

# ShapeShop: Sketch-Based Solid Modeling with BlobTrees

Paper submission

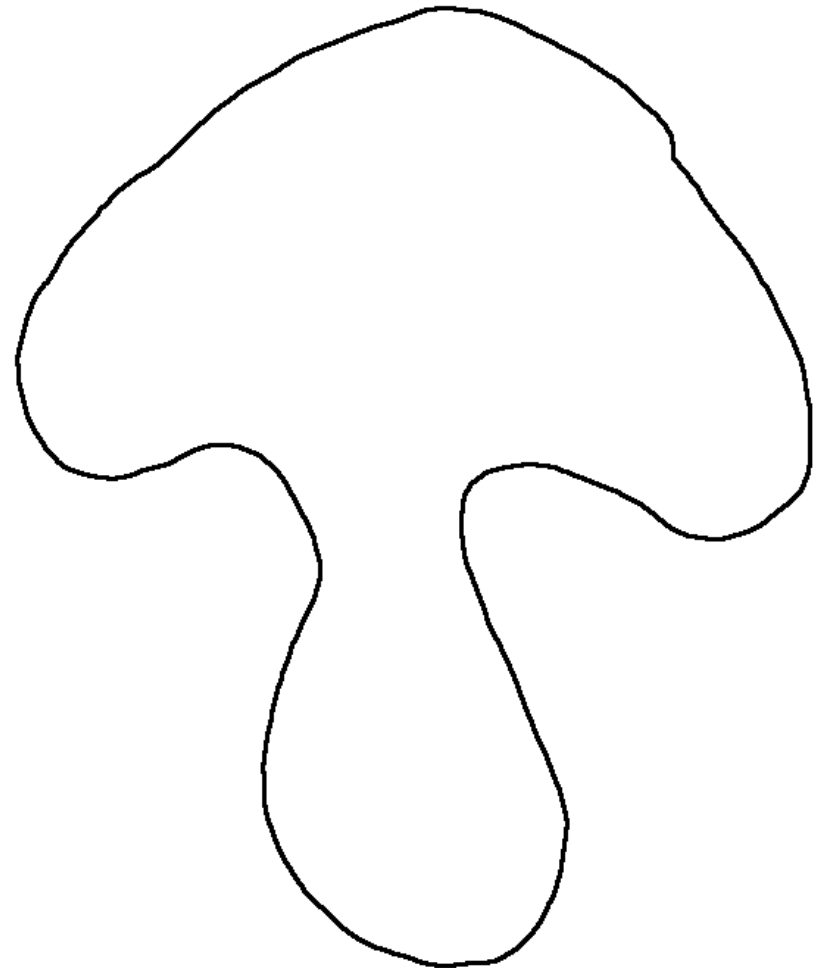
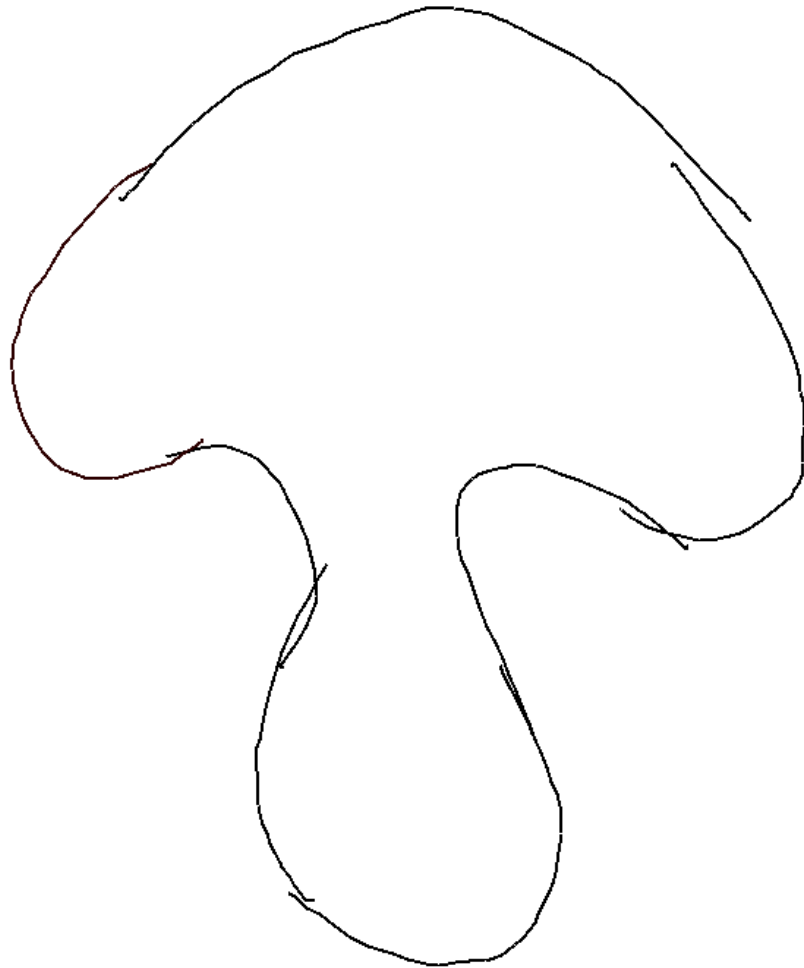
2<sup>nd</sup> Eurographics Workshop on Sketch-based  
Interfaces and Modeling

