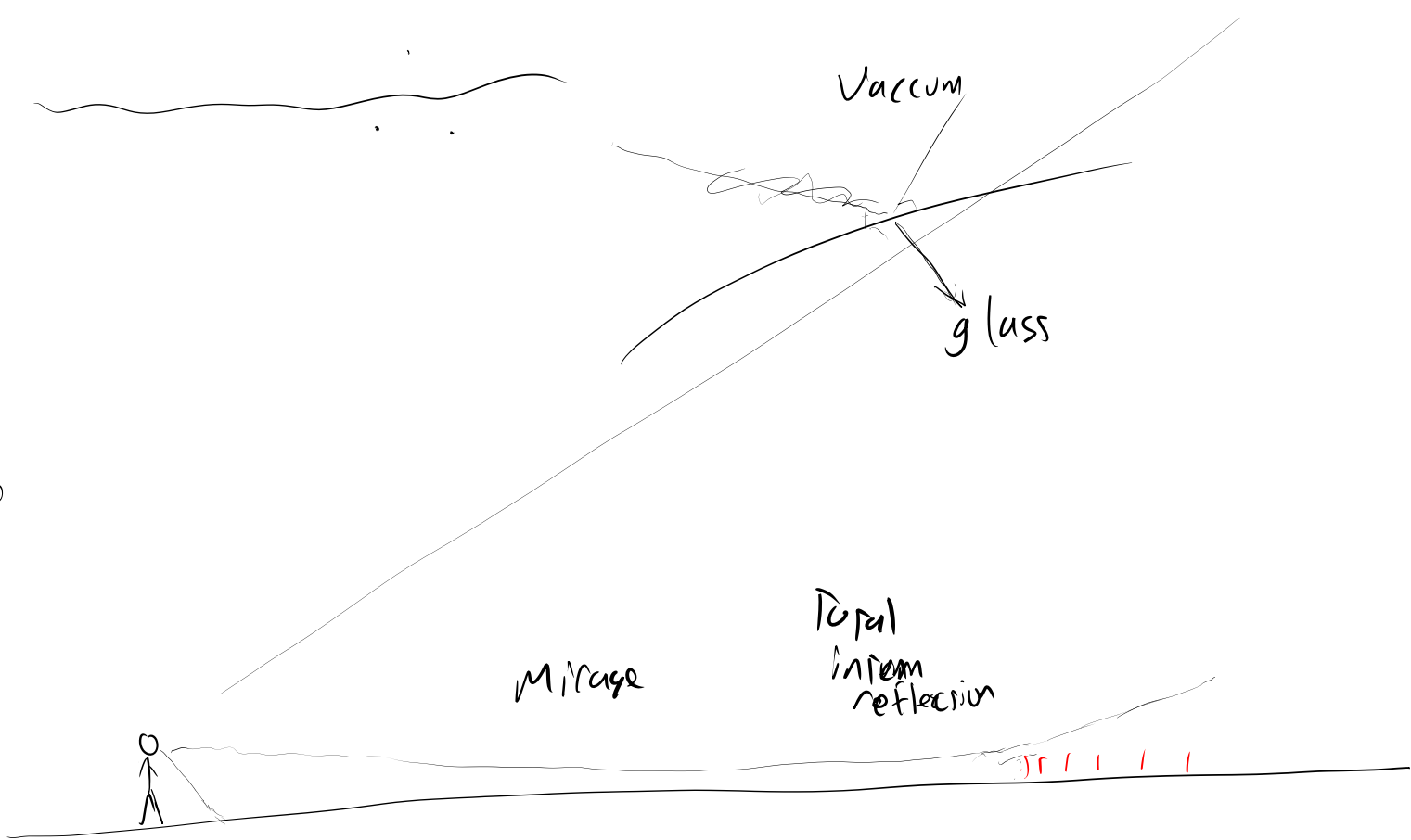


temperature
heat shimmer

twinkle



Total
internal
reflection

Mirage

Vaccum

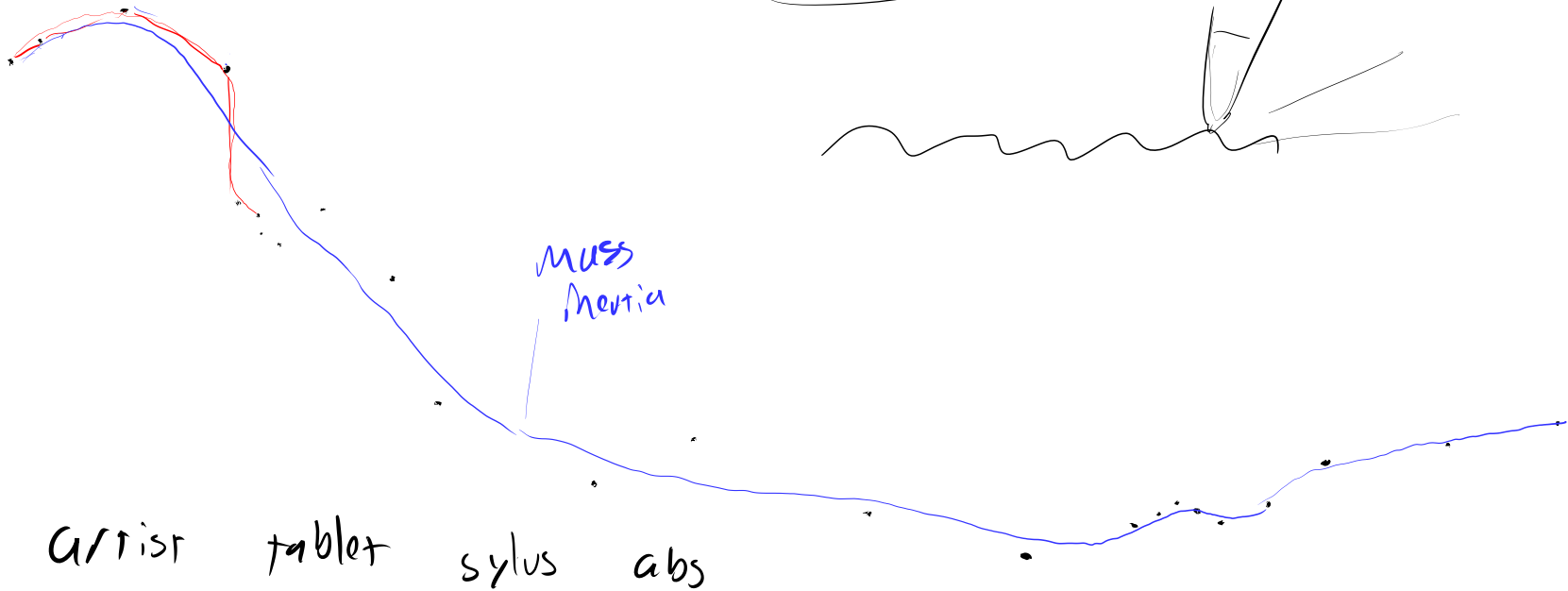
glass

input

mouse

