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**Adaptive Stylization with Vertex Attributes**

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**Abstract:** This paper examines two non-photorealistic rendering techniques for 3D models that make use of vertex attributes to control style. The first is an existing technique used for drawing outlines around objects, where vertex attributes govern the thickness of the outline. The second is a novel painterly rendering technique that uses vertex attributes to mark important areas of a 3D model so that they can be rendered in greater detail, while abstracting away the details in other areas.