Schmidt<sup>1</sup>, Wyvill<sup>1</sup>, Sousa<sup>1</sup>, Jorge<sup>2</sup>

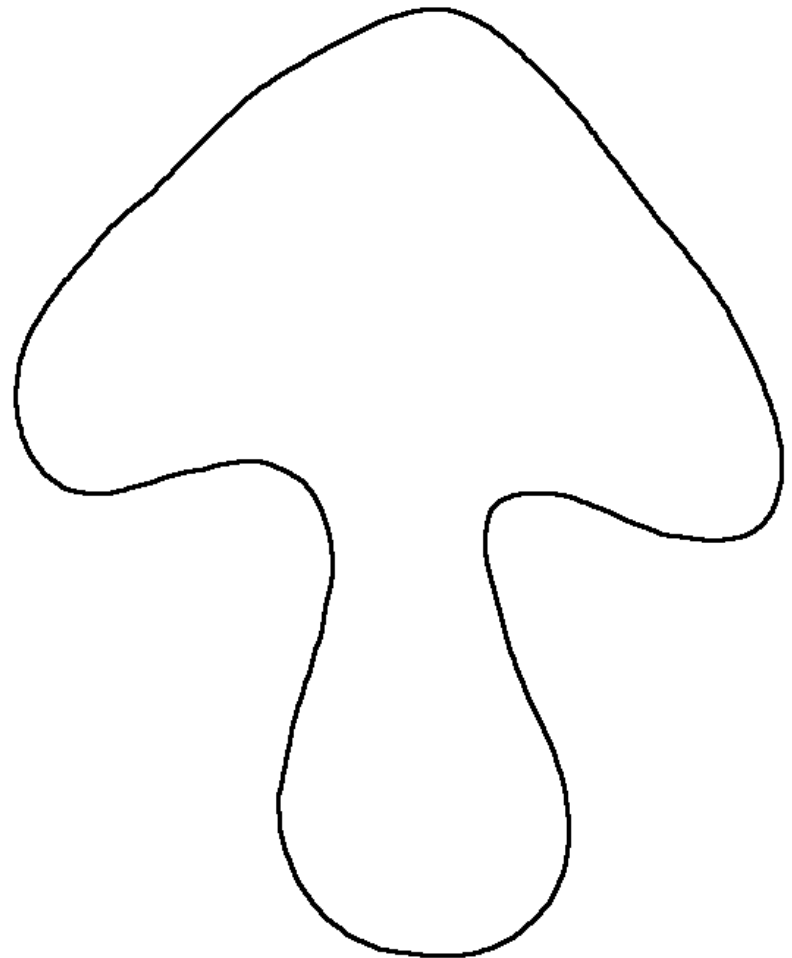
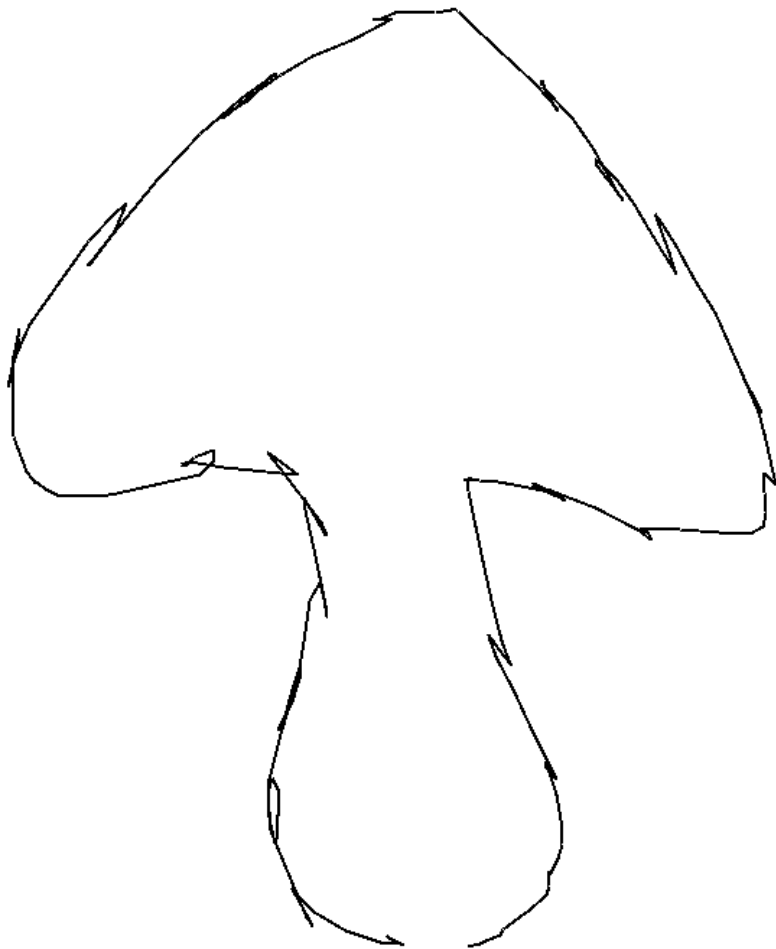
<sup>1</sup>*University of Calgary, Canada*    <sup>2</sup>*TU Lisbon, Portugal*



