

Modeling Plant Life in Computer Graphics

Conclusion

Siggraph 2016 Course

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What did we learn?

- **Introduction to vegetation modeling** in computer graphics.
- **Plant anatomy, plant growth, and environmental response** as a way to model plant geometry.
- Environmental response algorithms, such as **space colonization and self-organizing model**.



What did we learn?

- Algorithms for tree and flower **reconstruction from various data sources**, such as point sets, images, videos and CT.
- **Inverse Procedural Modeling** of Trees.
- **Sketch-based interface** for plant modeling.





Open problems

1. Modeling

Can we algorithmically describe a shape of a plant?

2. Controllability

How can an artist generate a plant with a desired shape?

3. Evaluation

How can we say the model is real?

4. Reconstruction

How can we get a model from a real-world sample?



Q&A

Course material available at:

<http://goo.gl/PaJjy4>