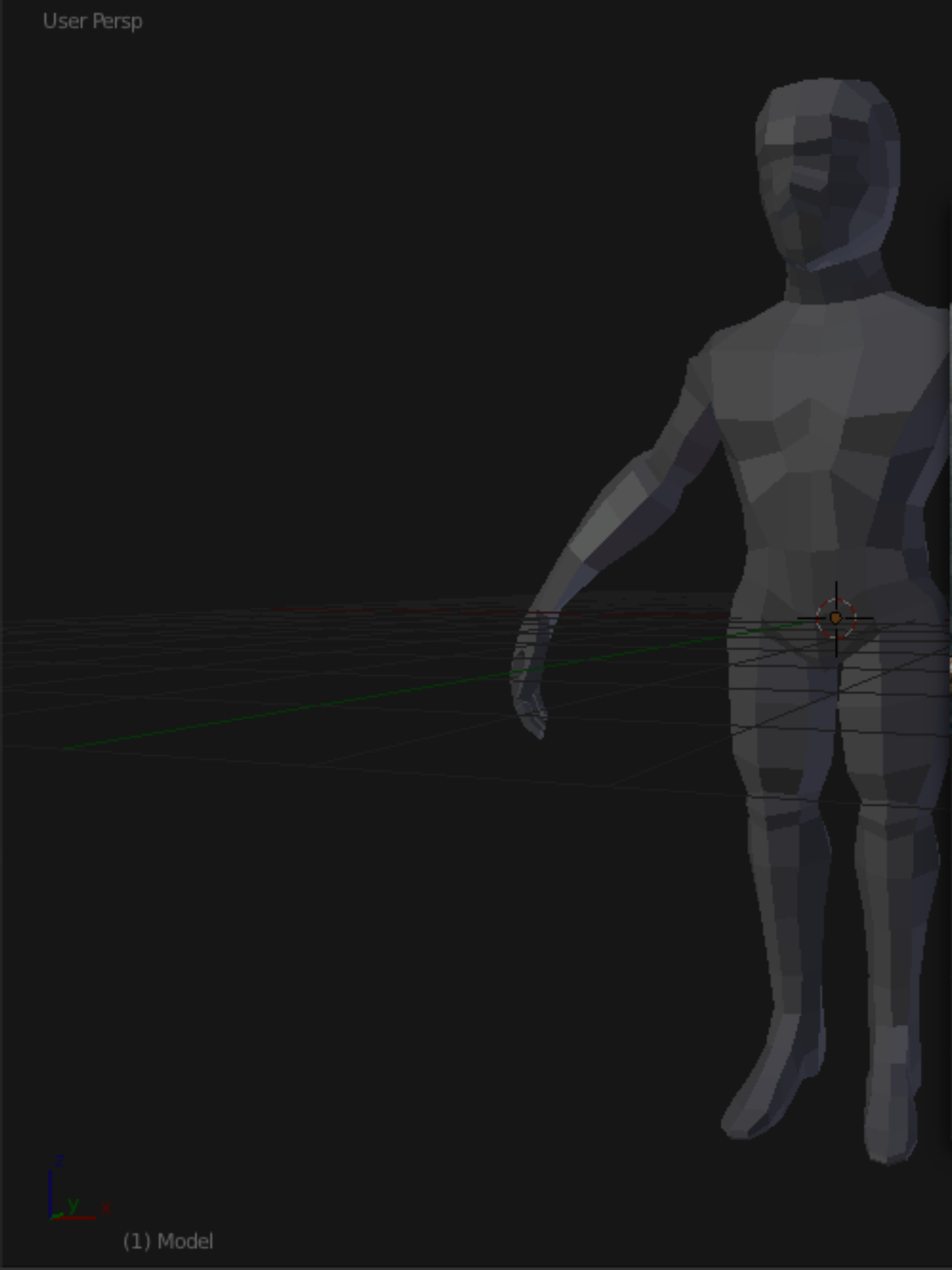
- Insert
- Remove

Motion Paths:

- Calculate Paths
- Clear Paths

Repeat:

- Repeat Last



Instrumented Blender 2.5

2.57.1  
r36798M

www.img-nation.de

Links

- Donations
- Release Log
- Manual
- Blender Website
- User Community
- Python API Reference

Interaction: Preset

Recent

- step000330.blend Cmd O
- step004284.blend Cmd O
- step004272.blend Cmd O
- step004257.blend Cmd O
- step004243.blend Cmd O
- Recover Last Session

Model

▼ Modifiers

Add Modifier

Copy

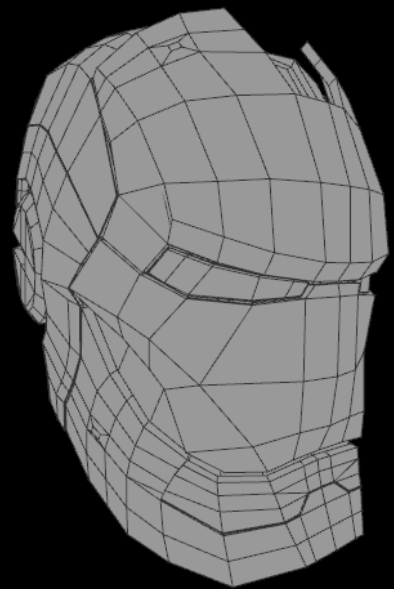
Merg  U

Clippi  V

Verte

mit: 0.001000

ect:

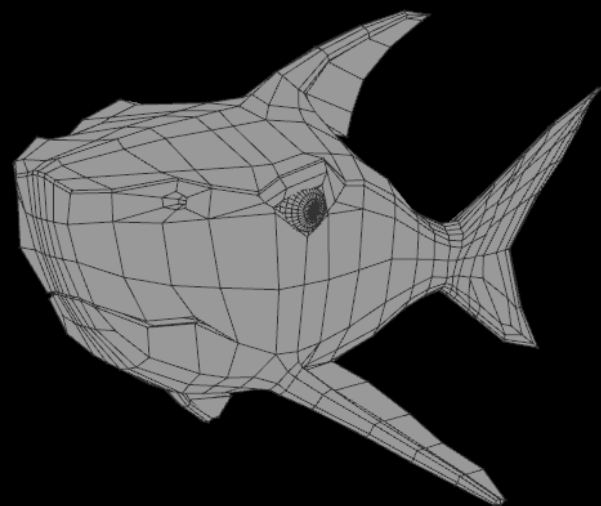


## helmet

1867 faces

5:05 hrs

8510 ops

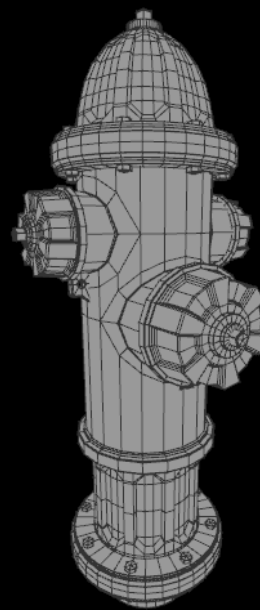


## shark

1796 faces

3:30 hrs

8350 ops

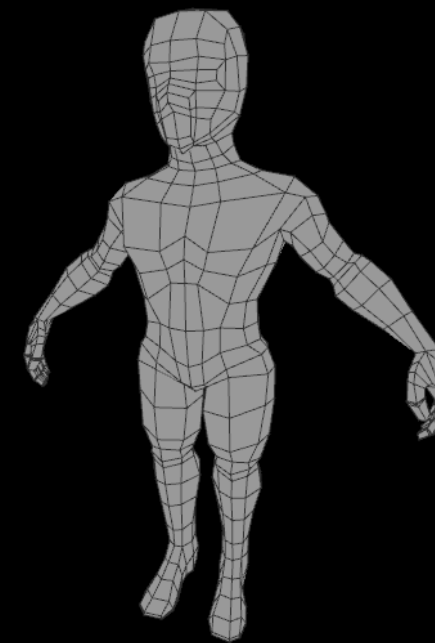


## hydrant

10808 faces

2:30 hrs

4609 ops

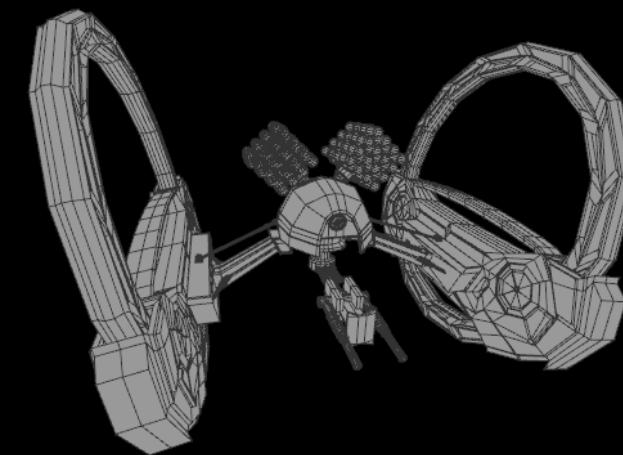


## biped

1012 faces

3:10 hrs

5759 ops



## robot

15580 faces

9:40 hrs

13478 ops

# raw seq

⋮  
select  
select  
view  
view  
view  
view  
topo  
trans  
trans  
select  
trans  
trans  
trans  
⋮



# clustered

⋮  
select  
  
  
  
