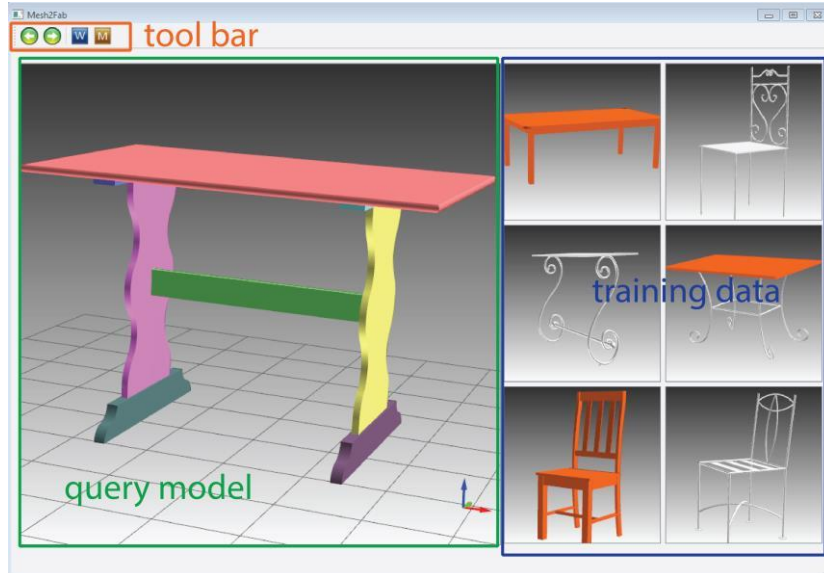


Reforming Shapes for Material-specific Fabrication

This is a very short manual for demo program: *material-aware shape reform*. The software has been tested on (Intel x86) machines with Windows 7 operating systems.



RUNNING THE PROGRAM

Step 0: Run Mesh2Fab.exe

Install Microsoft Visual C++ 2008 SP1 Redistributable Package(X86) vc8redist_x86.exe in the EXE subfolder if you do not have it in the system.

Run Mesh2Fab.exe in the EXE subfolder, the demo will load the training data (6 models) and the first query model.

Step 1: Query model navigation and shape reform



Previous: Load previous query model for shape reform;



Next: Load next query model for shape reform;



ToMetal: Reform current query model with metal materials.



ToWood: Reform current query model with wooden materials.

Mouse settings and displayed model manipulation

1. rotate mesh in scene: left mouse button + mouse move
2. translate mesh in scene: right mouse button + mouse move
3. zoom in/out in scene: mouse wheel

Final words

We hope that this application helps in better judging the algorithm of shape reform, and its performance. For some query models, it may take 10 to 20 seconds for the shape reform, and please be patient. Have fun with Material-aware shape reform!

(You may also refer to video for interaction of GUI. Thanks!)