Synthesis of 3D models by Petri net

基于Petri网的三维模型合成

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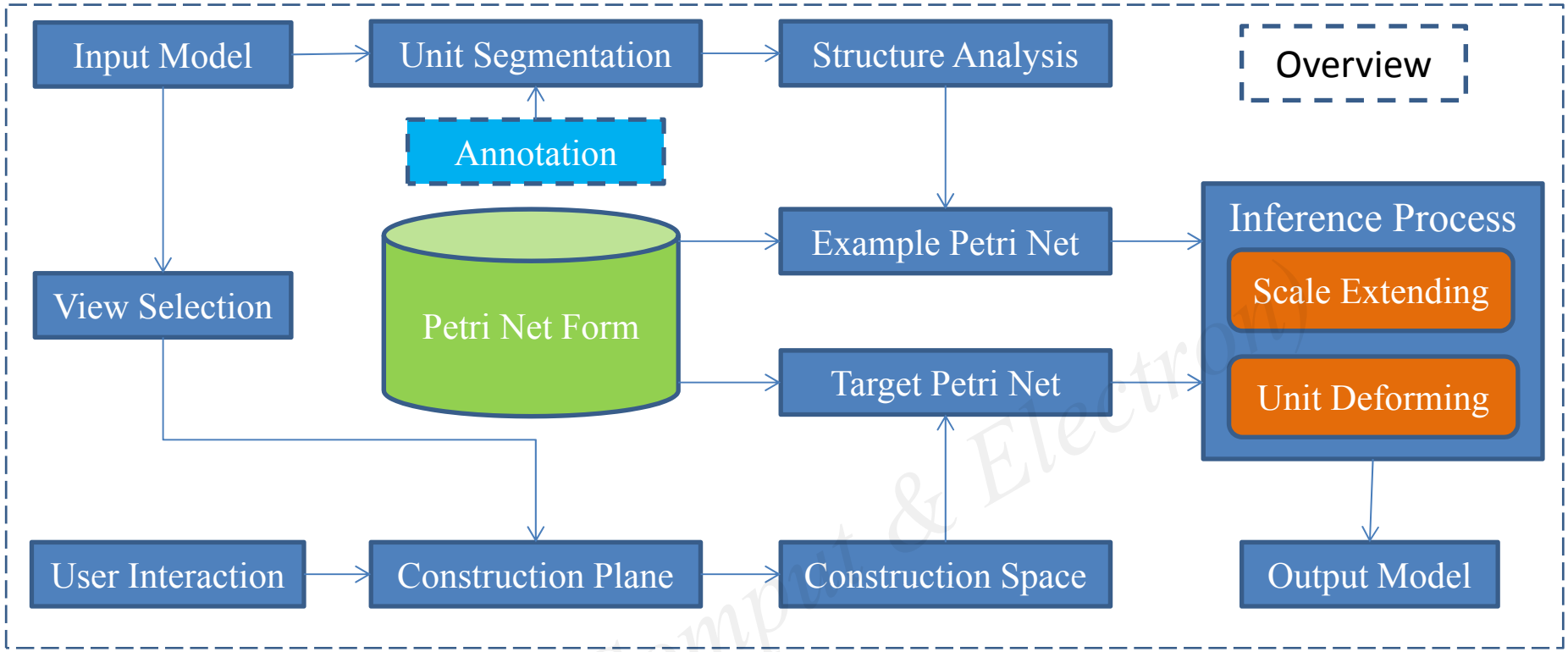
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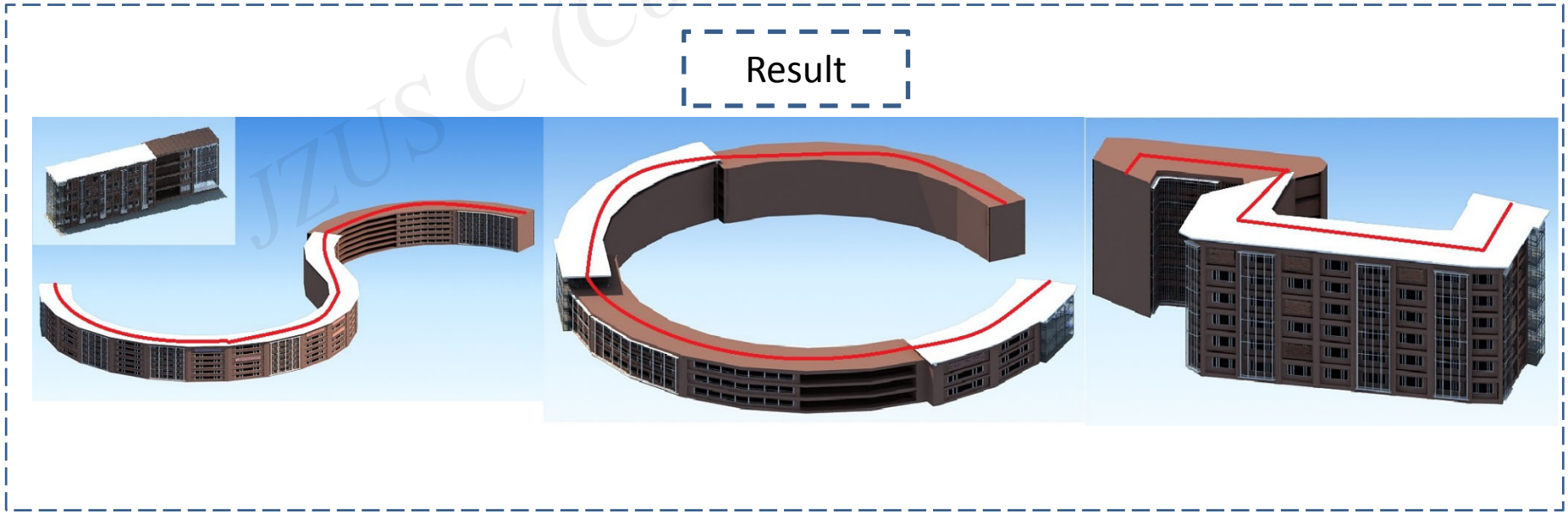
- A new Petri net structure is used to describe the 3D modeling process in order to improve the process representation efficiency

- A novel model construction space generating algorithm is used to convert the curve drawn by users to the control parameters of Petri net in order to control the result model's global shape

- The FFD algorithm is introduced to the inference-based modeling process to realize the shape and structure variation

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