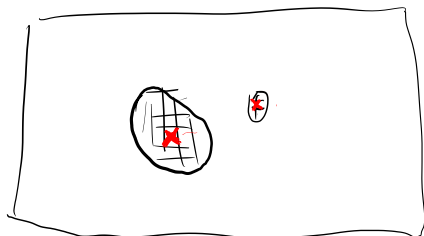
$$\rightarrow (t, \Delta x, \Delta y)$$

Speed ~ pressure



$$(t, x, y, \text{pressure}, \text{angle}, \text{orientation})$$

multi touch

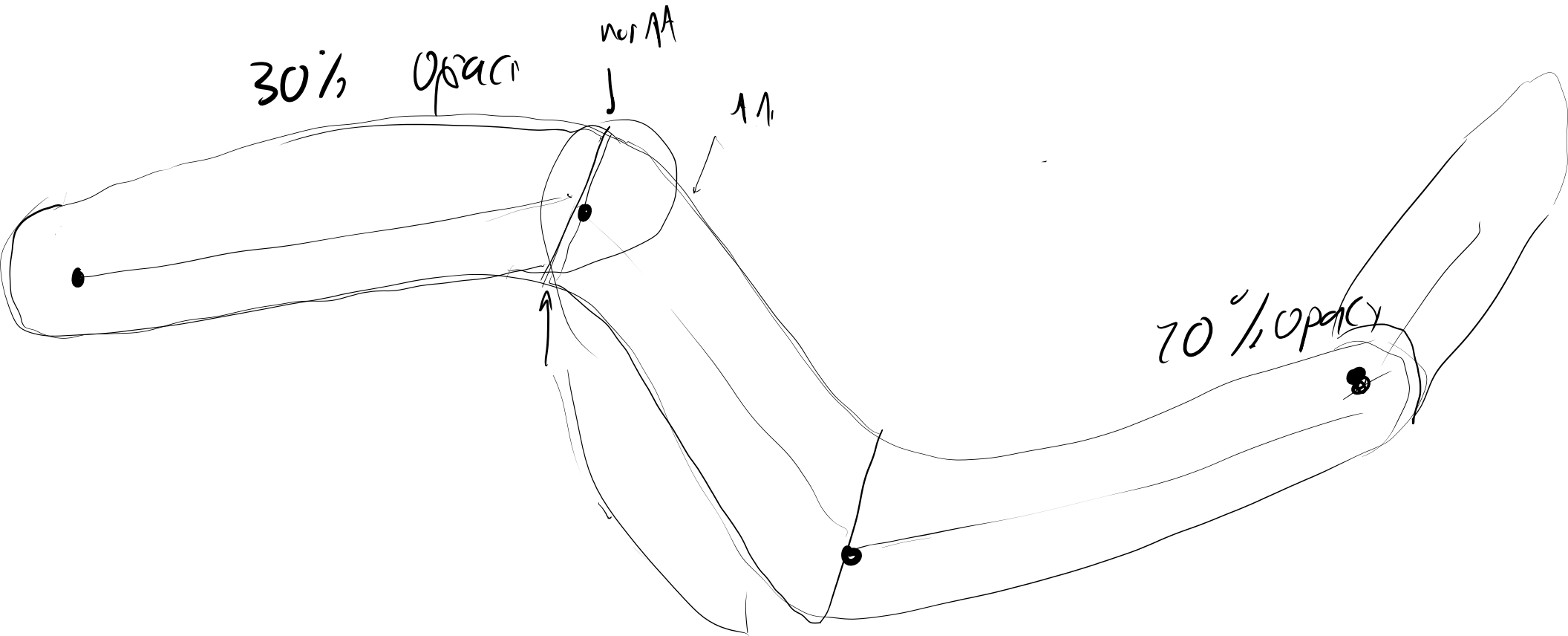


3D

Vector

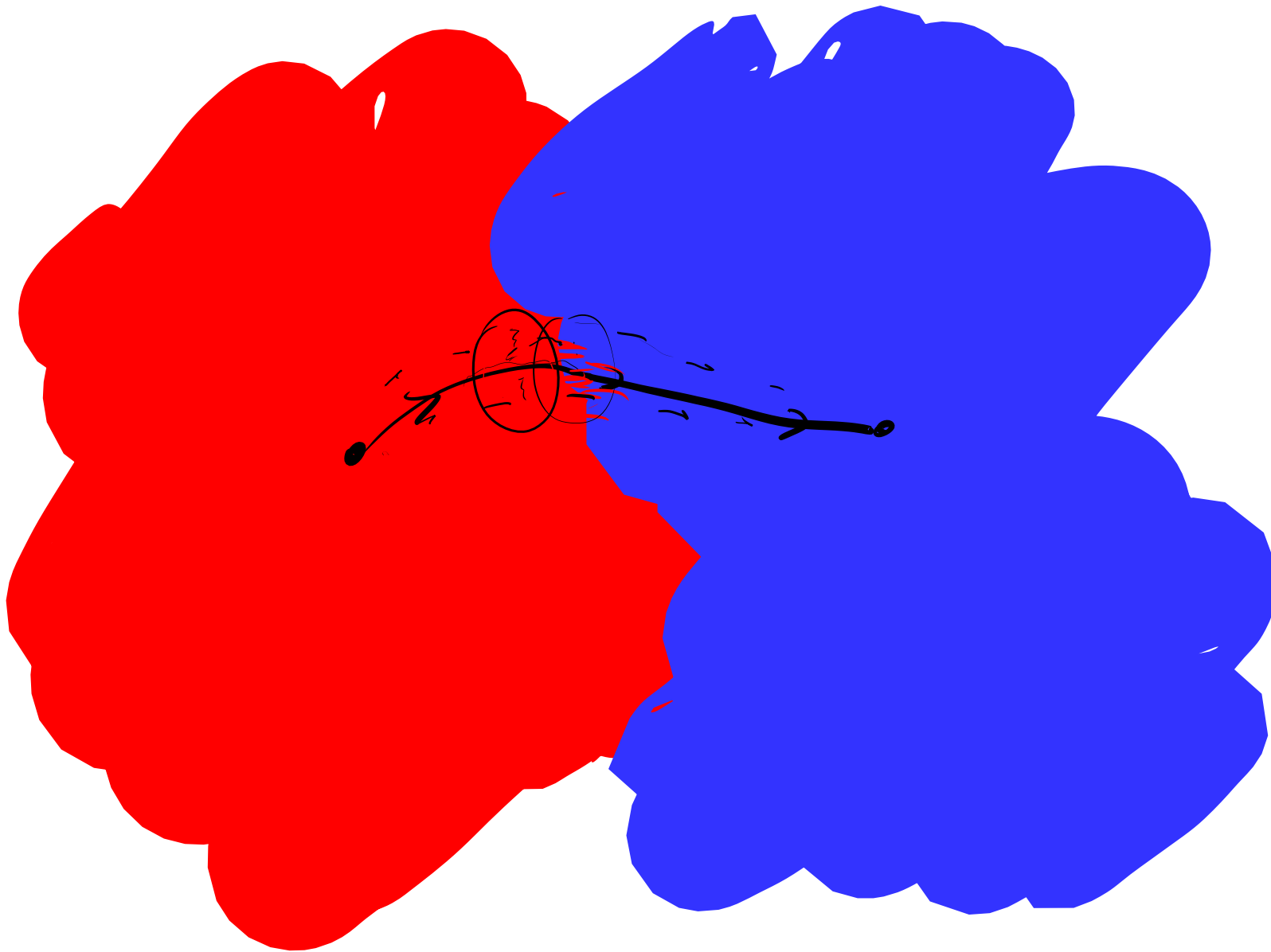
vs

↓
Raster



Smearing Brush

Copy-paste
advent

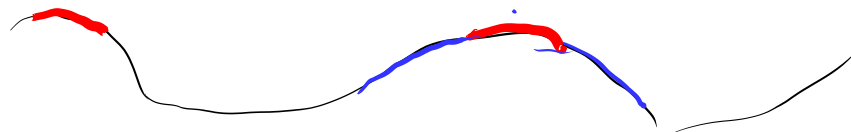
