Sketch-VR
create instant 3D worlds by sketching

Ellen Yi-Luen Do

The Sketch-VR freehand drawing interface generates 3D form from 2D sketches. It recognizes the shapes you draw in a two-dimensional view and generates a 3D model. To create an architectural space you draw lines and circles in a simple ‘cocktail napkin’ sketch of walls and columns. You select different colors for the elements and the program produces the 3D world.

To create a furniture layout, you draw symbols to indicate a couch, lamps, tables and chairs; the program creates a VRML 3D model on the Web. You can also use symbols to place solid geometric objects such as spheres and boxes.

To create a 3D curved surface, you draw sections at each edge of the surface and the program generates a surface derived from those sections.

Figures: 1. freehand drawing, 2. sketches of furniture layout, 3. architecture space with walls and columns(lines and curves), 5. solid models, 6. furniture layout, 7. curved surface.