A NOVEL APPROACH OF CARTOON-LIKE STYLIZATION FOR REAL-TIME APPLICATIONS

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ABSTRACT
Non-photorealistic Rendering (NPR) is very essential in conducting the research in many areas especially in the computer graphics [5]. The Rendering of the Cartoon Style is well-thought-out to be known part of the best mutual methods of the (NPR) intended for creating a cartoon observing interpretation using the scene of the 3D [7]. Mainly what’s represented in this view paper is that we want to use the application of Augmented Reality to be rendered via taking the help of (NPR) methods of performance this is seems to be similar to Stylization of the Cartoon towards underlining the target of the augmentation in the actual environment. [2, 11]. The stylization of the Cartoon meant for video suffers has some defects which have to be put in mind like low speed problem in addition to the unwanted visual outcome of the boundaries in attached surrounds. My research paper will present a novel tactic of the stylized cartoon for videos so that it can be appropriate for the constraint of high real-time of particular presentations [10]. The novel technique that used here has two suggestions. The first suggestion, the enhanced detection of edge algorithm is supposed to be quick and offers improved graphic edges effect than the extra presented edge detection procedures. The second suggestion, because of the stylized real-time video, as a result the system will be appropriate for the presentations of high real-time [10].

KEYWORD
Non-photorealistic Rendering, Cartoon-like stylization and Real-time applications