Stroke based Painterly Inbetweening
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Traditional paint-on-glass animation uses a technique called under the camera. The artist creates a first frame and captures it on film. The next frame is obtained by slight modifications of the first one, and so on for the whole sequence. Each frame of the animation only exists when it is captured and is then destroyed to produce the next frame. The artist has to anticipate the entire sequence, there is no option to go back. On the other hand, cell animation artists usually think the animation in terms of keyframes and then refine the animation with intermediate frames. Each frame can be drawn and modified independently. Our goal is to provide an approach with the look and feel of the under the camera technique and the level of control of the keyframe approach.

**PROBLEM**

**METHODOLOGY**

2D automatic inbetween methods focus on contour and silhouettes sketches [DBB*17, WNS*10]. Previous work on filled region by stroke-based rendering focuses on temporal coherence, and attaches painting strokes to 3D surfaces [SSGS11, BBS*13].

We propose to generate all the strokes in 2D, without specific temporal coherence, taking inspiration from traditional paint-on-glass style, and giving control with keyframe authoring.

**RELATED WORK**

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**REFERENCES**