view  
topo  
  
  
trans  
select  
  
  
trans  
⋮



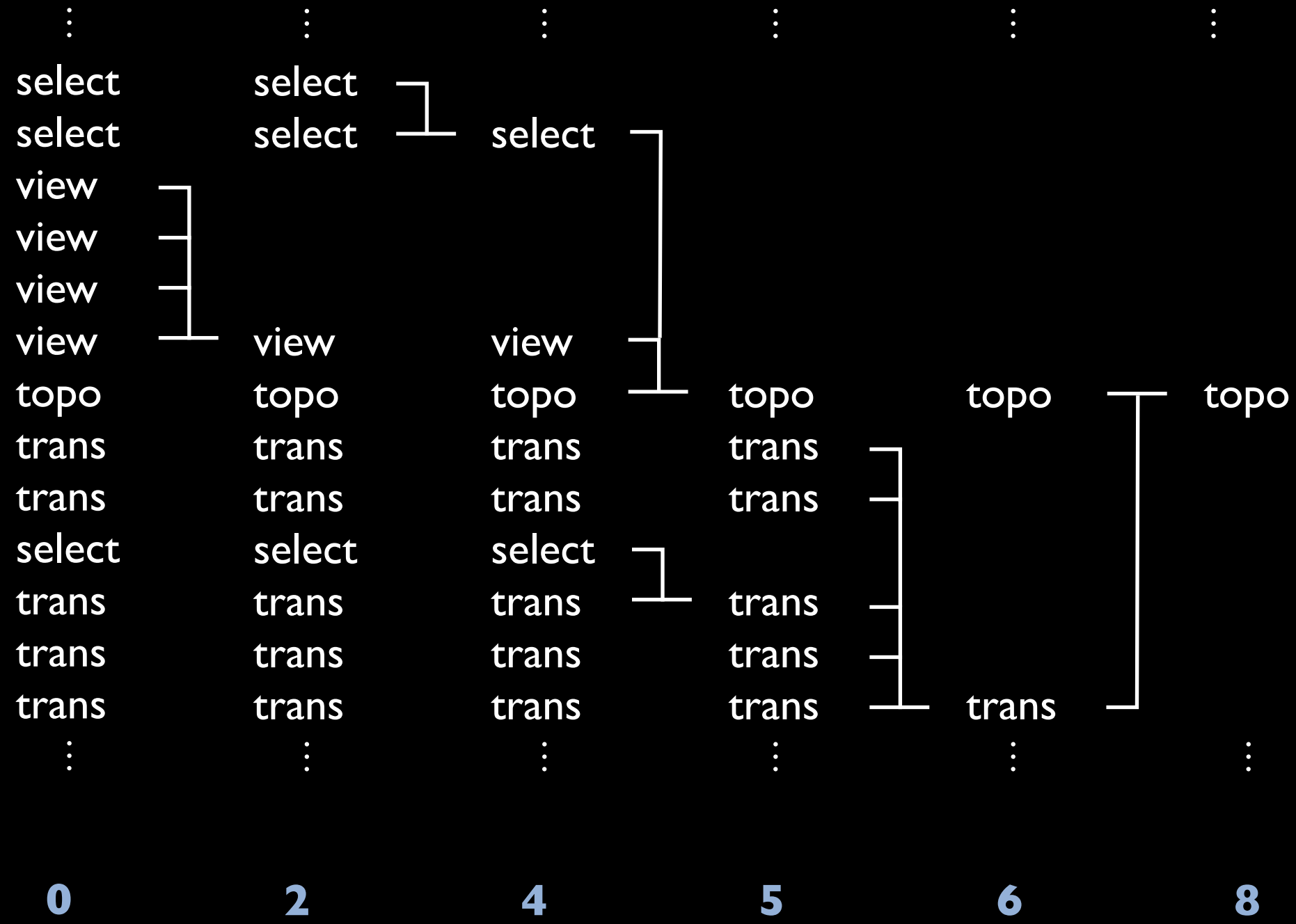
# top 4 bigrams

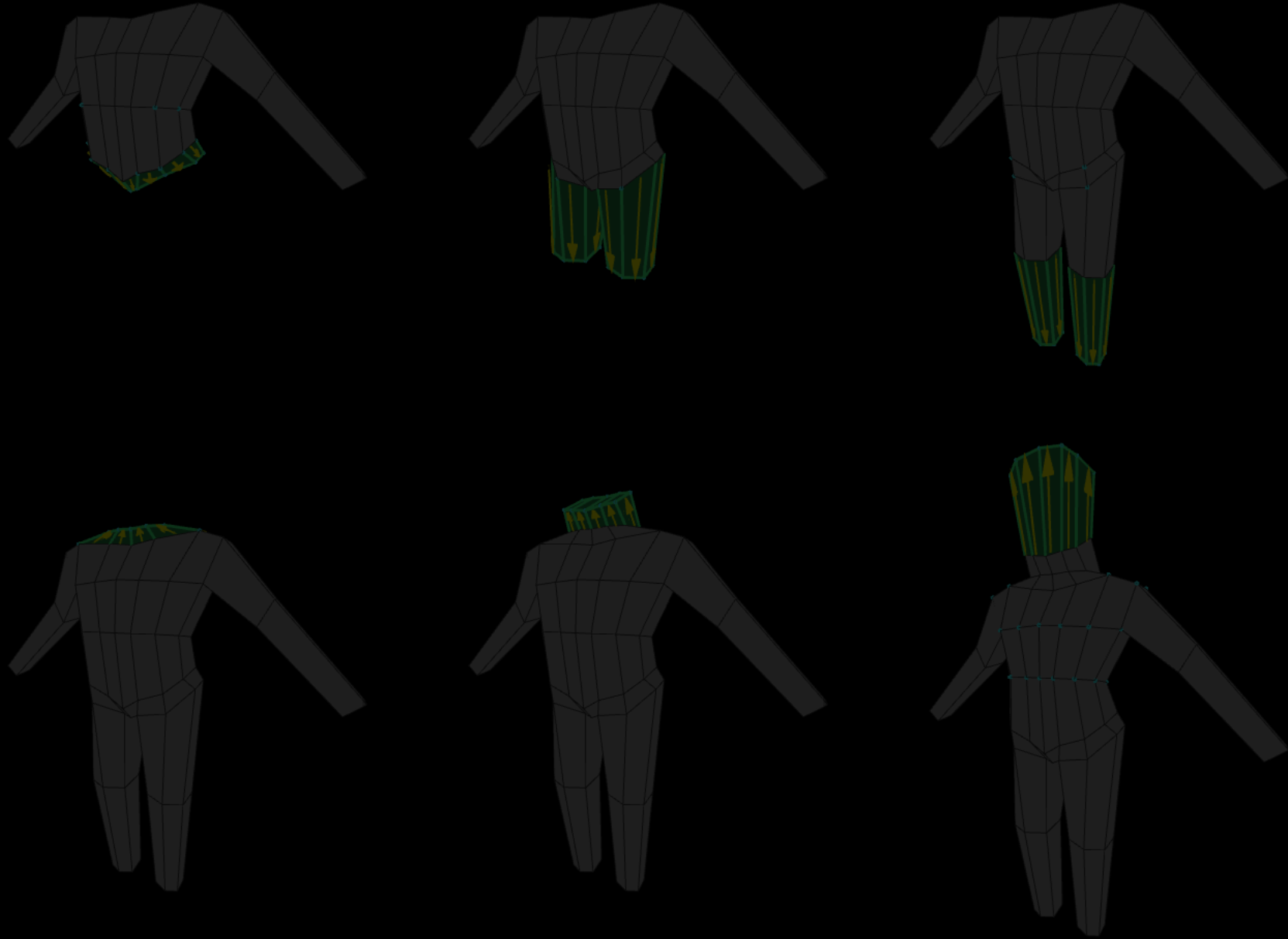
5759	3781	3118	1843	225
cam, cam .33	select, trans .22	select, trans .27	trans, trans .40	trans, cam .20
select, trans .15	trans, select .16	trans, select .20	trans, cam .26	cam, topo <sub>a</sub> .17
trans, select .11	cam, select .13	trans, cam .15	cam, trans .25	cam, trans .16
cam, select .09	select, select .13	cam, select .14	cam, topo <sub>a</sub> .02	topo <sub>a</sub> , trans .12

## clustering by substituting regexs

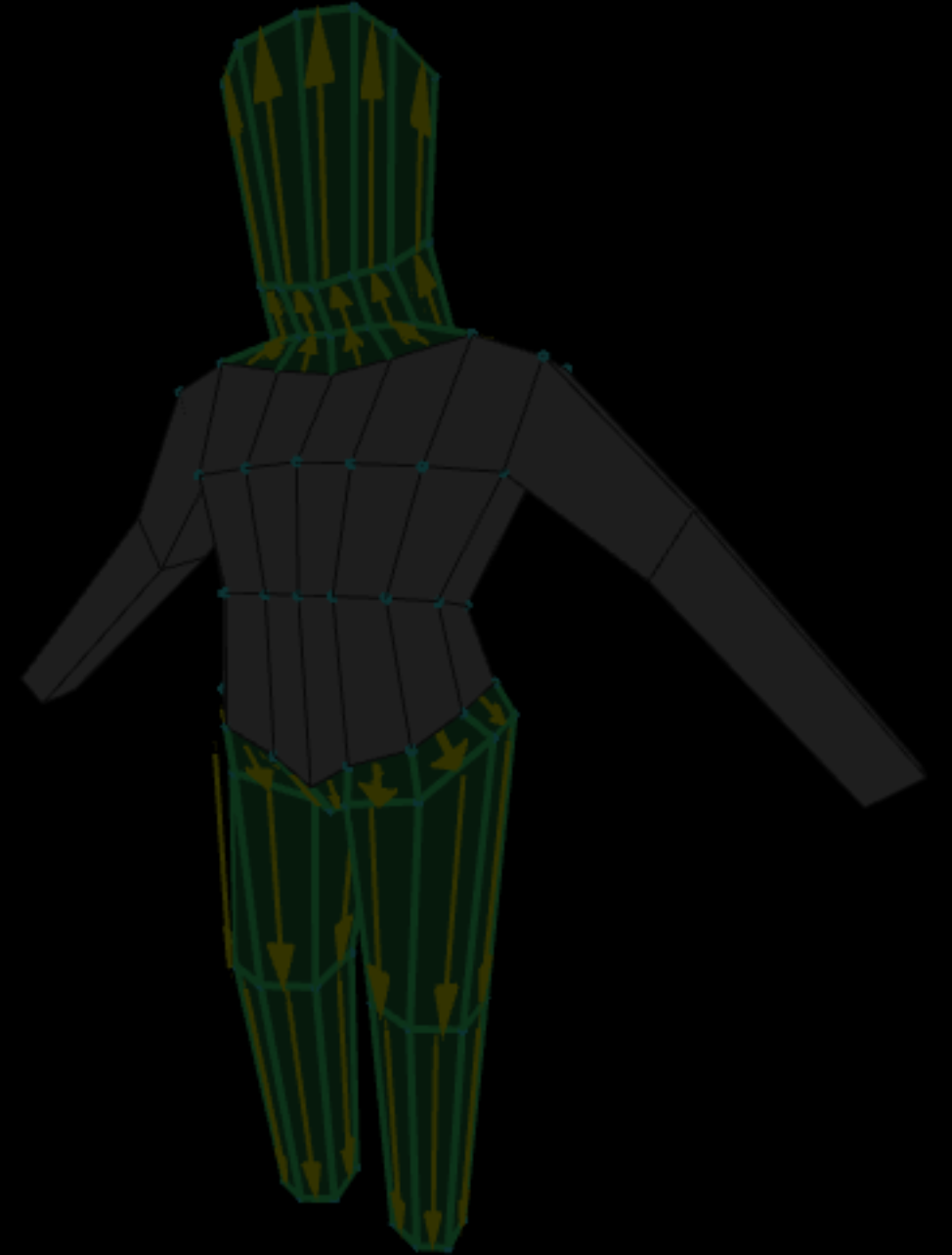
- 2  $(\text{cam})^+ (\text{cam})^\diamond \mapsto (\text{cam})^\diamond$
- 3  $(\text{view}) (\text{view})^+ \mapsto (\text{view})$
- 4  $(\text{select}) (\text{view} \mid \text{select})^* (\text{select})^\diamond \mapsto (\text{select})^\diamond$
- 5  $(\text{select}) (\text{view})^* (\text{topo} \mid \text{trans})^\diamond \mapsto (\cdot)^\diamond$
- 6  $(\text{trans}) (\text{view} \mid \text{trans})^* (\text{trans})^\diamond \mapsto (\cdot)^\diamond$
- 7  $(\cdot)^\diamond (\text{view} \mid (\cdot)^\diamond)^* (\cdot)^\diamond \mapsto (\cdot)^\diamond$
- 8  $(\text{topo})^\diamond (\text{view} \mid \text{trans})^* (\text{trans}) \mapsto (\cdot)^\diamond$
- 9  $(\text{topo}_a)^\diamond (\text{view} \mid \text{topo}_b)^* (\text{topo}_b) \mapsto (\cdot)^\diamond$
- 10  $(\cdot)^\diamond (\text{view} \mid (\cdot)^\diamond)^* (\cdot)^\diamond \mapsto (\cdot)^\diamond$

