The Flower of Love

The Flower of Love relates the quest of a young bold hero who heard that far away on a small island, a young and pretty princess was waiting to be rescued.

Early in the making of this short animation, I decided to use a kind of paint effect, to get a rendering that would look like kids drawings. I really wanted to create simple and nice characters. I soon realised that I needed to simulate a paper effect that follows the camera motion to really immerse my characters in the paper scenery instead of having them sliding on it. To achieve this goal I used a technique developed in the Artis team at INRIA (Dynamic Canvas for Immersive Non-Photorealistic Walkthroughs, Graphics Interface, june 2003). Originally dedicated to the 3D real time rendering, we used this method for the first time in a complete CG animation.

I would like to thank Philippe Chaubaroux, my 3D teacher and the team from INRIA for their great help on this project.

Credits :

A short animation by	Thierry Dezarmenien
Music	Yan Volsy and Flopi
Concept, story, modeling, texture, rig, skin, render, animation	Thierry Dezarmenien
Dynamic Canvas effect:	Matthieu Cunzi, Joëlle Thollot, Sylvain Paris, Gilles Debunne, Jean-Dominique Gascuel, *ARTIS/INRIA, Grenoble University*
	Frédo Durand, *MIT*