Daisuke Miyazaki, Saori Kagimoto, Masashi Baba, Naoki Asada, "Creating digital model of origami crane through recognition of origami states from image sequence," ACM SIGGRAPH ASIA 2010 Posters, pp. 19:1-19:1, 2010.12

Creating Digital Model of Origami Crane through Recognition of Origami States from Image Sequence Daisuke Miyazaki, Saori Kagimoto, Masashi Baba, Naoki Asada Hiroshima City University Our System Background **Origami States Origami States** State 2 State Hope for world peace State State tate State 9 Hope for world peace Virtual State 8 State tate Real State XXXX 1 State 10 State 11 State 12-13 State 13 State Transition Preprocessing State Recognition Orientation Recognition Transition probability Transition probability Binary edge Background Skin region Original subtraction removal 2D area size Original Texture color Laro Silhouette shape Orientation recognition ⇒ 4 possible orientation Chosen atched Initial state Setup Result Discussion Conclusion Original Digitally capturing the origami crane folded by the Camera users - The user will put their hope for world peace on origami crane User's origami folding while folding it and while writing Our system the message - The user do not need to touch the computer during the folding 80% for fully textured origami process Texture mapped 40% for less textured origami origami [Less texture] Currently only detecting discretely at each state \rightarrow Future work is to track each finger and origami tips and sides also during the state transition [Uniqueness] Currently the unique origami can be made in photometric Actual sense \rightarrow Future work is to capture the origami Working space geometrical shape of the folded origami to geometrically model the No uniqueness of the exact origami the difference user made