

Subdivision-Based Representations for Surface Styling and Design



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Motivation

IBM-Dassault-NYU collaboration

Address limitations of NURBS

- Arbitrary topology
- Multiple resolutions
- Efficient transition from styling to class A surfaces

Interactive styling operations

Integration into CATIA

Outline

Subdivision surfaces

- Catmull-Clark subdivision
- Multiresolution

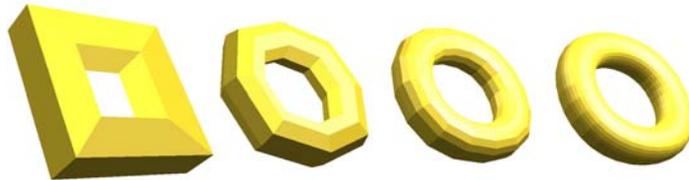
Modeling operations

- Surface pasting
- Engraving, embossing, trimming
- Free-form variational design

Conversion / remeshing

Subdivision

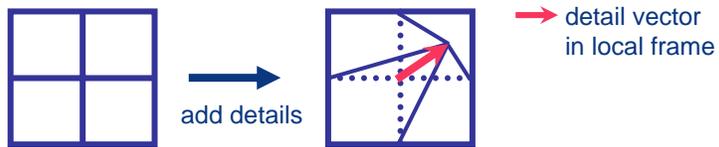
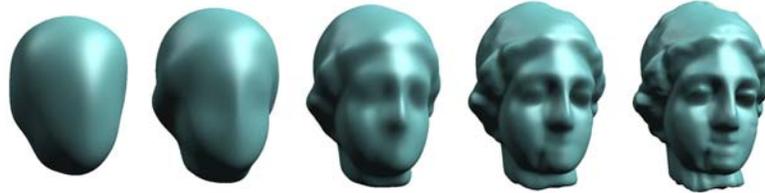
- subdivision = repeated refinement



- many attractive features:
 - ✓ arbitrary topology
 - ✓ scalability, LOD
 - ✓ uniformity
 - ✓ code simplicity, etc

Multiresolution Subdivision

■ multiresolution = subdivision + details



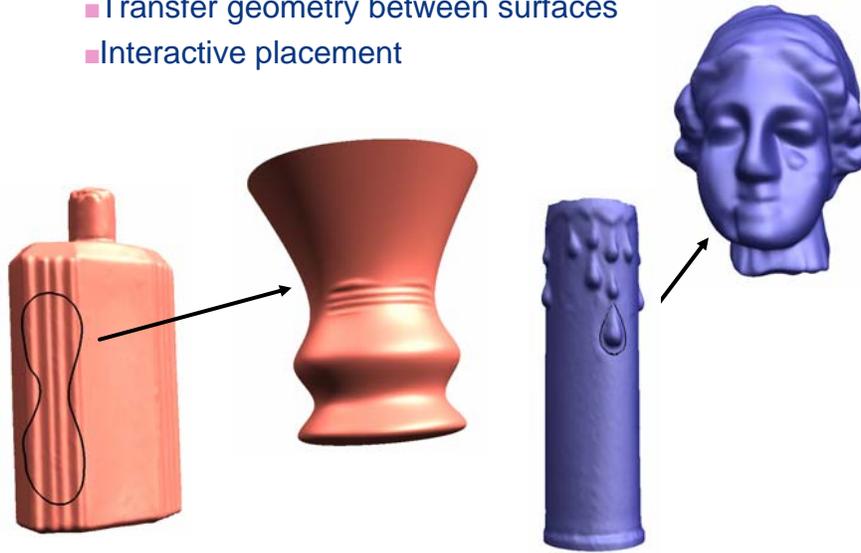
Surface Pasting

(SIGGRAPH 2002)