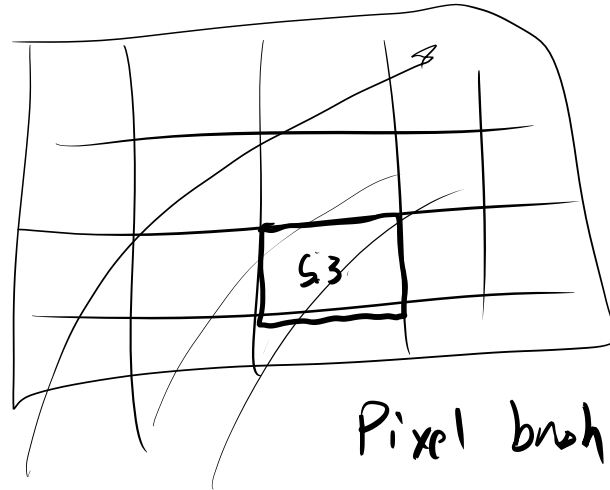
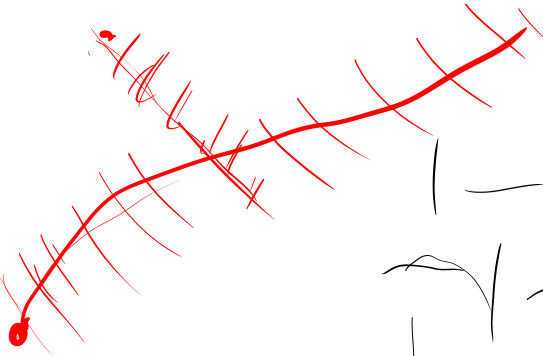
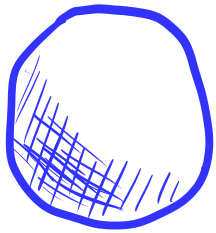
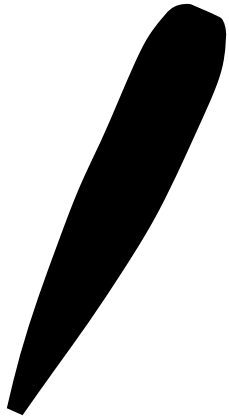
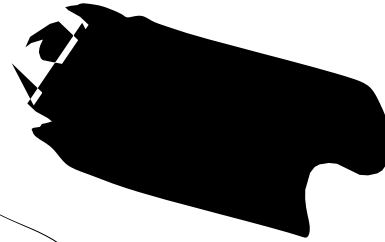