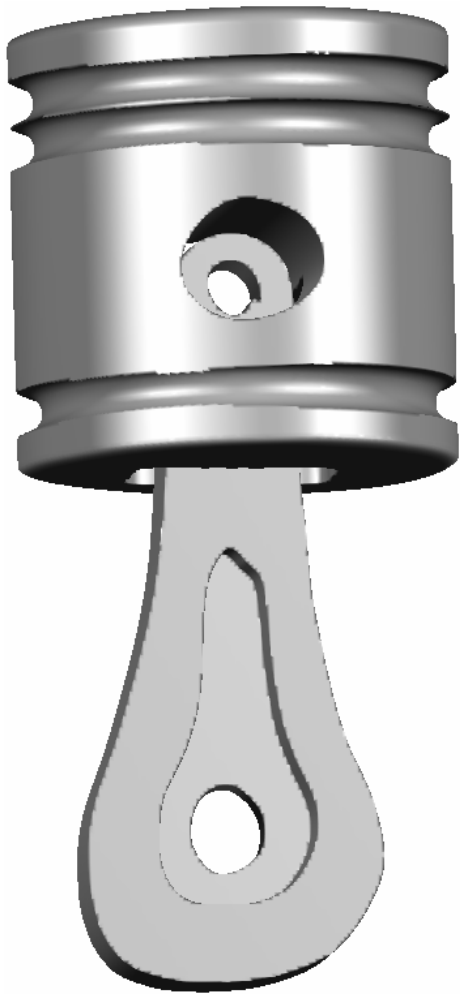
# Merging Multiple Strokes