# levels of detail

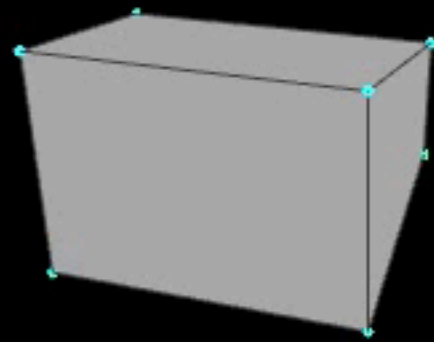




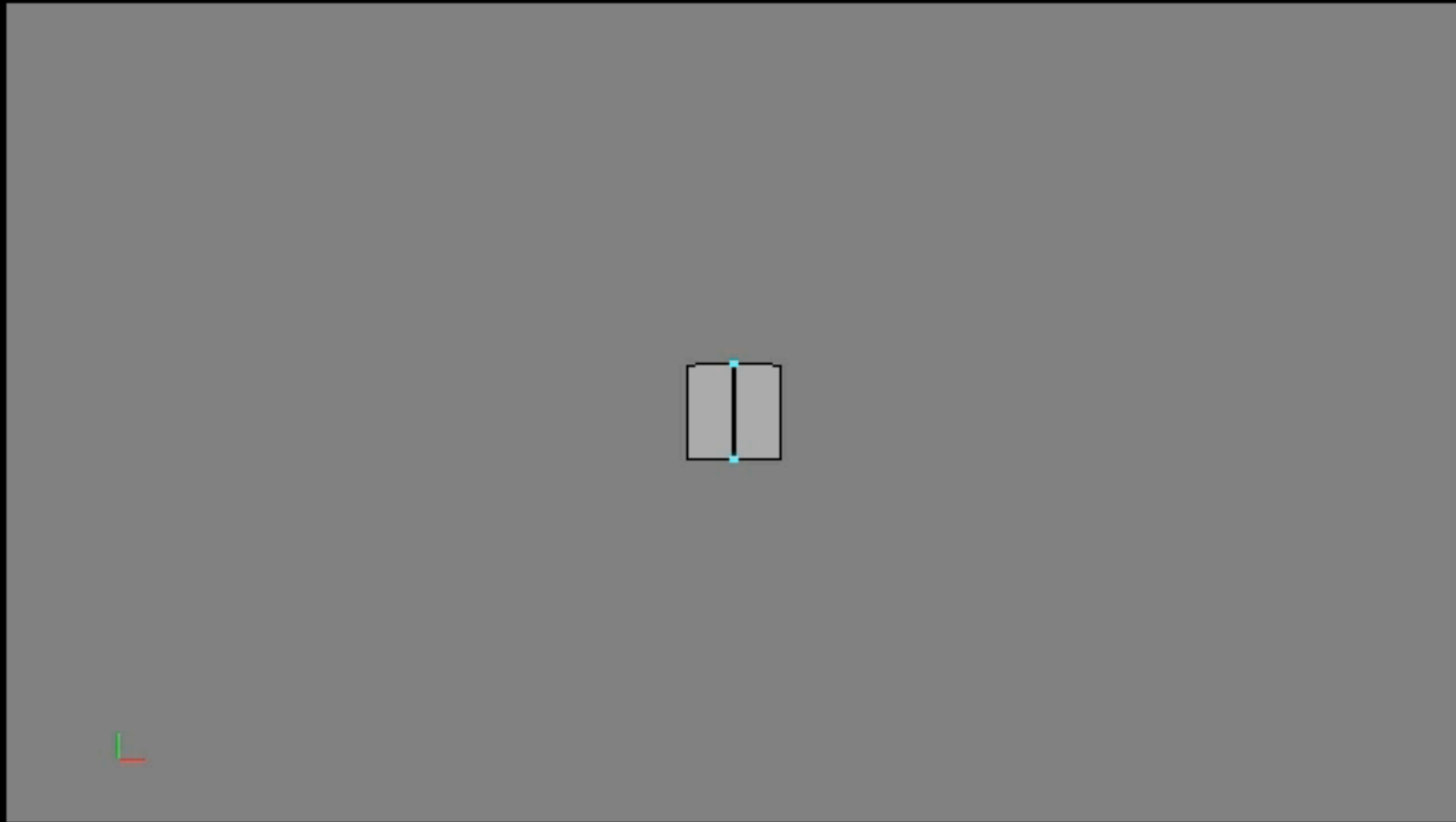
9



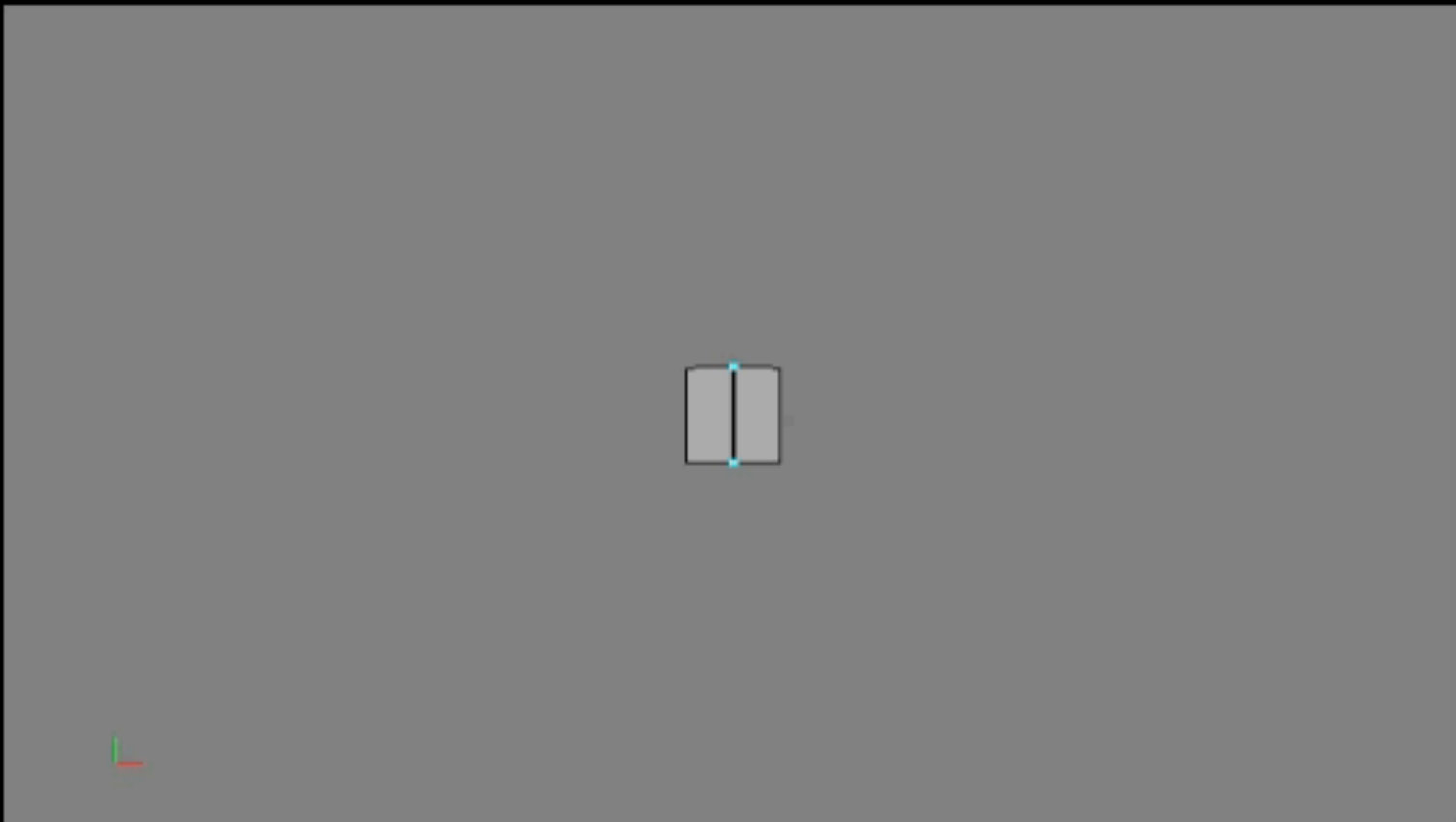
