

MIMS現象数理カフェセミナー

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場所: 中野キャンパス8階 談話室

Fabricating Multi-View Sculptures

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Abstract: A multi-view sculpture is an object that appears as drastically different shapes when viewed from different viewpoints. Some of impossible objects, such as "ambiguous cylinders", are special instances of multi-view sculptures, which evoke a sense of impossibility. In this talk, we present a method to compute a multi-view sculpture from input 2D shapes and viewpoints. To create real physical sculptures, we analyze the topological and geometric properties, and our method considers connectivity, material usage and smoothness of the computed sculpture. Some issues in fabricating sculptures with 3D printers are discussed, and we show preliminary computational results and 3D printed sculptures.



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