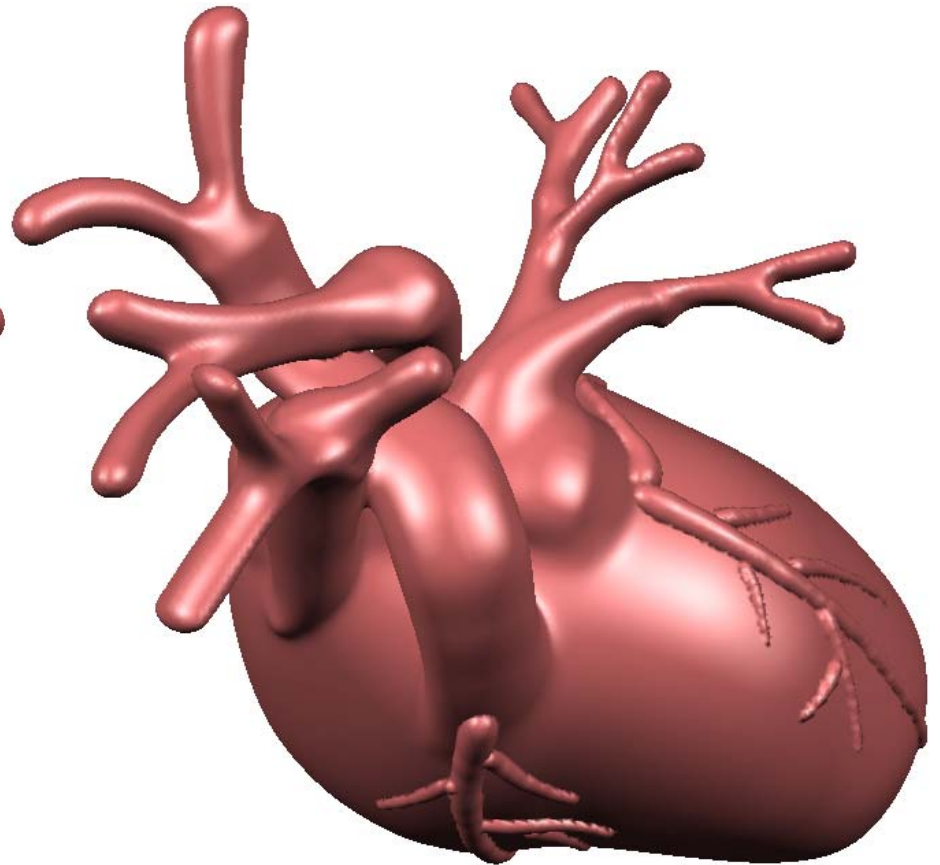
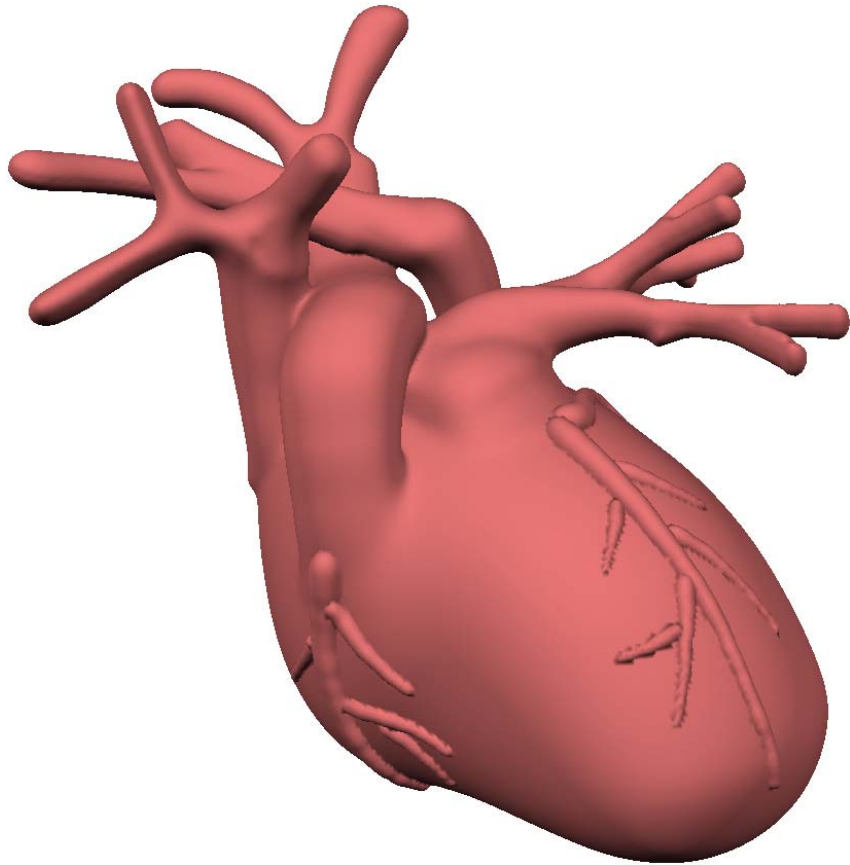
# Smoothing Rough Strokes