10



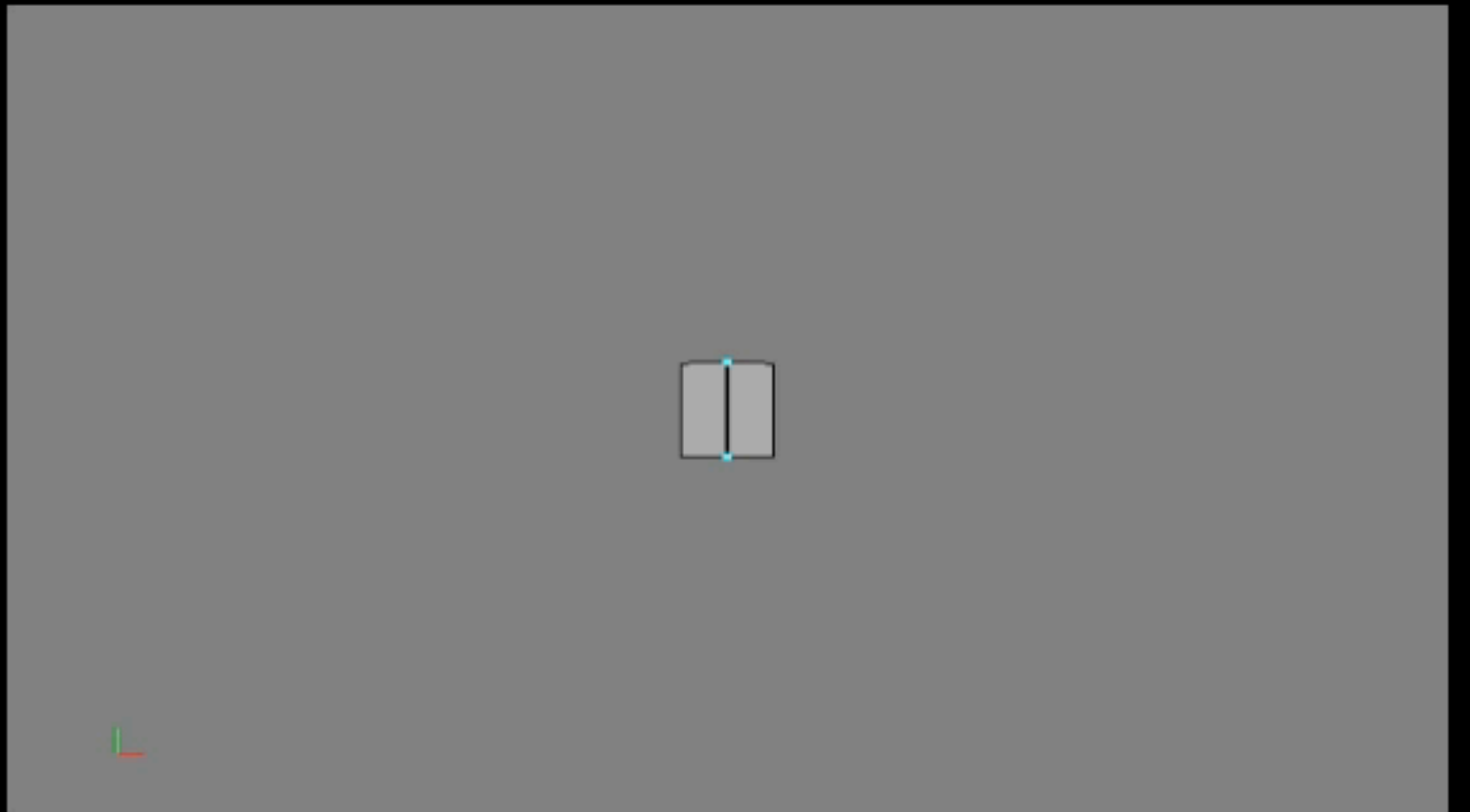
9

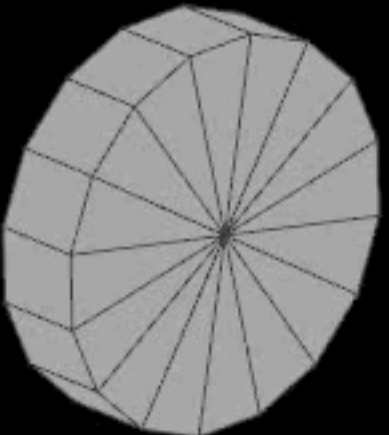
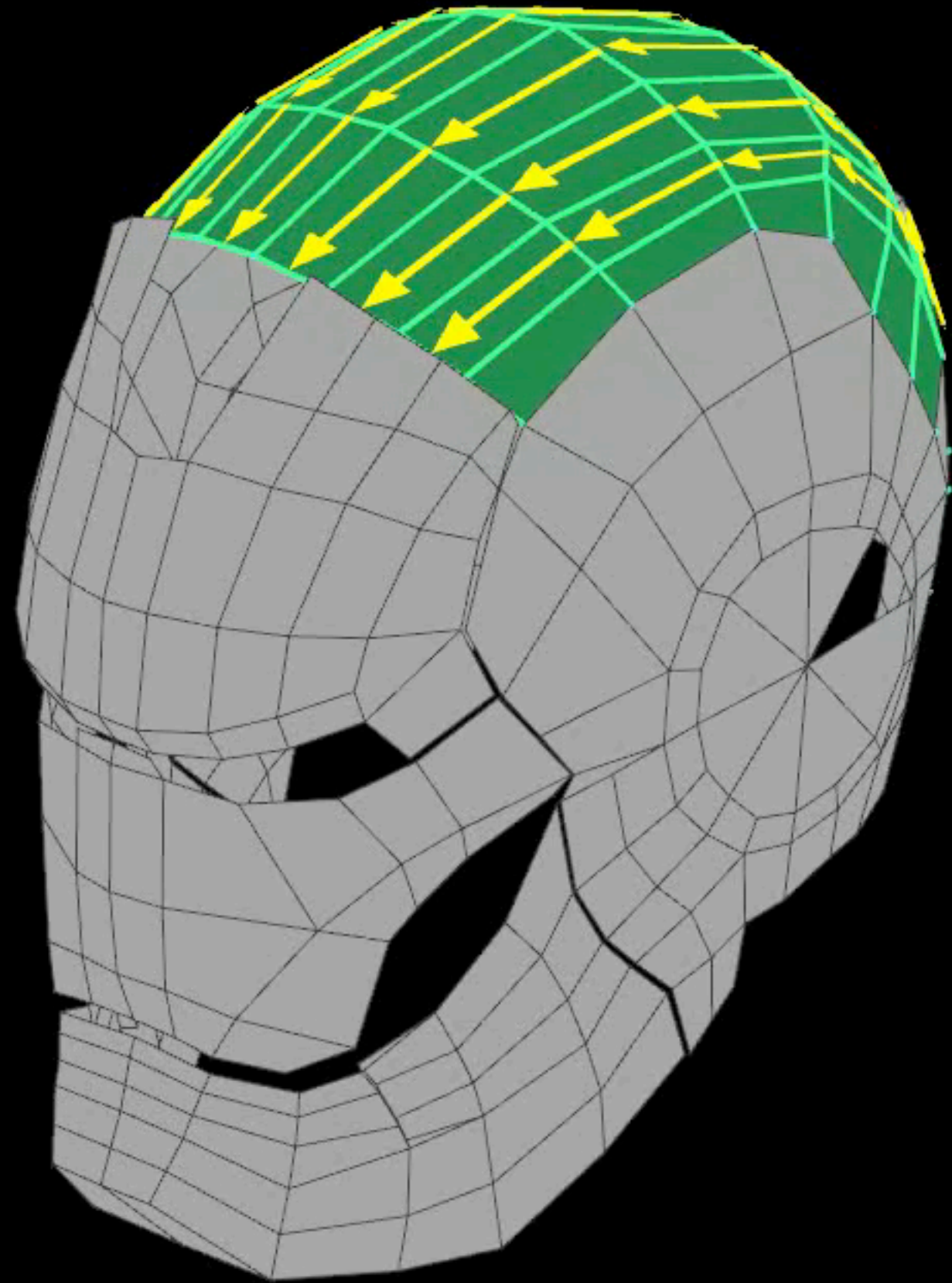


