mesh(flow|git)
understanding and managing mesh editing workflows

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blender conference 2014
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researcher/scientist: can i improve my skills by studying artists?
lots of help out there
"zbrush sculpting" yields 75k results
"blender sculpting" yields 114k results
"maya modeling" yields 180k results
hundreds to thousands of books teaching modeling
websites dedicated to modeling and sculpting
medium is challenging
medium is challenging
most video tutorials are really bad
medium is **challenging**
document tutorials can be hard to follow
medium is challenging
most time lapses are unhelpful
modflows
methods for studying and managing mesh editing workflows

phd dissertation
1. meshflow
2. meshgit
meshflow
interactive visualization of mesh construction sequences

j.d.denning, w.b.kerr, f.pellacini
acm tog (siggraph), 2011
DINOSAURS!

A DRAWING BOOK

BY MICHAEL EMBERLEY
video tutorial, audio annotations
time lapse, fast playback
document tutorial, high-level overview
ideal medium?
high-level overview / summary
high-level overview / summary

low-level details
high-level overview / summary

low-level details

visually annotate changes
high-level overview / summary
low-level details
visually annotate changes
done fully-automatically
record every action along with mesh snapshot
hierarchical clustering ⇒ levels of detail
action + change $\Rightarrow$ visual annotations
meshgit

diffing and merging meshes for polygonal modeling

j.d.denning, f.pellacini
acm tog (siggraph), 2013
cost metric ⇒ cost for matching
matching algorithm $\Rightarrow$ perform matching
**meshflow** : interactive visualization of mesh construction sequences

**meshgit** : diffing and merging meshes for polygonal modeling
on-going; need modelers!
thanks!

collaborators : fabio pellacini
               brandon kerr
               jiawei ou

artists      : jonathan williamson
               pablo vazquez
               andy goralczyk
               many others

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thanks!

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