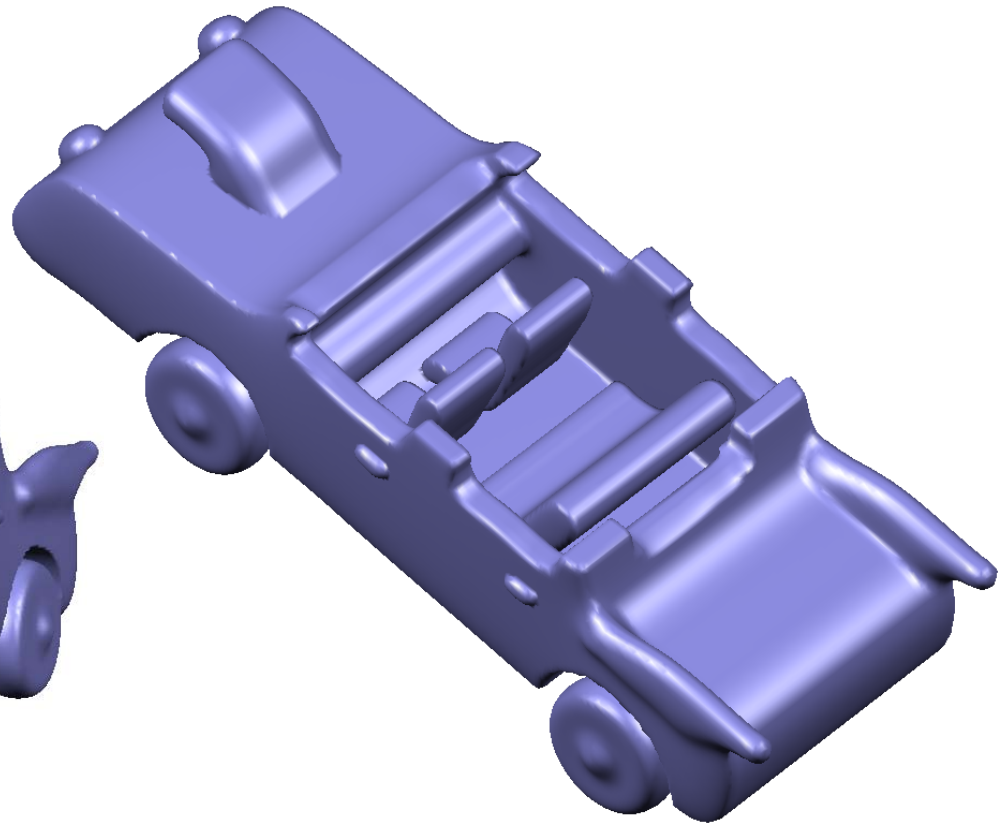
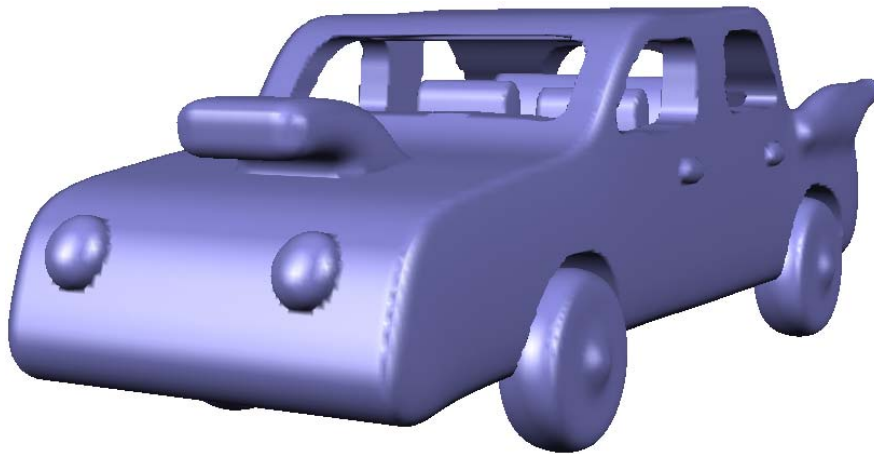
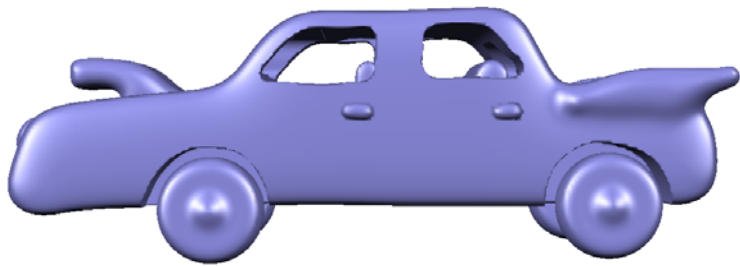
# Piston Model



