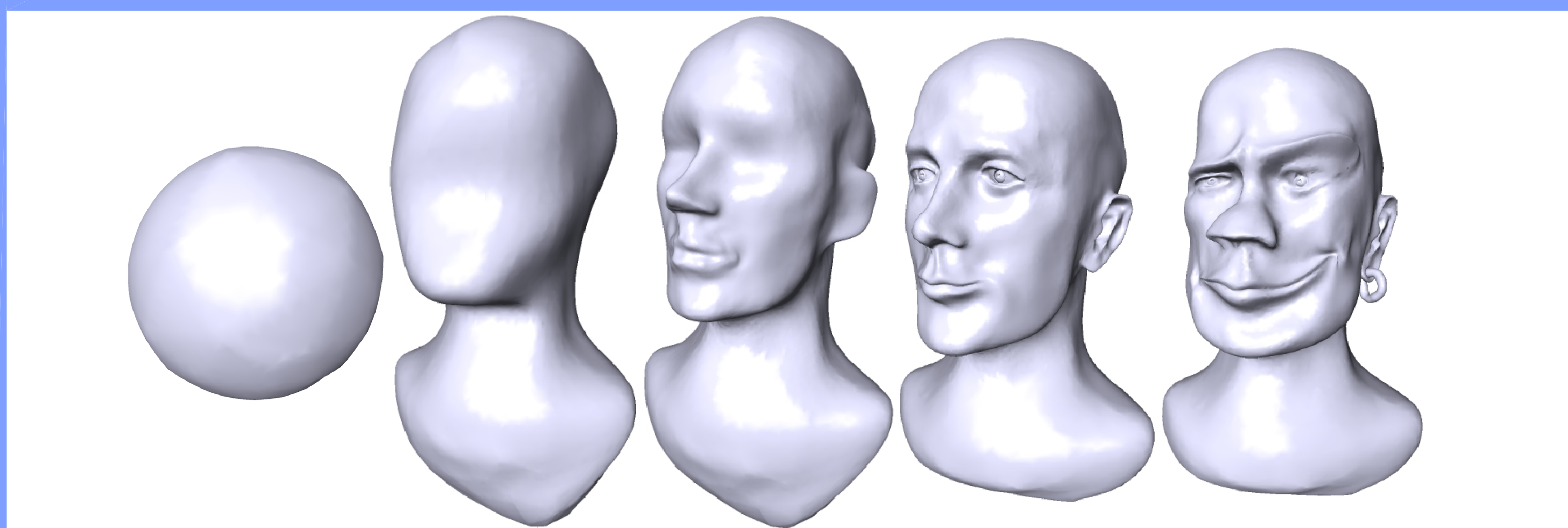# Warp Brush:
Interactive Free-Form Modeling on the Responsive Workbench

GOALS

- Modeling system that makes conceptual free-form shape modeling simple and intuitive

- Make use of instincitvness of manual interaction during modeling

- Provide the user with a means of quickly generating, modifying and visualizing conceptual shapes in an iterative manner
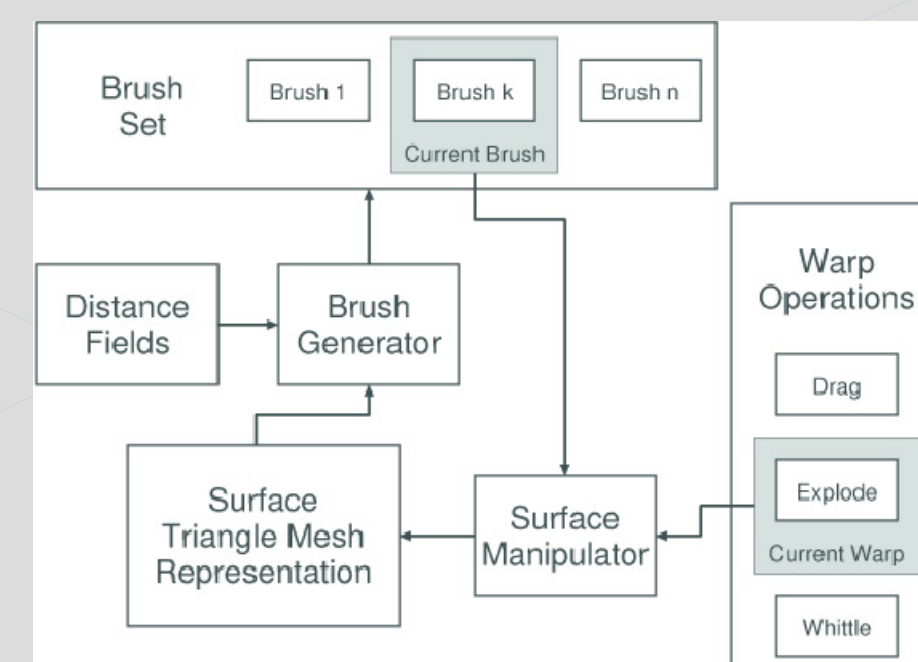

