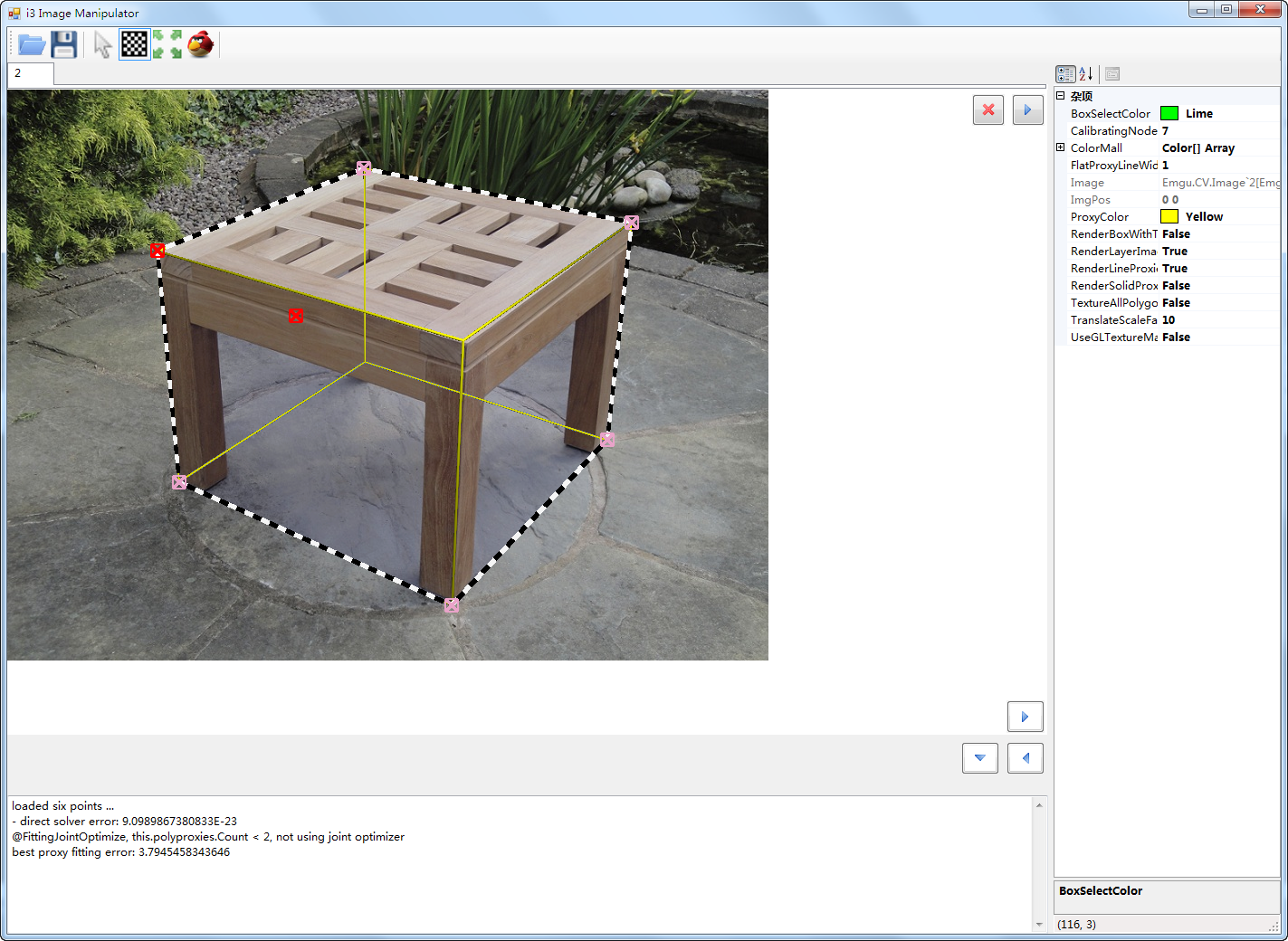
Cuboid construction demo code:



