Non-photorealistic Stipple Rendering
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**Stippling**
Monochromatic dots are perceived as tone. The concentration of dots can be finely controlled to convey subtle details.

**Density Affected By:**
- Color
- Lighting
- Texture
- Silhouettes

**Previous Work**
Existing stipple renders do not use 3D input and/or do not convey information that would be captured by a human artist.

**Potential Problems**
- Even yet organic spacing
- Temporal coherence
- “Shower door” effect
- Effect of neighboring areas

We would like to render stipple drawings digitally using 3D geometry as input.

Bald Eagle by Xin Yan (used with permission)

*Shaders* can access this information to render stippling at interactive rates.