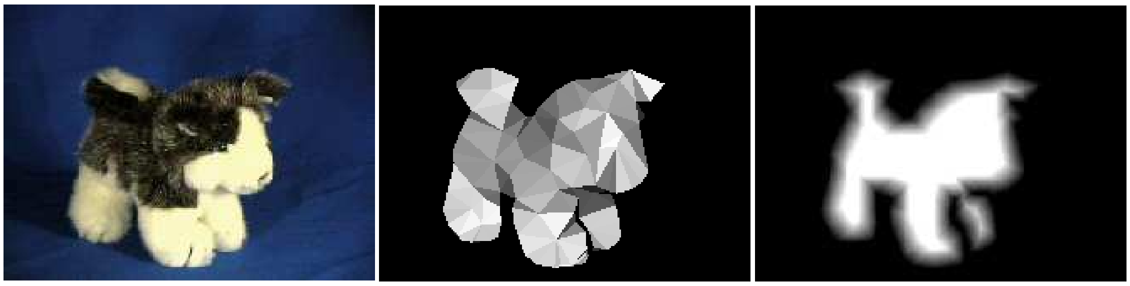

(a) (b) (c)

Figure 9 (a) A color image of a toy dog. (b) Weight w_φ is applied to each face of the triangle mesh. (c) Weight w_γ smoothly decreases the influence of the view towards the mesh boundaries.

(a) (b)

Figure 10 (a) The result of combining three views by repeatedly rendering the view-based meshes from the viewpoint of the virtual camera as described in Section 4.1. (b) Using the weights and soft z-buffering described in Section 4.2 produces a much better result.

Figure 11 Our viewer shows the three view-based models rendered from the viewpoint of the virtual camera. The final image is on the bottom right.