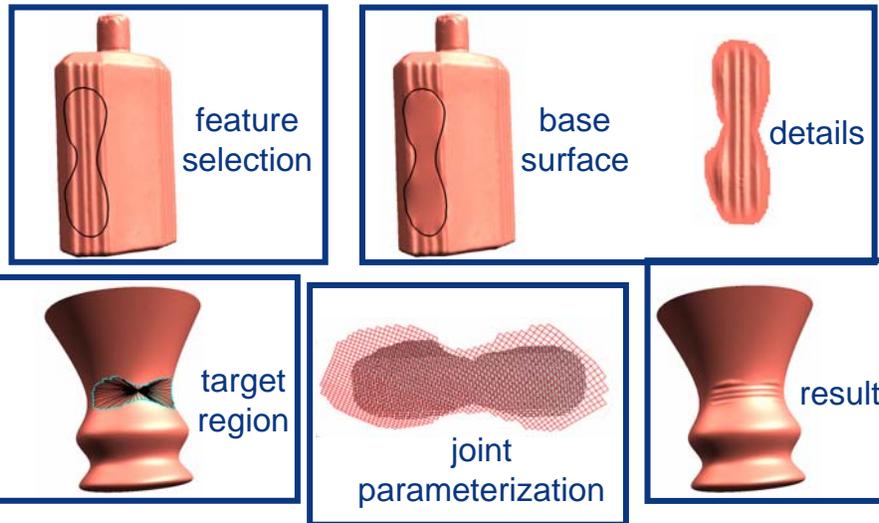
With Henning Biermann and
Denis Zorin (NYU)

Surface Pasting

- Transfer geometry between surfaces
- Interactive placement



Method Overview



Base / Detail Separation

- Controlled by a single parameter: **flatness**
- Smoothly varying from soapfilm to the original surface
- Use soapfilm surface to get a flatter base than the coarsest level
- Use fitting/quasi-interpolation at different subdivision levels to get discrete set



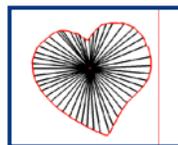
Target Region Finding

Problem

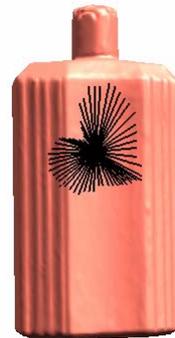
- Find the target region for pasting
- Closely match feature size and shape



source:
selected region



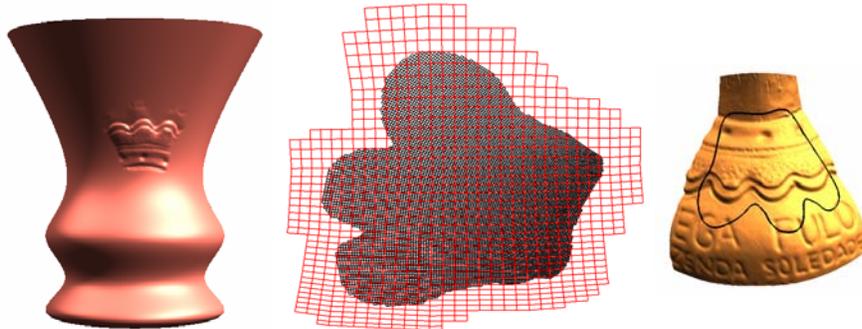
boundary
parameterization



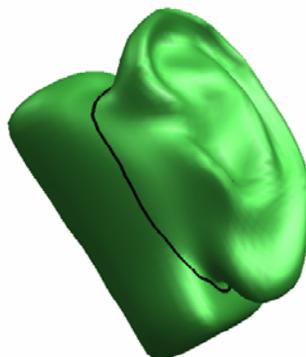
target region

Parameterization

- Approach: parameterize both source and target onto a plane
- Requirements: one-to-one, minimize distortion, free boundary



Demo



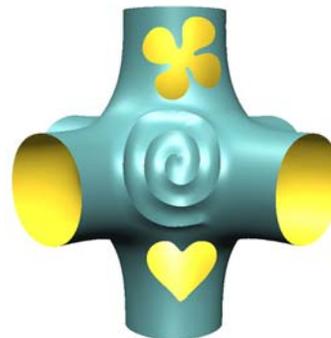
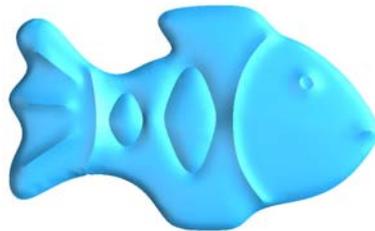
Sharp Feature Editing

With Henning Biermann and
Denis Zorin (NYU)

Sharp Features

Sharp features are important for the
creation of non-trivial models

- engraving, embossing, trimming, ...

