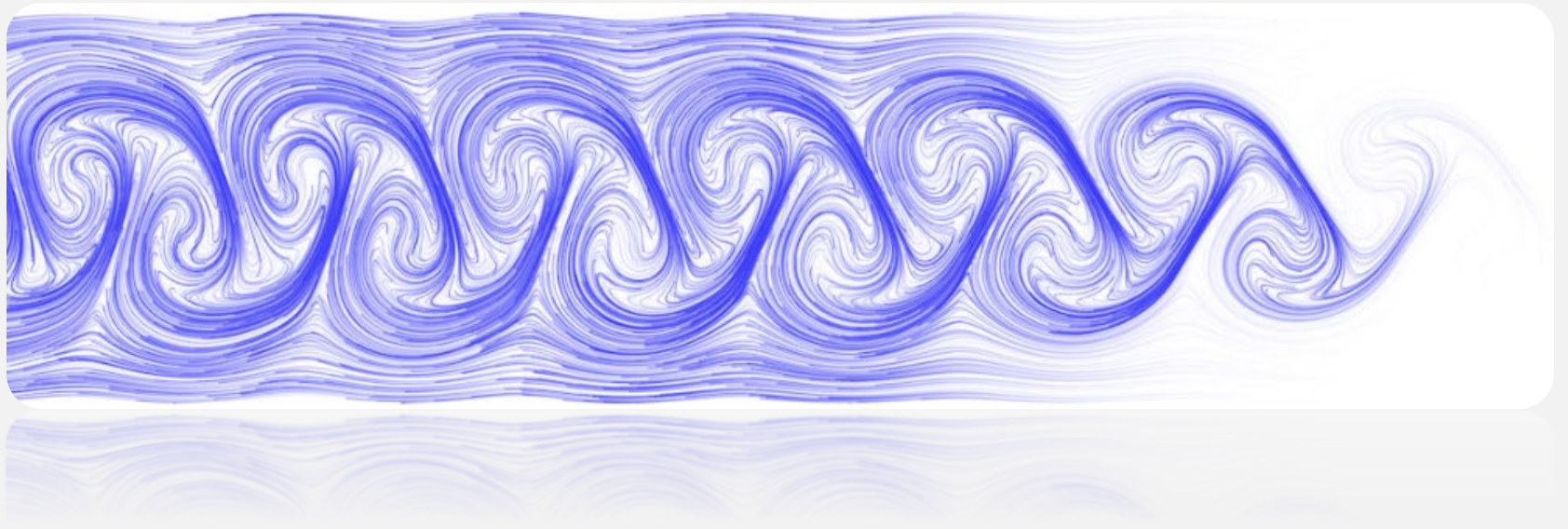


# IFT 6112

## 11 – APPLICATIONS OF VECTOR FIELDS

<http://www-labs.iro.umontreal.ca/~bmpix/teaching/6112/2018/>



Mikhail Bessmeltsev

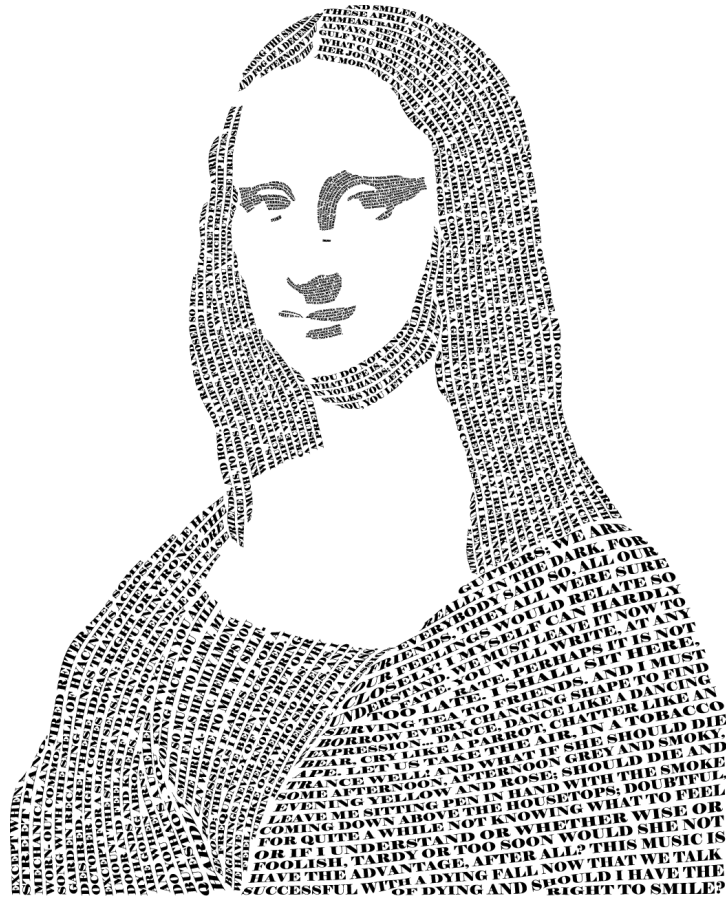
# Outline

- Geometry processing
  - Mesh Generation
  - Deformation
  - Texture mapping and synthesis
- Misc
  - Non-photorealistic rendering
  - Crowd simulation

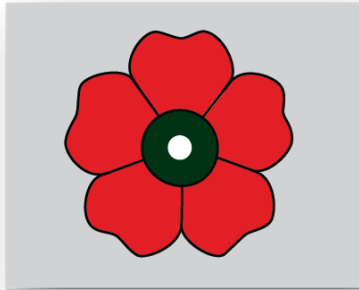
# Outline

- Geometry processing
  - Mesh Generation
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  - Texture mapping and synthesis