COMPONENTS

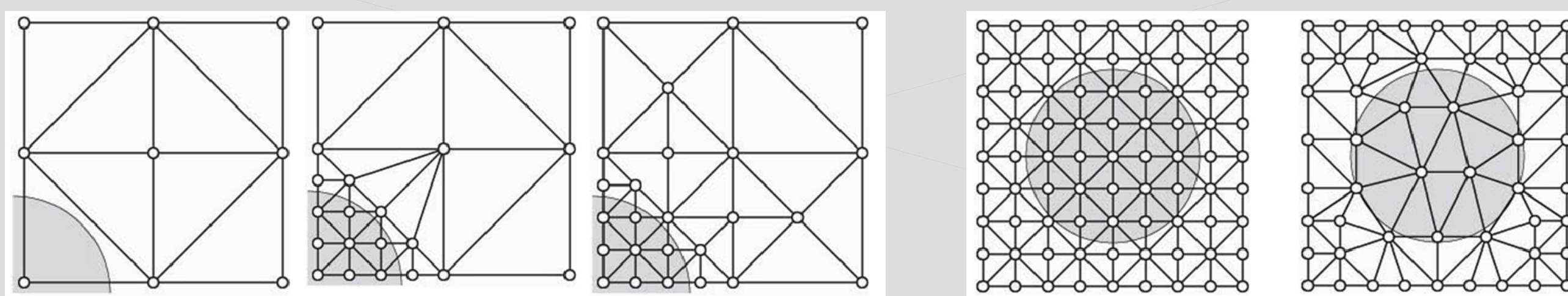**VR environment with Pinch Gloves and Workbench**
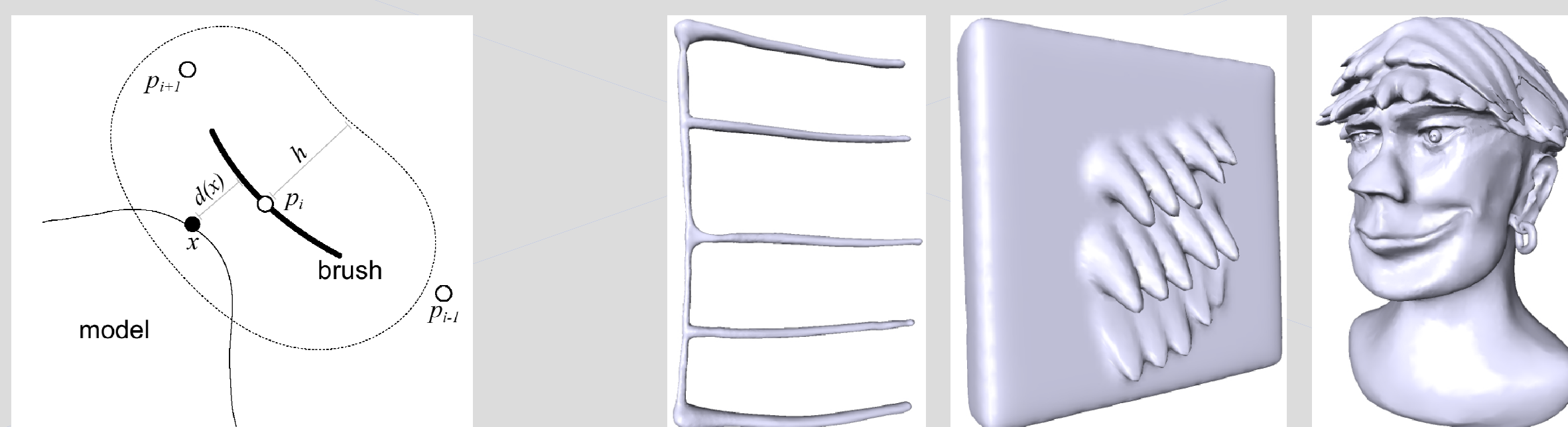

Brushes and warp operators to manipulate surfaces

Yong Joo Kil ‡
Pietro Renzulli §
Oliver Kreylos ‡
Bernd Hamann ‡
Giuseppe Monno §
Oliver Staadt ‡

Self-adapting triangle mesh representation

‡ IDAV (Institute for Data Analysis and Visualisation). UCDavis. USA
www.idav.ucdavis.edu/
yjkil@ucdavis .edu

§ *VR3Lab* - Mechanical Engineering Dept. Politecnico di Bari. Italy
www.climeg.poliba.it/~disegno/vr3lab/
rufusgufus@libero.it

Distance field definition of Brushes allows on-the-fly custom tool creation