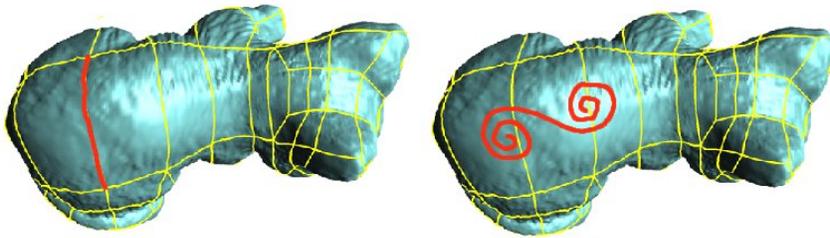


Problem

Features only at certain locations

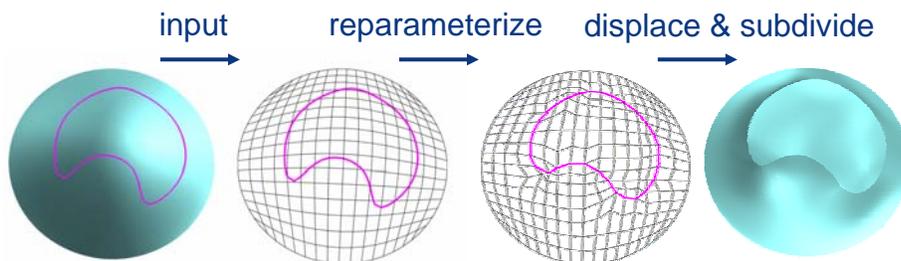
- features restricted to seams between patches and iso-parameter lines

We want arbitrary placement without repatching!



Method Overview

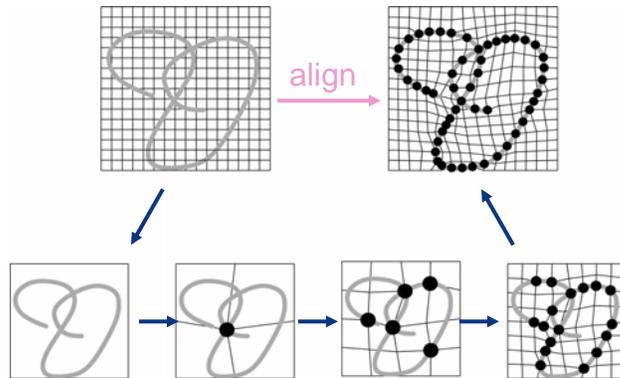
- Reparameterize surface
- Add feature profile
- Subdivide with special rules



