

# Mimicking Hand-Drawn Pencil Lines

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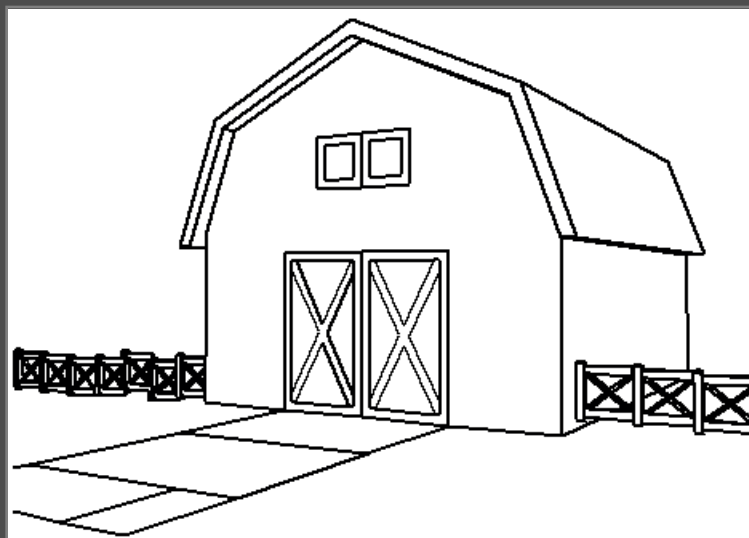
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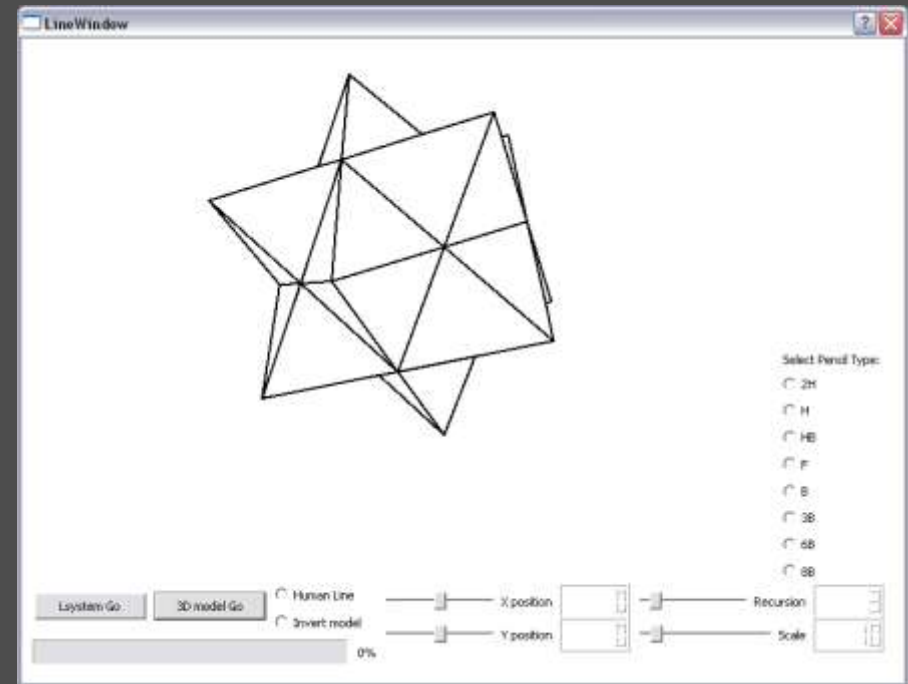
# Goals

- mimic human-drawn pencil lines
- continuously create unique lines
- technique computationally inexpensive