- **Misc**
  - Non-photorealistic rendering
  - Crowd simulation

# 2D: Digital Micrography



# 2D: Digital Micrography



**In Flanders fields**

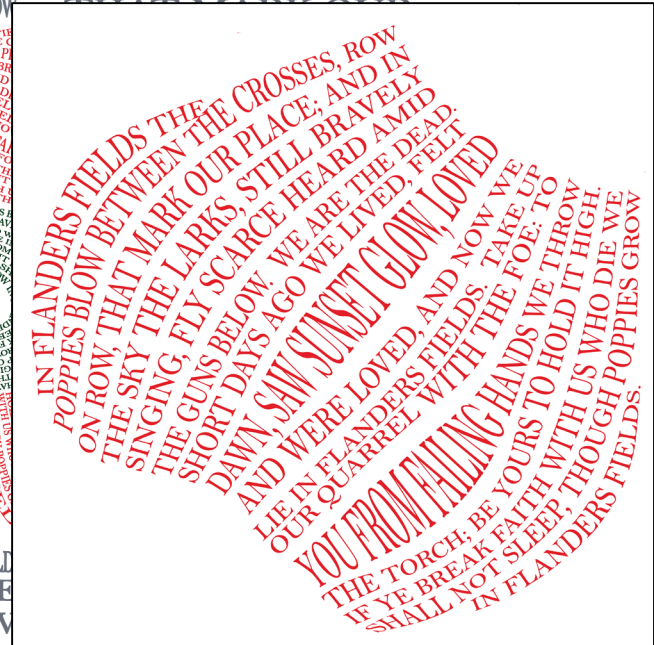
**I**N Flanders fields the poppies blow  
Between the crosses, row on row,  
That mark our place; and in the sky  
The larks, still bravely singing, fly  
Scarce heard amid the guns below.

We are the Dead. Short days ago  
We lived, felt dawn, saw sunset glow,  
Loved and were loved, and now we lie,  
In Flanders fields.