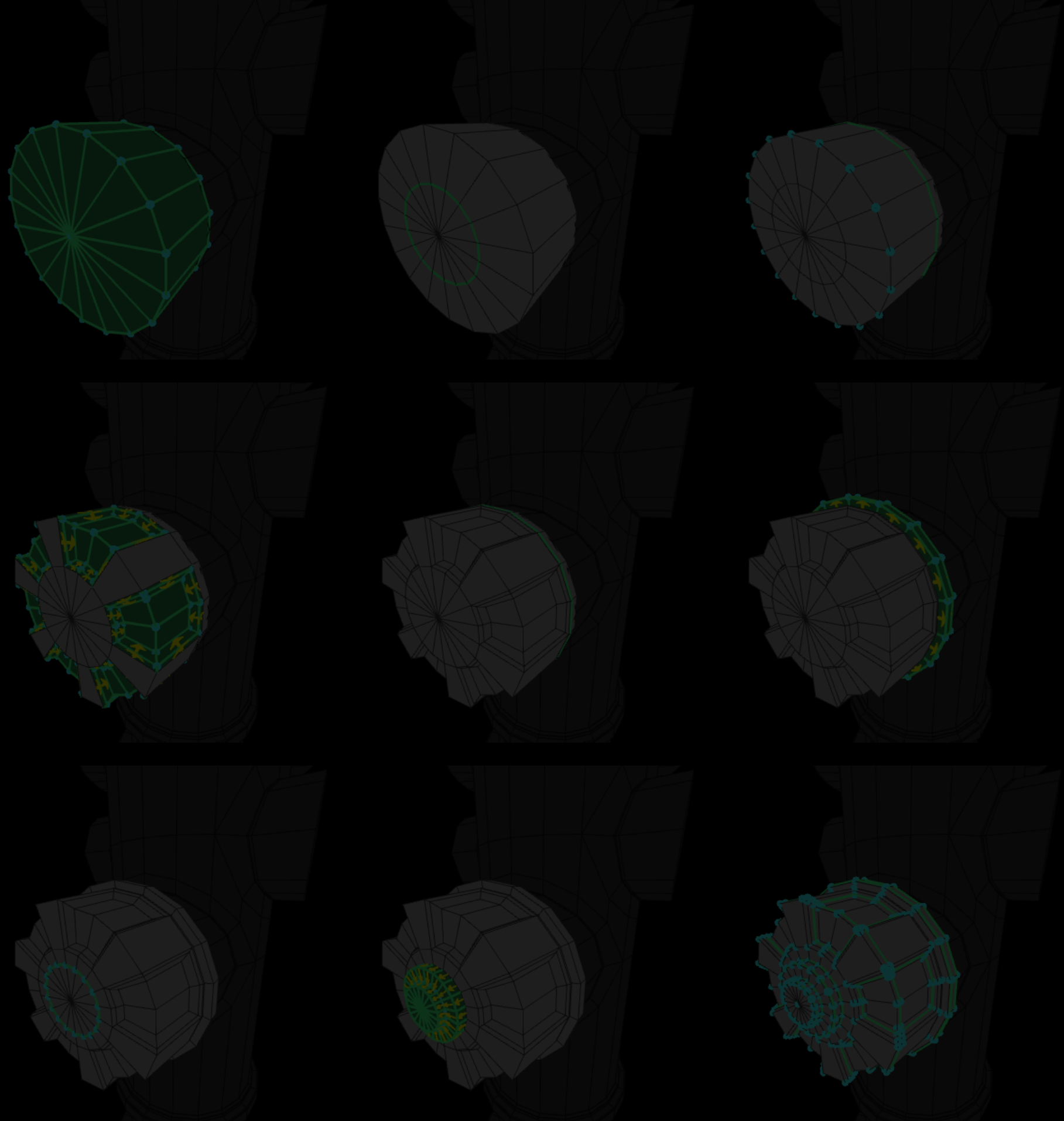
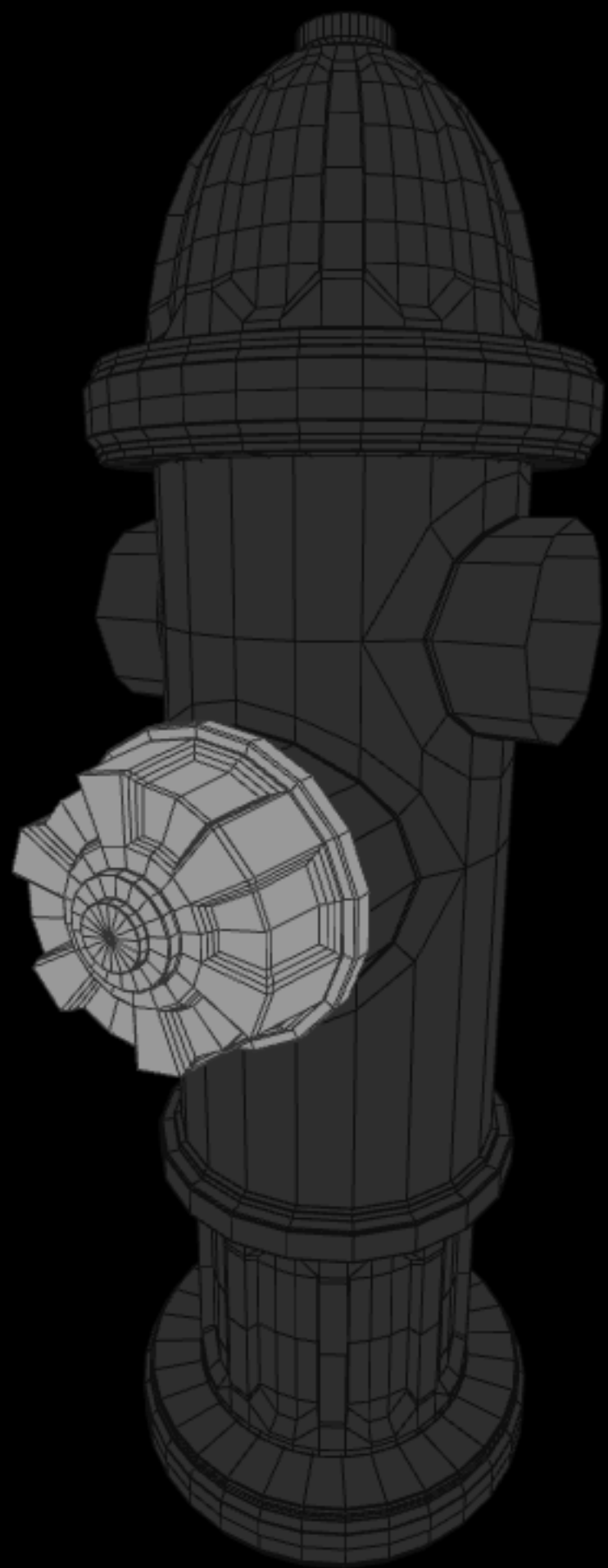
5



