VISVESHWARAIAH TECHNOLOGICAL UNIVERSITY

BELGAUM-590 002

" MORPHING "

Sponsored By KSCST, Bangalore

A Project Report Submitted in partial fulfillment for the award of degree of bachelor of Engineering in Information Science and Engineering of the Visweshwaraiah Technological University, Belgaum.

PROJECT ASSOCIATES

PRATEEK.D	**(2SR05IS008)**
JAYALAKSHMI.D	**(2SR05IS010)**
SABINA SHAIKH	**(2SR05IS024)**
SAHANA.V	**(2SR05IS026)**

UNDER THE GUIDANCE OF

Mr.PRASHANTH.K M.Tech

LECTURER

Dept of ISE

DEPARTMENT OF INFORMATION SCIENCE AND ENGINEERING

SRI TARALABALU JAGADGURU INSTITUTE OF TECHNOLOGY

RANEBENNUR-581115, KARNATAKA, INDIA.

ABSTRACT

In this present growing world of computer gadgets and the new emerging trends of technology everything is fast changing accordingly. New things are being introduced almost in every field of day-to-day life. The number of changes taking place in today's world is directly reflected by how people are accepting these technologies.

Image morphing is a widely used application. This is today's foremost requirement in technical i.e. medical, seismological, remote sensing etc as well as commercial imaging such as document production and photography. Morphing is a name coined over decade ago for animation sequences which display gradual transformation.

This word and concept has been used to refer to transformation of images, polygons and bodies divided into smaller triangles. Morphing is a process of transforming one shape(source) into another(target). In planar graph morphing we would like to transform a given source graph to another pre-specified target graph. A smooth transformation of one graph into another can be useful for numerous problems from graph drawing.

Our goal is to provide the animator with an intuitive interface to specify the desired correspondences between the important features of each polyhedron and to specify the trajectories for each of these correspondences to travel during the morph