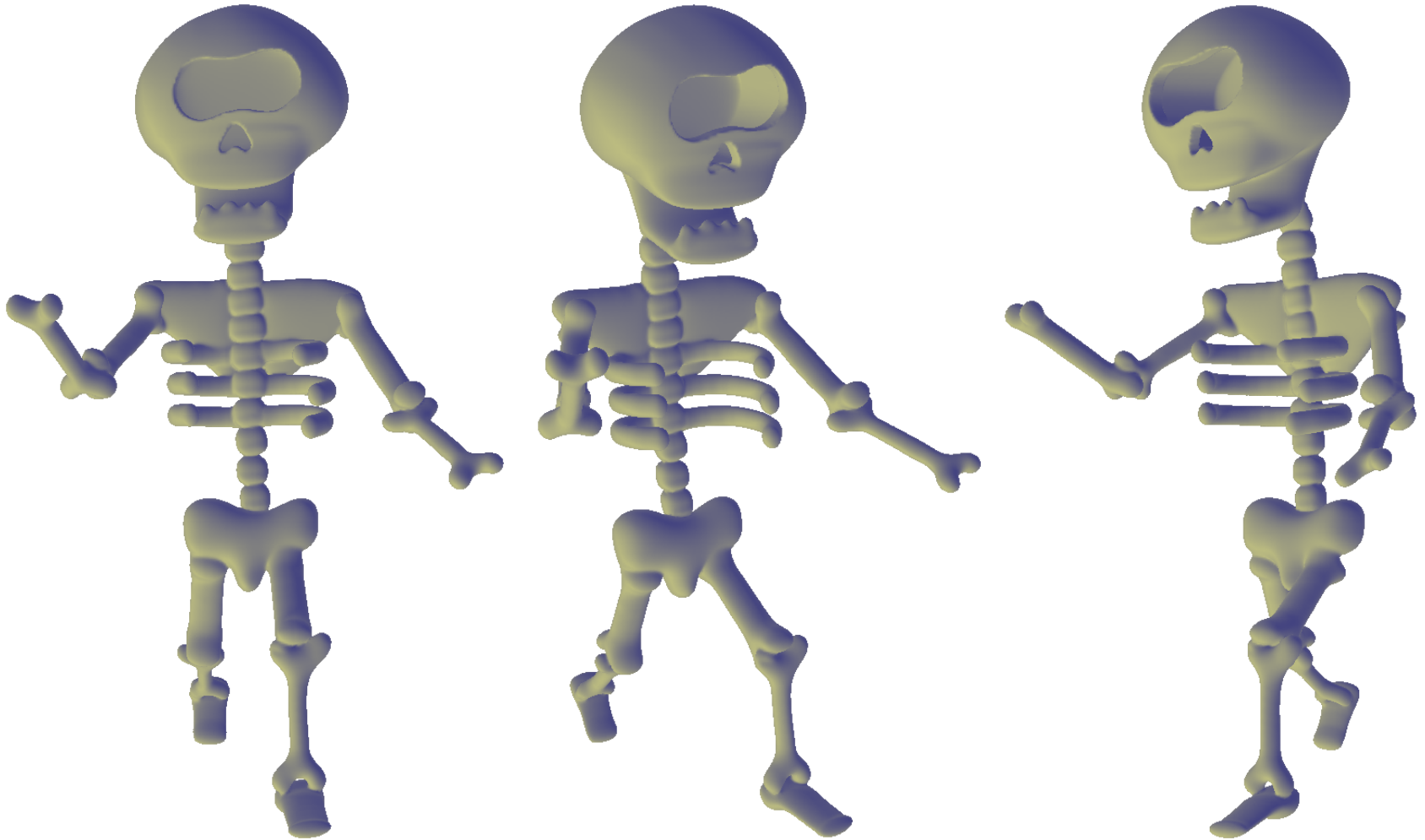
# Heart Model



# Car Model



# Skeleton Model





# Other Models