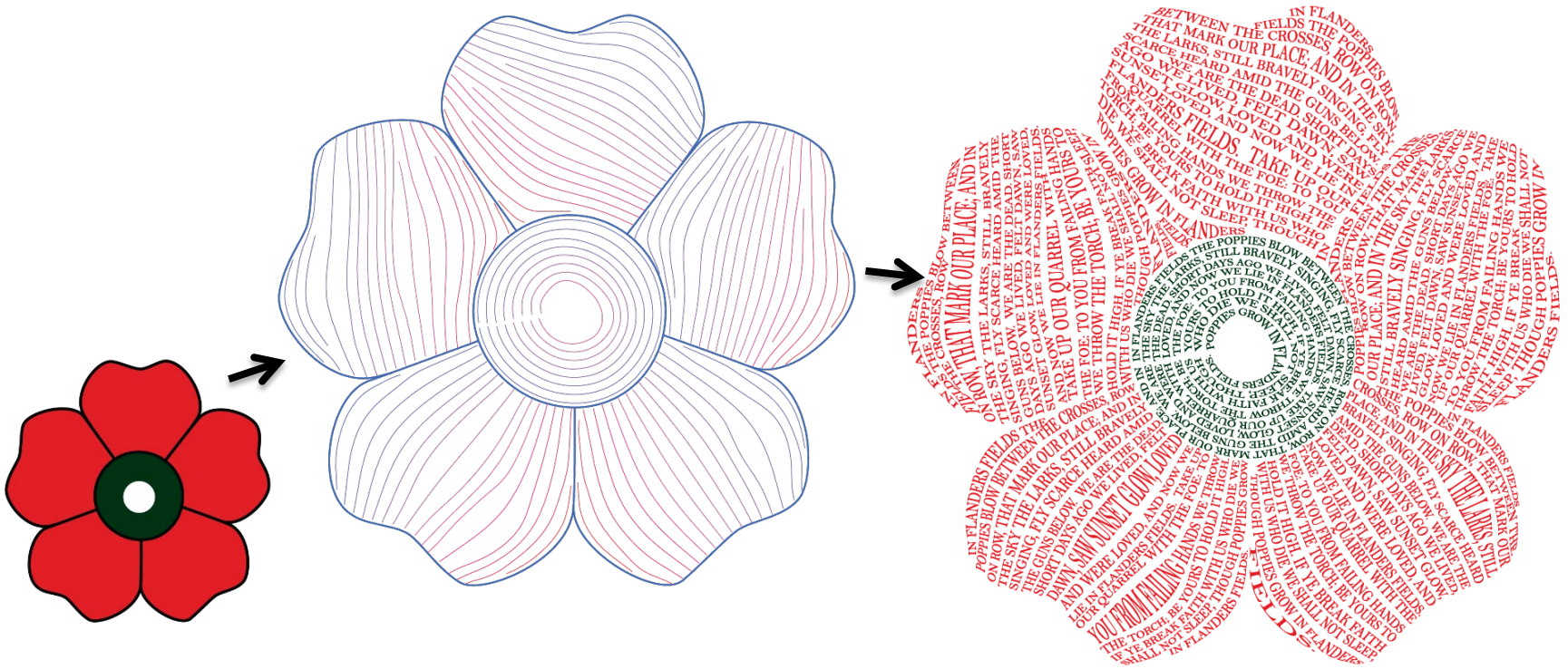
Take up our quarrel with the foe:  
To you from failing hands we throw  
The torch; be yours to hold it high.  
If ye break faith with us who die  
We shall not sleep, though poppies grow  
In Flanders fields.



IN FLANDERS FIELDS THE POPPIES BLOW BETWEEN  
THE CROSSES, ROW ON ROW  
PLACE; AND IN  
LARKS, STILL  
SINGING, FLY  
AMID THE  
BELOW. WE  
DEAD.  
DAYS AGO  
FELT DAWN,  
SUNSET  
LOVED AND  
LOVED, AND  
LIE IN  
FIELDS.  
OUR  
WITH THE  
YOU FROM  
HANDS WE  
TORCH; BE YOURS  
FAITH WITH US WHO DIE  
THOUGH POPPIES GROW

