Today
• Review pose space deformation
• Laplacian surface editing, Sorkine et al.
• Mesh editing with Poisson-based gradient manipulation, Yu et al.
• Presentation by Will

Pose space deformation
• Generalization of shape interpolation and skeletal subspace deformation (SSD, skinning)

Shape interpolation

Shape interpolation
Shape interpolation

\[ v'(w) = \sum_{\ell} \omega_{\ell} v_{\ell} \]

Pose space deformation

\[ v'(s) = \sum_{\ell} \lambda_{\ell} \phi(s - \ell) u_{\ell} \]