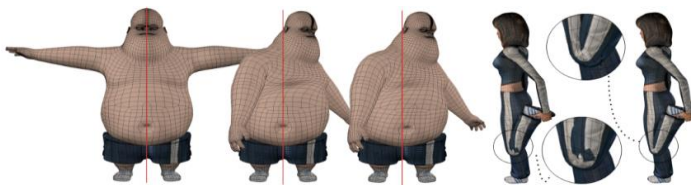
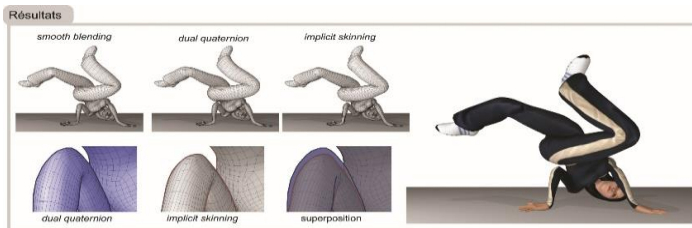


Software for modelling realistic human deformations

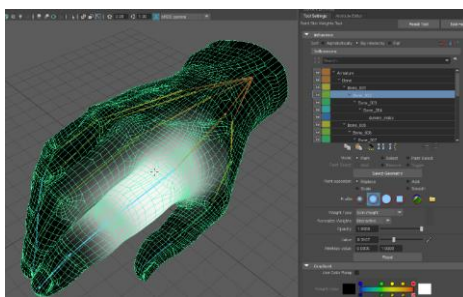
3D animation software (movies, animation, gaming) hardly handle skinning at the joint level, which requires time-consuming manual editing by graphic designers.

DESCRIPTION*

- Software implementing a geometric method which renders the contacts and swellings of the body and skin with a natural aspect
- Correction of standard geometric skinning by implicit surface mixing techniques (Implicit Skinning)
- Contact surfaces between different mesh parts are automatically generated
- Maya plugin available, but could be integrated with other tools
- 2 implicit skinning methods (incremental method or not)



Photos: IRIT.



TECHNICAL SPECIFICATIONS

Type	Maya 2018 Plugin
OS	Linux CentOS

*Technology requiring license rights.

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COMPETITIVE ADVANTAGES

- Save time-consuming manual editing
- More realistic than dual-quaternions method
- Adapted to interactive design

APPLICATIONS

- Cinema
- Gaming
- Cartoons
- Virtual character design

INTELLECTUAL PROPERTY

- Copyright

DEVELOPMENT STAGE

- Technology validated in relevant environment



LABORATORY

- Team: Structural Models and Tools in Computer Graphics (STORM)



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