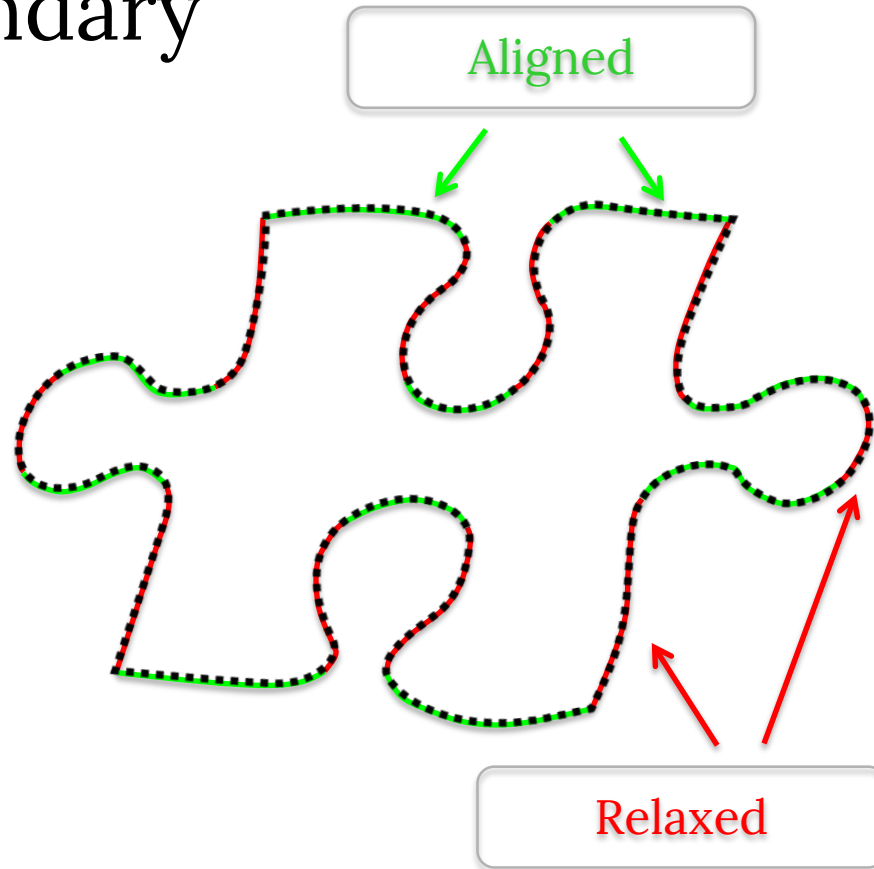


# 2D: Digital Micrography

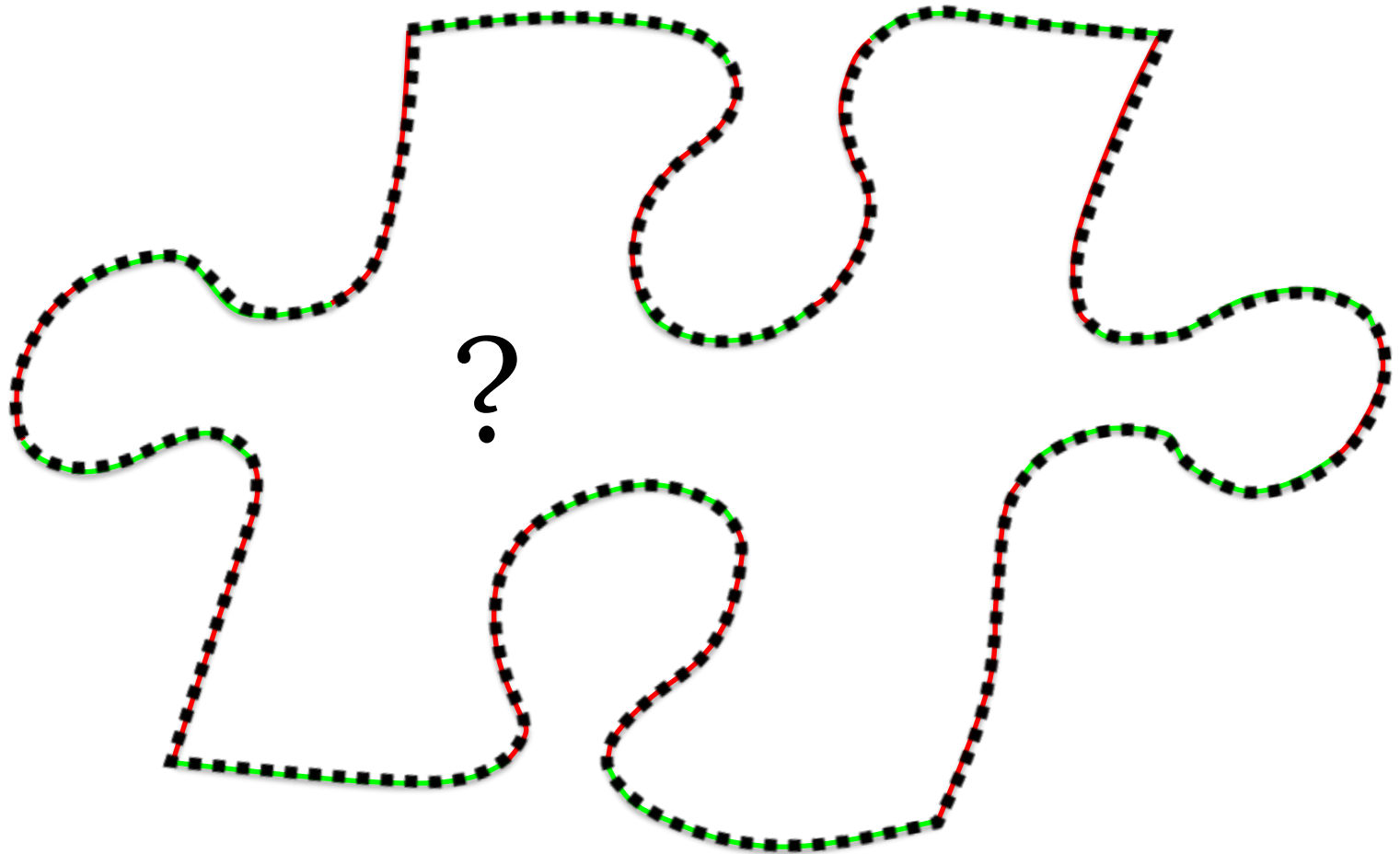


# Boundary conditions

- Vector field is parallel or perpendicular to the boundary



Inside?





# Inside?

- Smoothest interpolation of boundary values