7



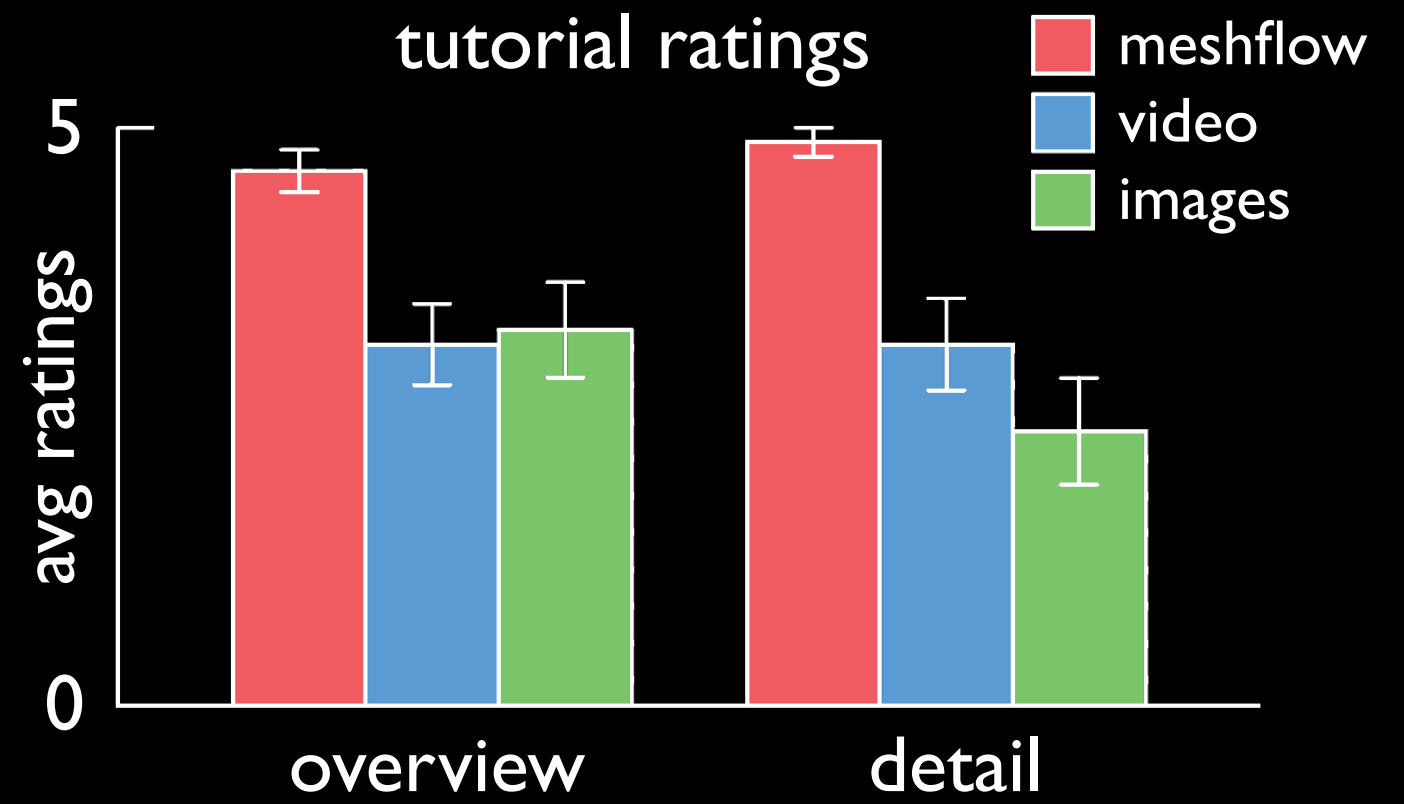
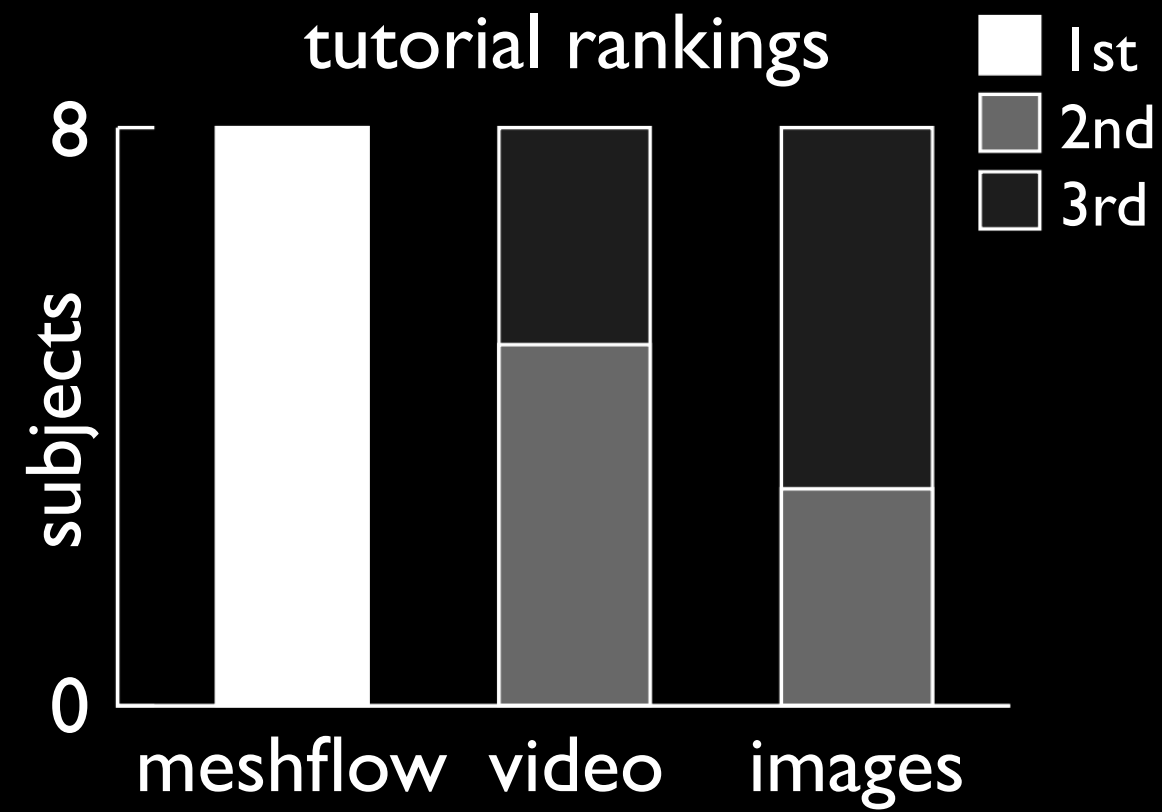






## **case study**

8 college students  
modeling class  
followed tutorial



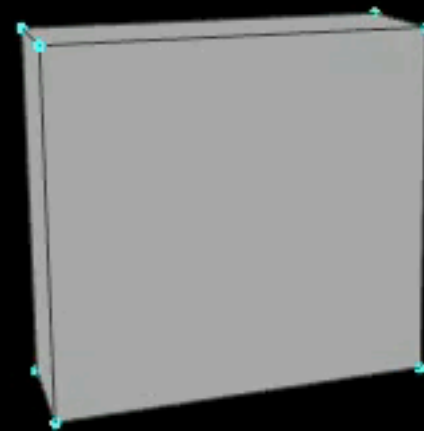
I would <sup>have</sup> loved to ~~have~~ <sup>use</sup> this interactive vis tutorial  
in a digital arts modeling class. Though I  
suppose with it, the professor would not need to  
do much.

## future work

sequential regexs / out-of-order clustering  
tag-based / geometric analysis  
polygonal meshes / nurbs, sculpting

## summary

hierarchical clustering : details on demand / overview  
    annotations : illustrate operations  
    filtering : focus



support: nsf, intel, sloan foundation  
tutorials: [culum '09; drinic '04; jack '11; tate '09; williamson '10]

fin