

040b73747265616d747970656481a203840163c48403737373810a0a810b0b815f5f84012584067f411b312d37OneVision-Image: Warping Examples

WarpTool.tiff ↪ **Warping Examples**

1. Lengthening a rabbit's ears:

For lengthening the ears of the rabbit in the image below, you need one warp vector and a blocker. The vector should be placed at the end of the ears and point to the direction in which the ears will be extended. The blocker should be set near the top point of the head, for restricting the effects of the warp.

hasefarb.tiff ↪ hasewarp.tiff ↪

Figure: Rabbit with original (left) and lengthened (right) ears.

hasewarpvekt.tiff ↪

Figure: Warp scheme showing the position of warp vector and blocker.

2. Warping the OneVision logo:

Six warp vectors have been used to warp the logo as shown below:

OneVisionLogo.tiff ↪

Figure: The original logo.

OVLogo_vekt.tiff ↪

Figure: Warp scheme with warp vectors.

OVLogo_warp.tiff ↪

Figure: The warped logo.

3. Whirling lines in an image:

Generally, warp vectors shouldn't be placed too close to each other. On the other hand, some interesting effects can be achieved by doing so:

regelmaessig.tiff ↪

Figure: The original image.

Muster_vekt.tiff ↵

Figure: Warp scheme containing four warp vectors and four blockers

Muster_warp.tiff ↵

Figure: The resulting whirled image

Note: You can intensify the warping effect by executing the command *<Apply>* a second time. In this case the already warped image is warped again with the same vectors.