- Laplace equation with Dirichlet boundary conditions
- Discretization?
- Representation?

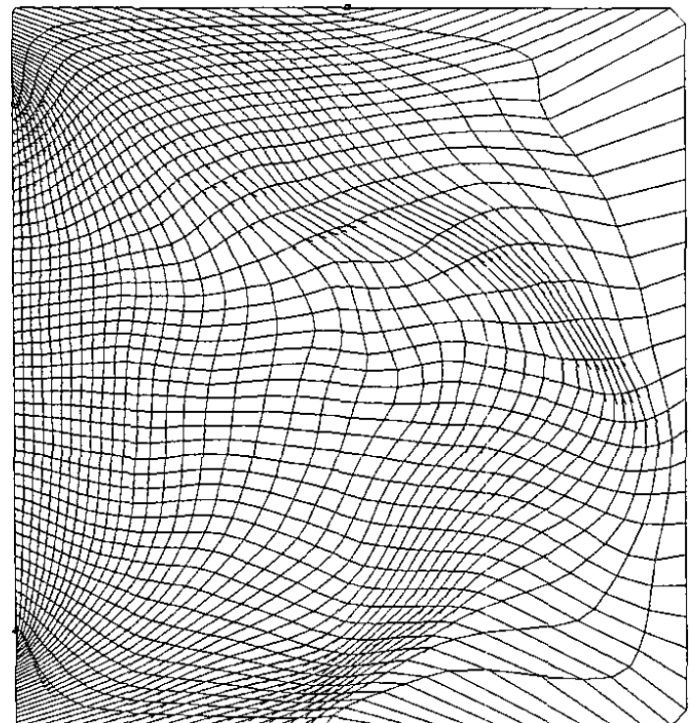
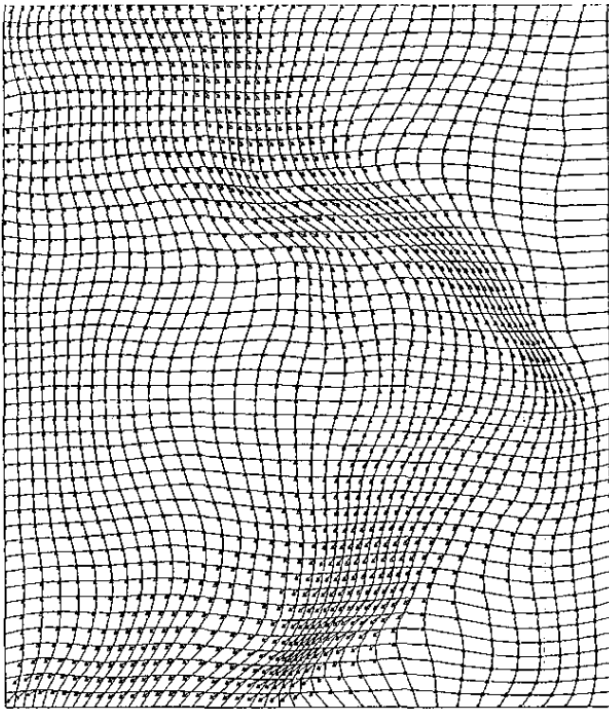
$$\begin{aligned} \Delta u &= 0 \\ u \Big|_{\partial\Omega} &= v \end{aligned}$$