1

Optimize

Adjust cuboid corner points

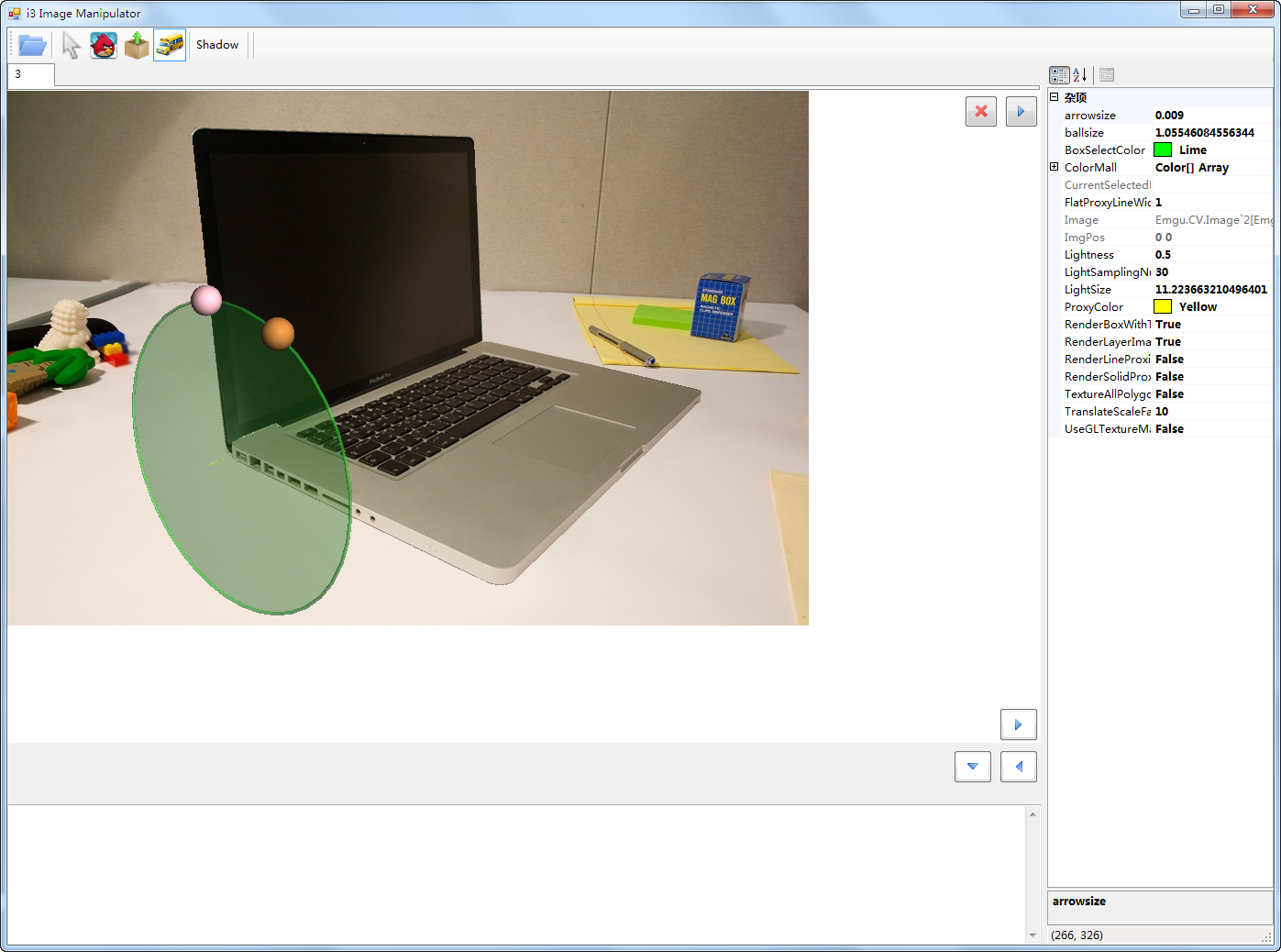
Assign cuboid corner points

Load any image->assign cuboids corners->optimize to construct.

Remarks:

1. Cuboid points should be assigned in certain order, start from 1 in counter-clock-wise.
2. Click the optimize button to compute the cuboids along with the camera.
3. For ease of user, one can save the current corner points by clicking the saving button.

Edit demo code:



Dragging (‘D’)

Cuboid anisotropic scaling (‘A’)

Select cuboid (keyboard ‘S’)

Load an image->edit; please load the pre-compressed image data on the webpage (used in the demo). Custom images won’t work. ☺

Remarks:

1. Press S, then mouse drag to select cuboid
2. To lift or move a cuboid face, please using the anisotropic tool (first select a cuboid, then press ‘A’, you will see face selected highlight in red, use mouse drag to translate the face).
3. Press ‘D’ for direct object dragging.
4. For virtual shopping, using ctrl + ‘C’ and ctrl + ‘V’ to copy and paste objects into a target image.

The code is released for research purposes only, the demo will and may often crash, please be gentle☺.