

International Workshop on Intelligent Information Hiding and  
Multimedia Signal Processing, Australia  
in Lecture Notes in AI 3683 Vol. Part III: 469-474

## Feature-Constrained Texturing System for 3D Models

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### Abstract

Significant number of parameterization methods has been proposed to perform good quality of texturing 3D models. However, most methods are hard to be extended for handling the texture mapping with constraints. In this paper, we develop a new algorithm to achieve the matching of the features between the model and texture image. To minimize the distortion artifacts from the matching algorithm, a L2 stretch metric is also applied to optimize the u,v map defined in parameterization domain.