# Outline

- Geometry processing
  - **Mesh Generation**
  - Deformation
  - Texture mapping and synthesis
- Misc
  - Non-photorealistic rendering
  - Crowd simulation

# 2D Mesh Generation

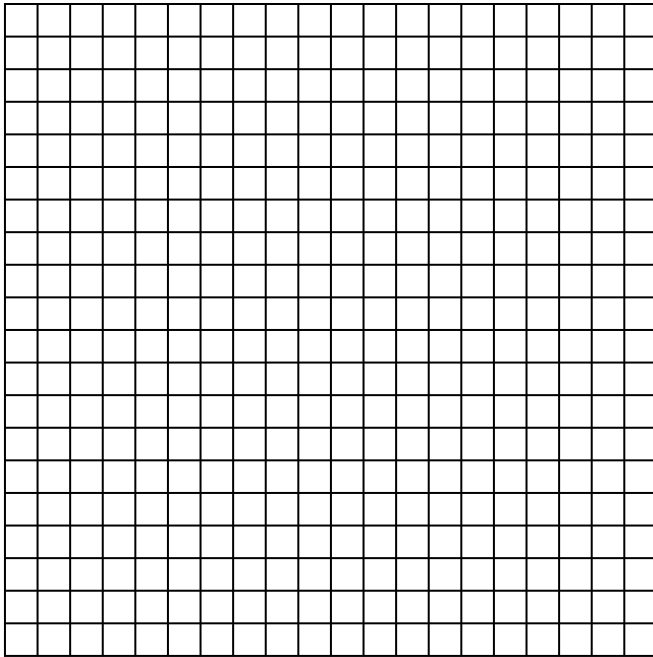
- Input: mesh topology + vector field (VF)
- Task: Align the mesh with the VF



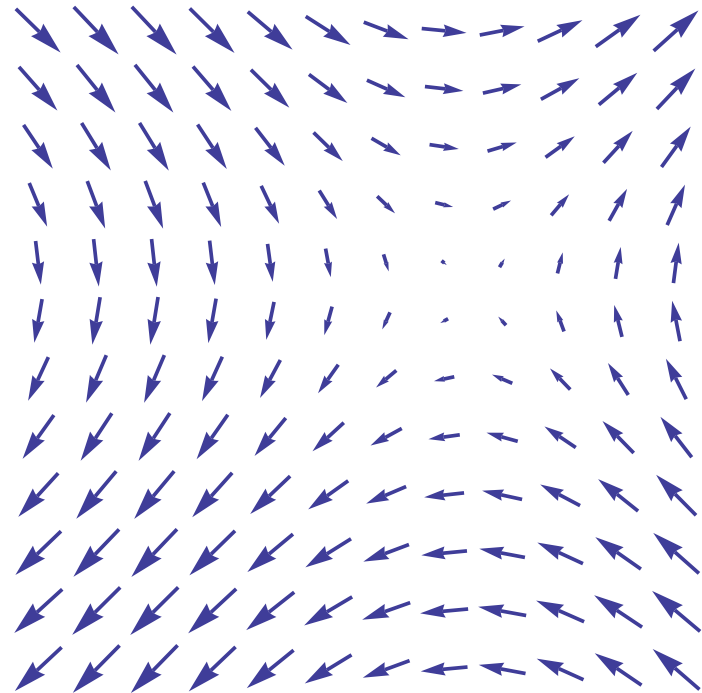
‘Mesh Generation Using Vector Fields’ by P.Knupp, 1994

# 2D Mesh Generation

- User chooses which edge should align to VF



+



- How to formulate alignment?

