# Fracture Patterns for Non-Photorealistic Image Rendering

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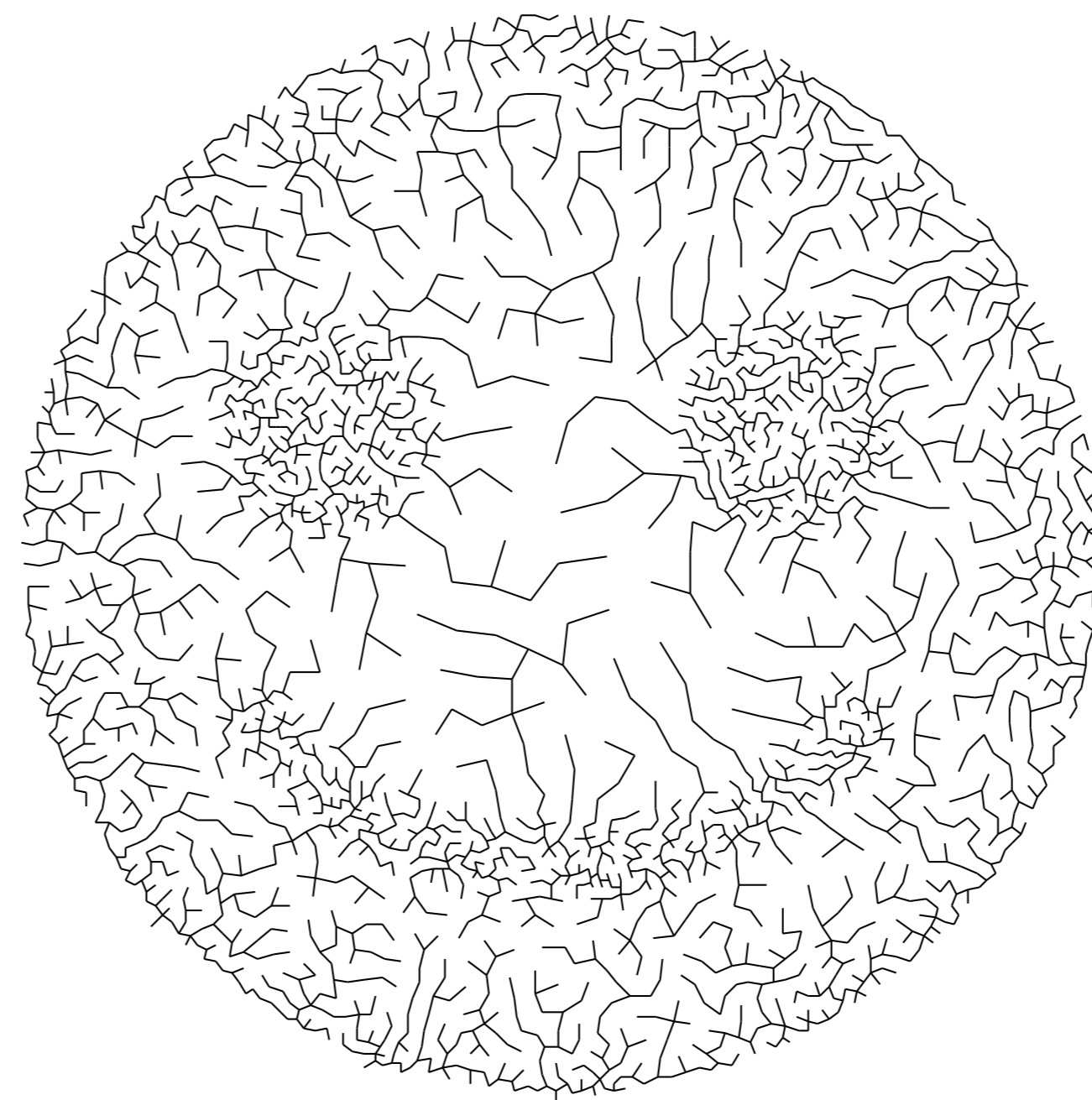
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We describe a method for non-photorealistic, "artistic" rendering of images that uses lines to depict fracture (or crack) patterns based on image features. The method starts by sampling the image with a set of points that is good for stippling. These points are then used as vertices of a minimum spanning tree which guides the crack propagation in image space.
