

## Dumb Luck

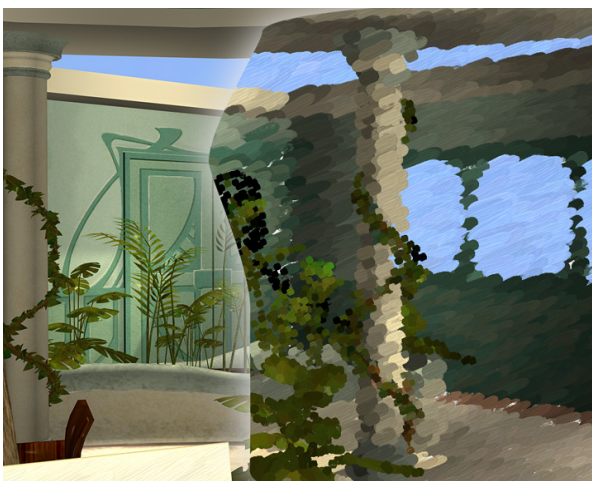
### The Team:

- **Florent Moulin**  
director, ARTIS/INRIA
- **Laurence Boissieux**  
graphics & sound designer, SED/INRIA
- **David Vanderhaeghe**  
painterly special effect researcher and developer, ARTIS/INRIA Grenoble university
- **Pascal Barla**  
painterly special effect researcher and developer, ARTIS/INRIA, Grenoble university
- **Joelle Thollot**  
painterly special effect researcher, ARTIS/INRIA Grenoble university



### The Project:

The Dumb Luck project is the outcome of a collaboration between two designers and three computer graphics researchers whose work is centered on expressive rendering. This animation uses a new approach to create painterly renderings of an animated 3D scene, allowing a controllable trade-off between scene fidelity and stylistic design. Our method extends and complements existing systems in order to ensure temporal coherence while maintaining consistent stroke density, and allowing a wide variety of stroke styles. Part of this work will be published as a paper: "Dynamic point distribution for stroke-based rendering - David Vanderhaeghe, Pascal Barla, Joëlle Thollot, François Sillion - EuroGraphics Symposium on Rendering – 2007".



Dumb Luck would be introduced as follows...

What happens when an uncontrollable event – such as a sneeze – arises while you are concentrated on painting a charming statue? Everything and especially anything! But the most likely result will be a big stain on your drawing. This is quite annoying, particularly when this smudge becomes Stan the Stain, a little evil character, who delights in sabotaging your work...