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artineering.io/projects/Maya-Watercolor



Using 3D computer graphics to emulate watercolor presents a special challenge. Complex stylizations are commonly processed offline, by combining multiple passes in compositing, where art directing is slow and non-intuitive because the stylized result is not immediate.

This direct 3D stylization pipeline allows art direction to happen in real time. Using the framework, artists can assign their desired local and global effects directly in the 3D scene, see the stylized results immediately, and intuitively adapt them to fit their stylized vision.

The technique can be used and applied in 3D animations, games, VR, visualizations, illustrations, and interactive art.

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