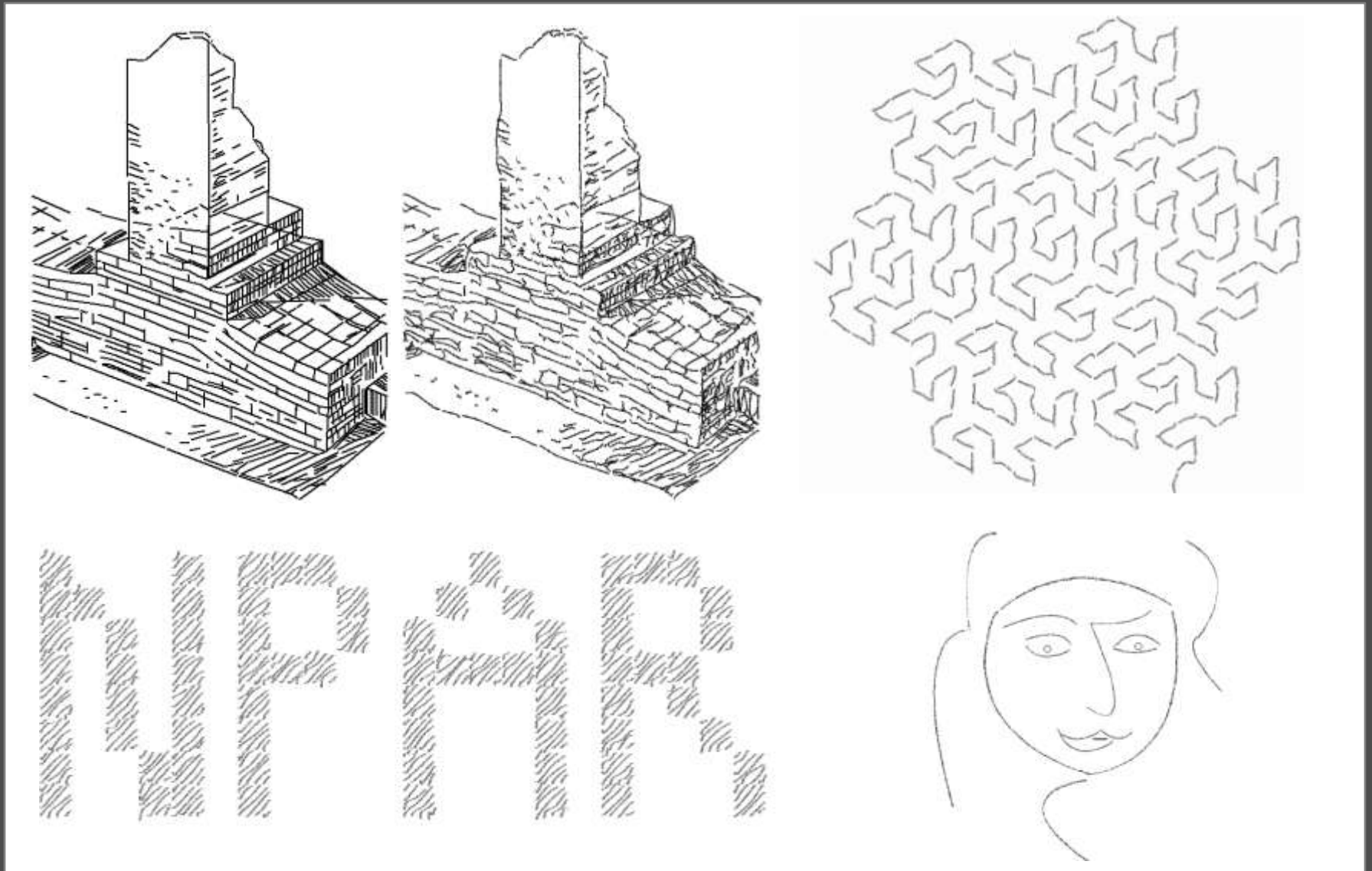


# Approach

- analysis of human line paths and texture capture
- paths: human arm model – Flash and Hogan
- line textures: statistical approach – co-occurrence matrices to synthesize realistic pencil traces



# Some Examples



# Evaluation: 9+9 images, 11 participants

