STYLIZED TOON RENDERING

By Surendar Nambirajan M.S (Computer Science)
WHY TOON RENDERING?
TOON RENDERING TECHNIQUES

Toon Shading

Tone based Shading

Pencil Sketching

\[ I = \left( \frac{1 + \frac{1}{2} \hat{n}}{2} \right) k_{\text{const}} + \left( 1 - \frac{1 + \frac{1}{2} \hat{n}}{2} \right) k_{\text{shadows}} \]
CARTOON RENDERING TECHNIQUES

Toon Shading + Pencil Sketching

Tone based Shading + Pencil Sketching
RESULTS
REFERENCES

• **Tone based shading** - A Non-Photorealistic Lighting Model For Automatic Technical Illustration

• **Pencil Sketch** - Stylized Rendering Techniques For Scalable Real-Time 3D Animation

• **Obj Files** - [http://tf3dm.com/](http://tf3dm.com/)

• **Minimal Poster Image** - [https://www.pinterest.com/pin/180495897537653169/](https://www.pinterest.com/pin/180495897537653169/)