Reparameterization

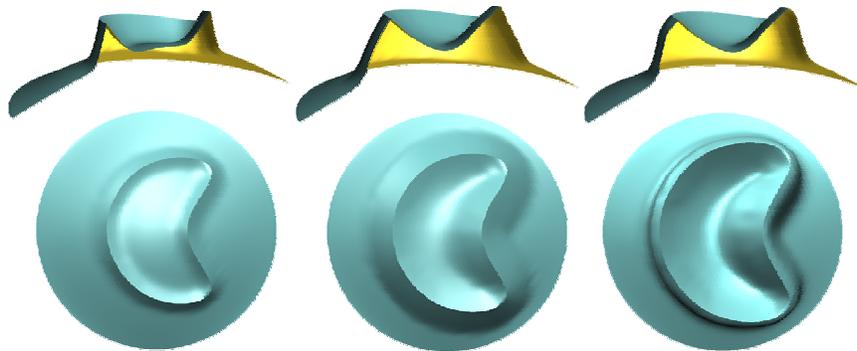
Align feature with parameter lines

- snap vertices recursively to feature

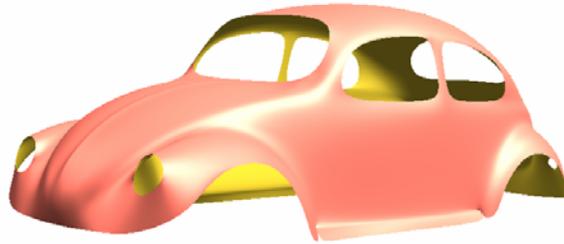


Creating Features

- mark features as creases
- apply offsets along features



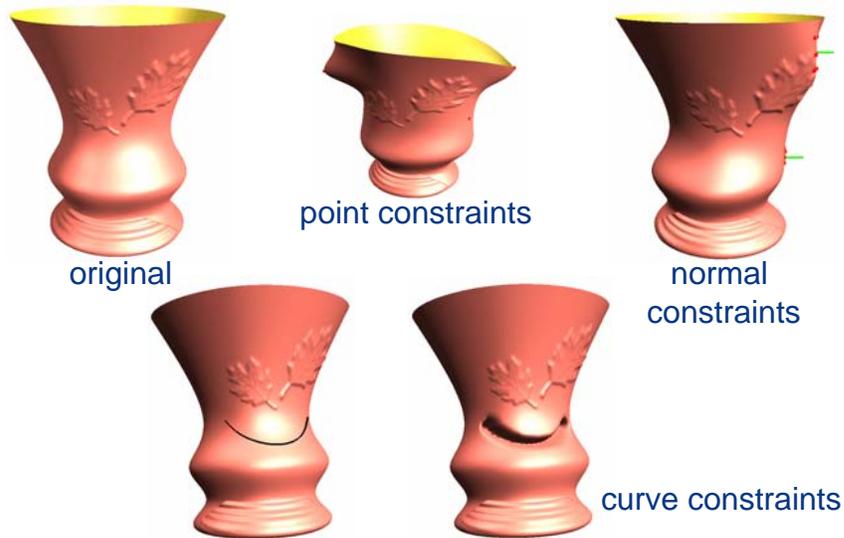
Demo



Variational Design

With Remi Ronfard (INRIA)

Free-Form Modeling



Method Overview

Energy:

- Define energy functional over the mesh
- Ensure optimization does not smooth out details

Locally parameterize mesh:

- fit quadratic interpolant at each control point
- construct divided difference operators

Deform mesh:

- impose constraints and propagate them across levels
- minimize global energy under constraints

Energy Minimization

Avoid smoothing out details

- preserve multiresolution details

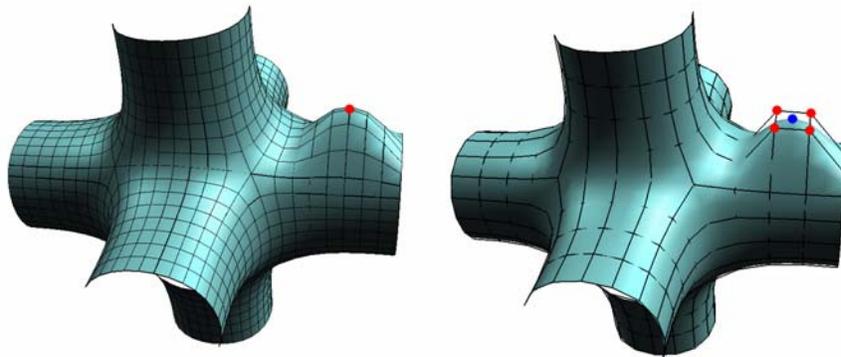
Minimize only the deformation energy

- i.e., in the presence of no constraints, the rest shape is the initial shape

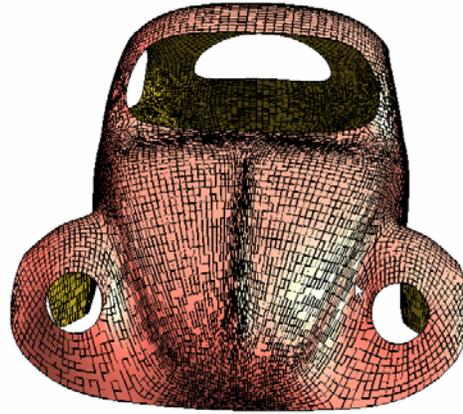
$$E(P + \Delta P) = E(P) + E(\Delta P) + \sum_i f_i \Delta P_i + const$$