Texture

Hatching

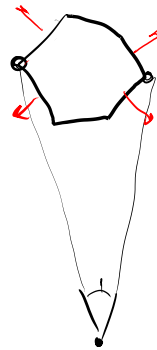
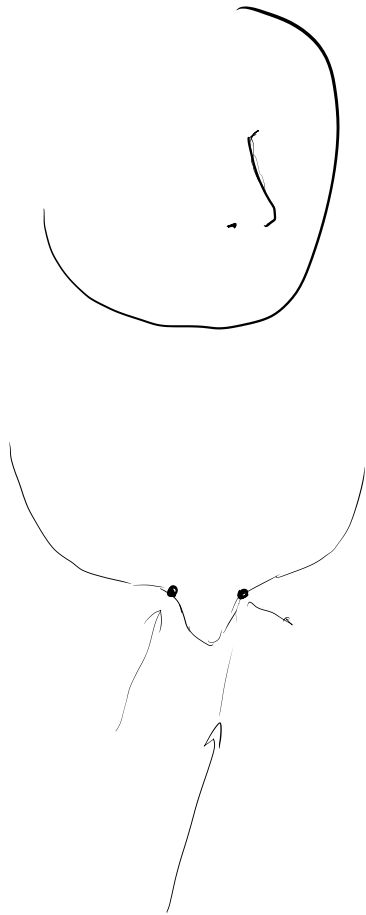
Bush

Canvas



Toon Render

- ↳ large flat color
- ↳ outlines



fragment

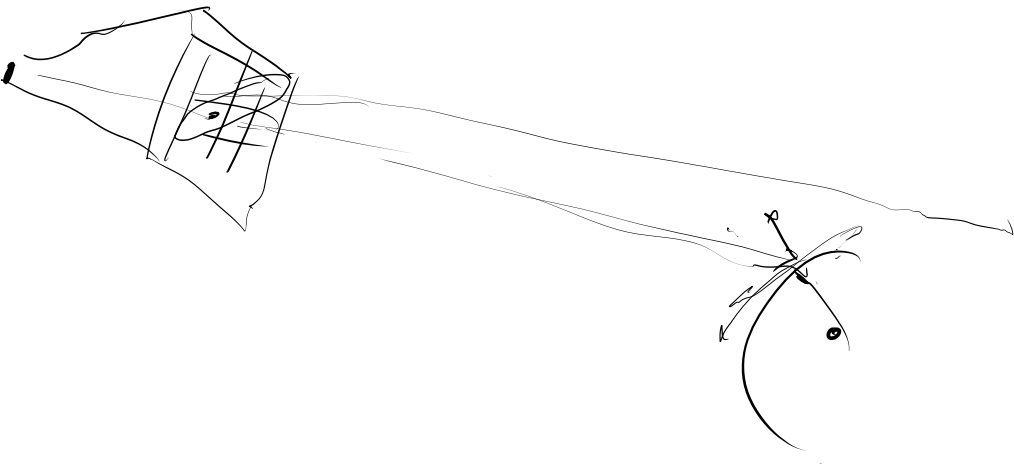
$\text{dot}(\text{norm}, \text{light})$
clamp 0
0.5
1

depth buffer

	3	8	
	3	4	

Painterly rendering

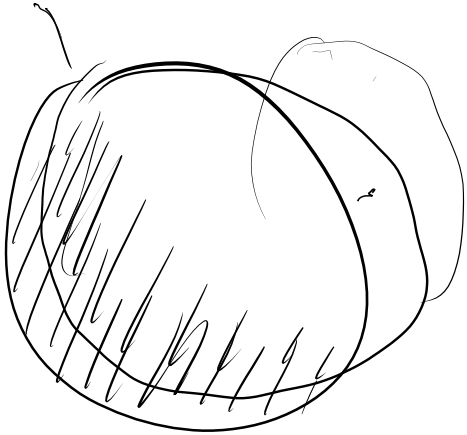
- Post-process
 - depth
 - edginess
 - object
- 3D



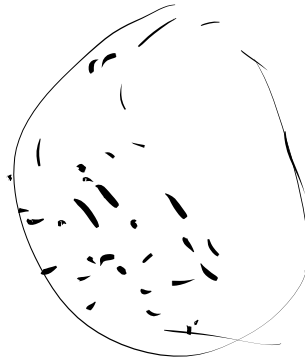
Temporal

↑
animation

Canvas



Coherence



flat color

