THE PHOTODYNAMIC TOOL: GENERATION OF ANIMATION FROM A SINGLE TEXTURE IMAGE (ThuPmOR7)

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Abstract: Generation of an animation from a single image has been a challenging work. This concept can be effectively used in modern day teleconferencing and e-learning applications. The existing drawing tools (such as Photoshop™ or Flash™) can assist generating such animations to some extent but offers a great deal of complexity: takes plenty of time to develop a simple animation and in worst case, the designer may finally fail to produce the animation according to his/her will. This paper introduces a new mechanism which allows a user to select motion patterns from samples. Complicated image sequences such as cloud pattern during a typhoon, facial expression, and fluid flow can be calculated by using the proposed method. The animation generation algorithm is explained, a system "Photo Dynamic Tool (PDT)" is implemented based on the proposed method and some use cases are also shown. The key advantages over the existing systems are also discussed.