Multiresolution Constraints

Linear constraints are propagated across subdivision levels



Demo

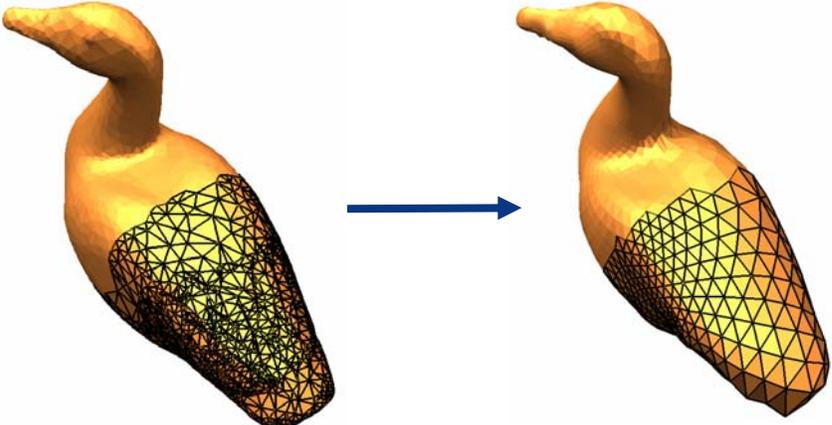


Semi-Regular Remeshing

IBM Research

DIMACS'03

Remeshing: Loop



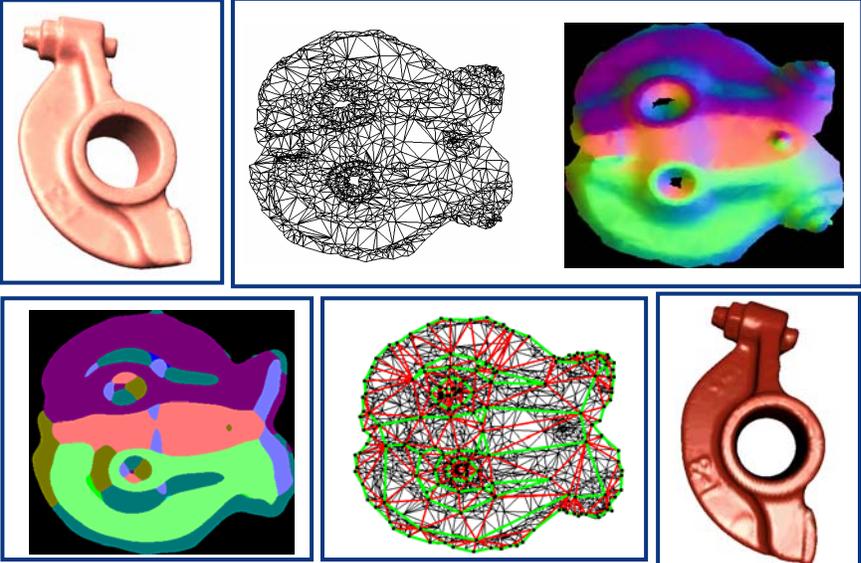
Irregular-connectivity mesh

Semi-regular multi-resolution representation

IBM Research

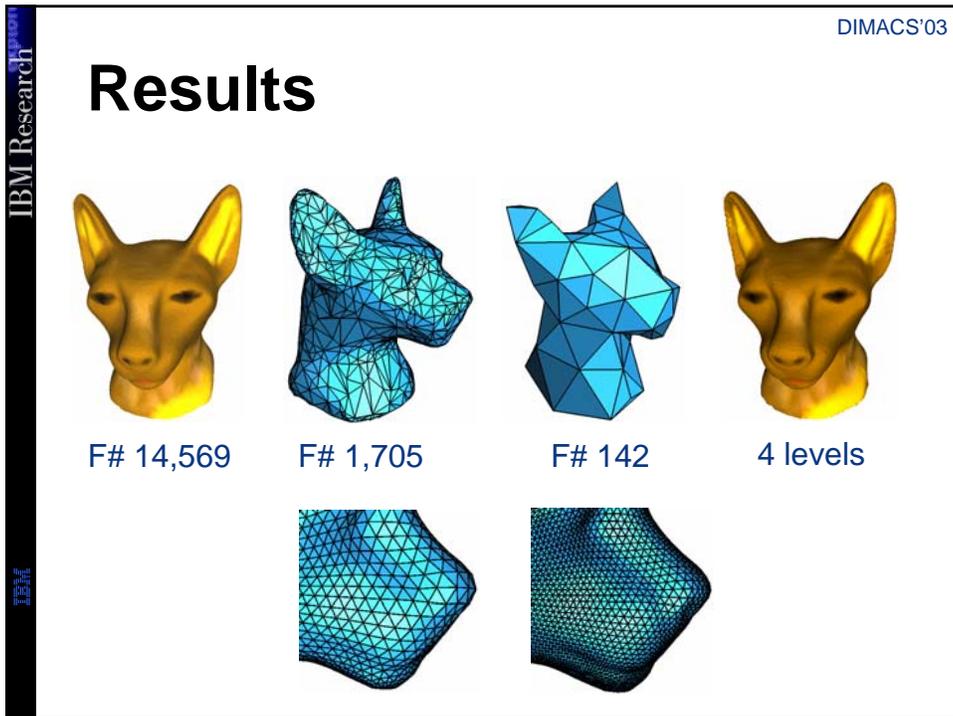
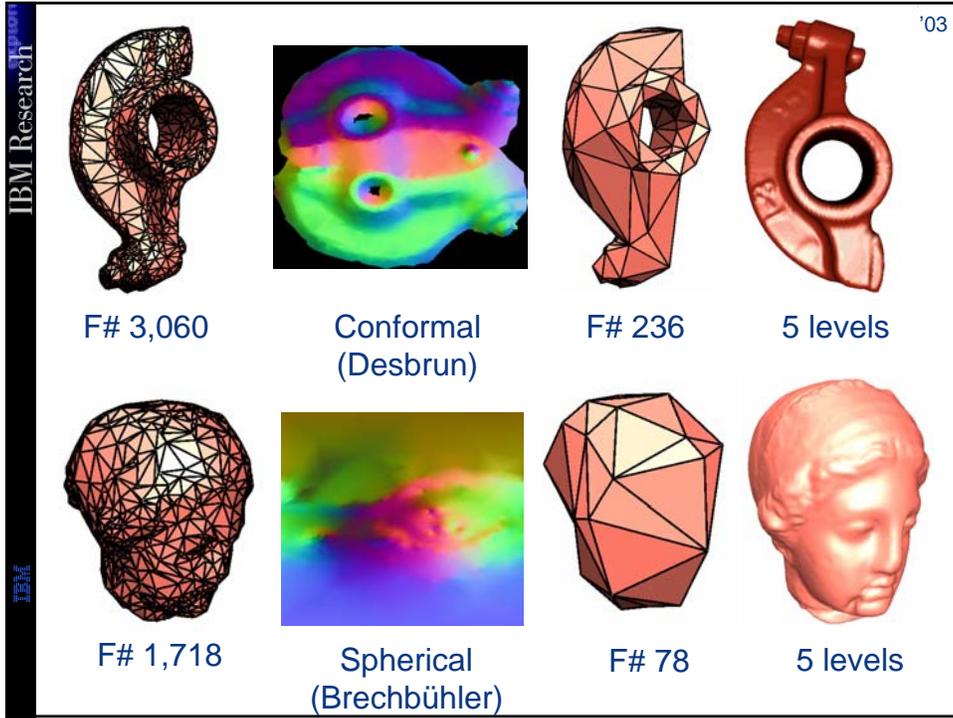
DIMACS'03

Algorithm Overview



The algorithm overview consists of six stages arranged in a 2x3 grid:

- Top-left: Original 3D model (orange).
- Top-middle: Initial mesh (black).
- Top-right: Heatmap of the mesh (colorful).
- Bottom-left: Refined mesh with red and green edges (colorful).
- Bottom-middle: Refined mesh with red and green edges (colorful).
- Bottom-right: Final refined 3D model (brown).



THE END

