Texture mapping of 3D models using casual images (Technion)

code: COM-1117

Texture mapping from 2D images is a method for adding detail, surface texture or color to a computer-generated graphic or three-dimensional model, commonly used in computer graphics, computer games, virtual worlds, etc. In the known solutions to the problem, when a casual image is used, high distortions in the texturing occur. Our technology avoids such distortions by formulating the mapping as a camera projection matrix.

Contact for more information:

T3 Team ✉,   +972-4-8294856

T - Technion Technology Transfer
Technion City, Senate Bldg., Haifa 32000, Israel
Tel. 972-4-829-4851; 972-8325-375
Fax. 972-4-832-0845

_____

ITTN - Israel Tech Transfer Network
Yeda Research & Development Co. Ltd, P.O Box 95, Rehovot 7610002, Israel, Telephone: 972-8-9470617, Fax: 972-8-9470739

Page 1/1