

Abstract

Non-photorealistic rendering (NPR) emphasizes on expressing special features to generate a new scene different from the primary one through digital processing. Line drawing is one of rendering techniques in non-photorealistic rendering.

In this thesis, a temporally coherent seed-and-traverse framework that implements the extraction of linear feature lines from 3D models directly is presented. Important feature lines are extracted through finding intersections of two implicit functions among voxels.