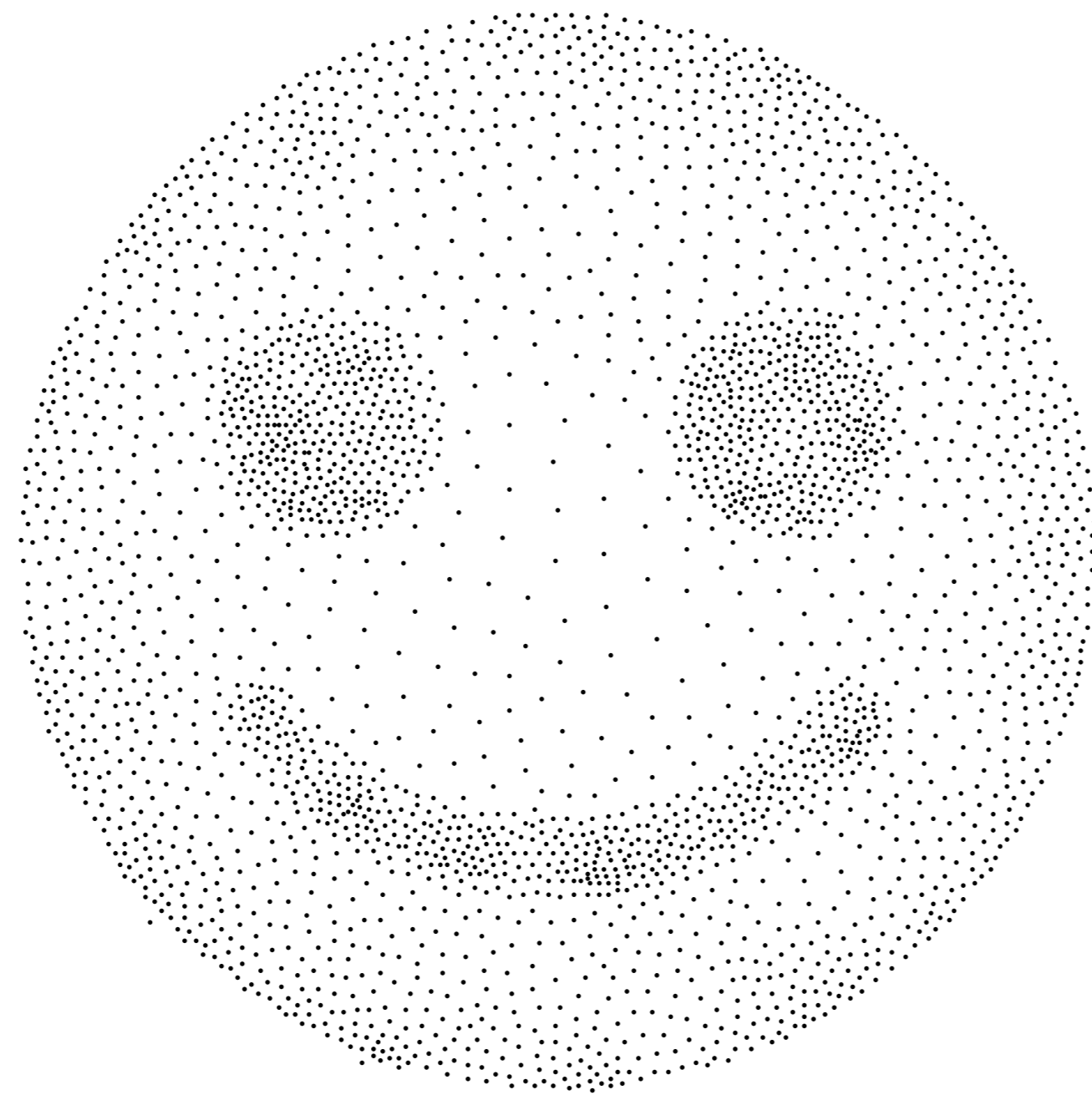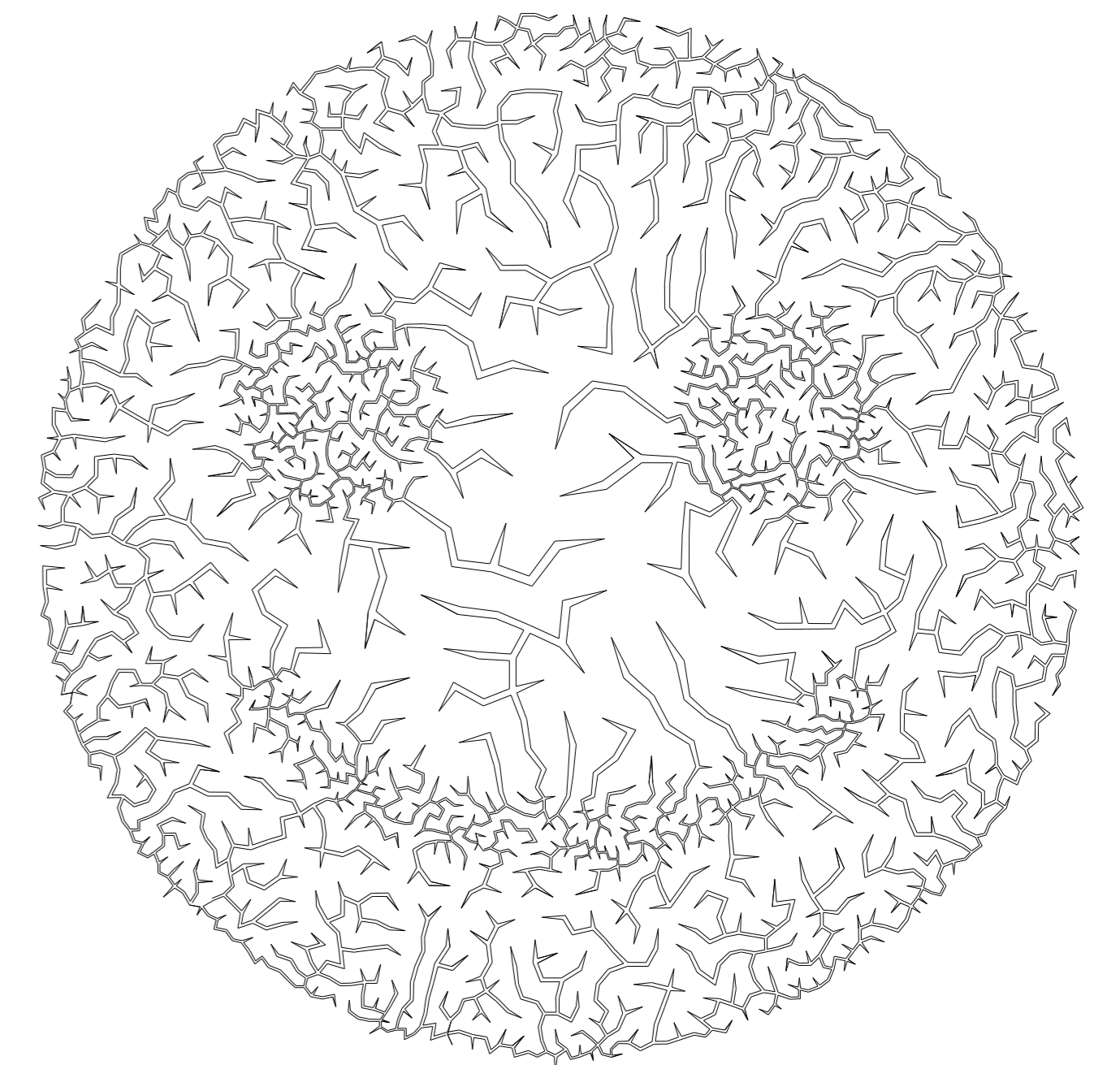
original image   stippled image   stipples connected by MST   fracture pattern