# Alignment

$$X_e = l_e u_i$$

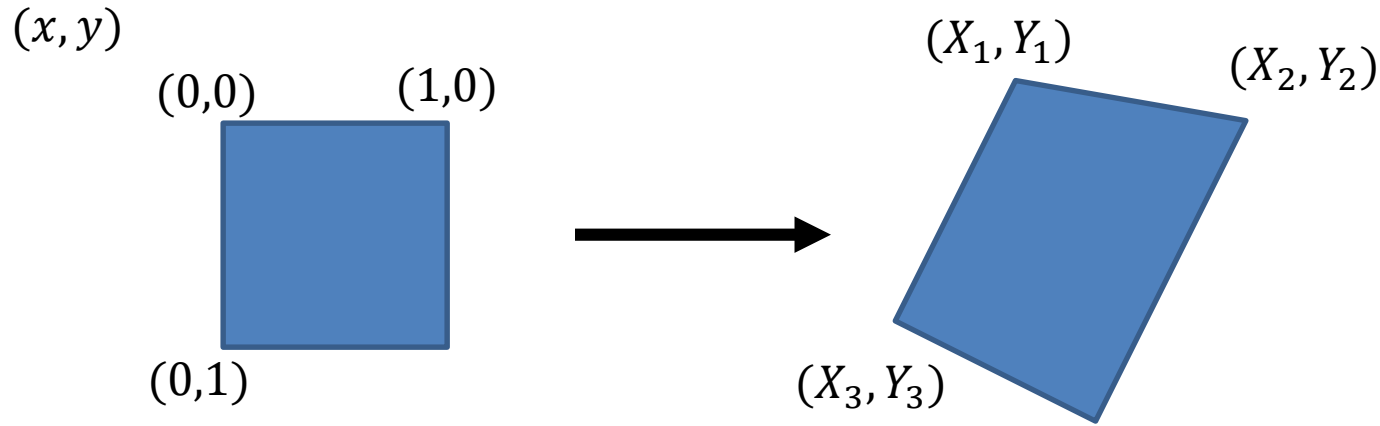
Edge vector

Scaling factor

Vector field (normalized)

The diagram illustrates the equation  $X_e = l_e u_i$ . Three blue arrows point from the labels below to the terms in the equation: one from 'Edge vector' to  $X_e$ , one from 'Scaling factor' to  $l_e$ , and one from 'Vector field (normalized)' to  $u_i$ .

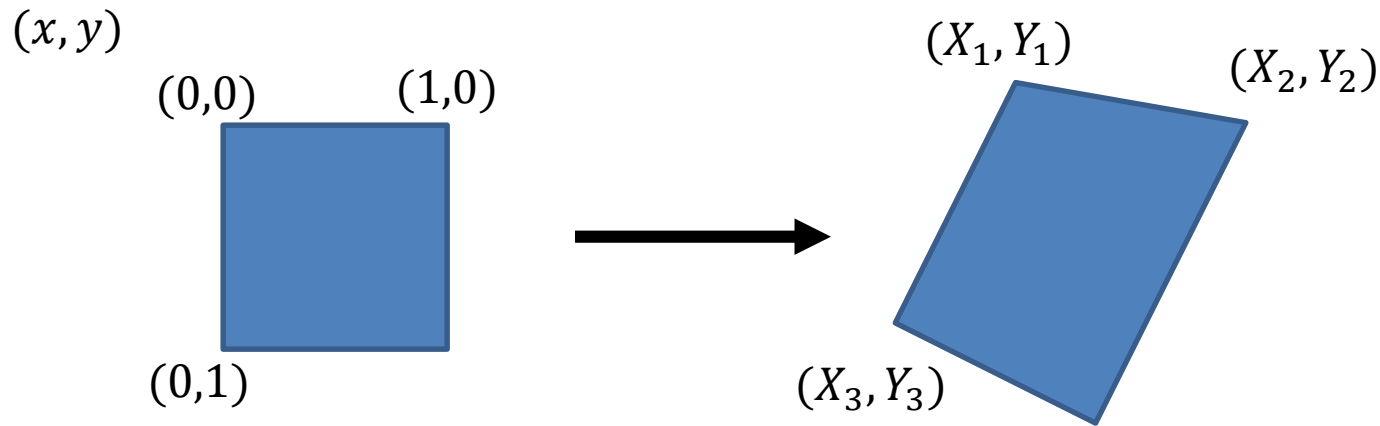
# Equivalent formulation



$$\text{Jacobian: } J = \begin{pmatrix} \frac{\partial X}{\partial x} & \frac{\partial X}{\partial y} \\ \frac{\partial Y}{\partial x} & \frac{\partial Y}{\partial y} \end{pmatrix}$$

$$\text{Discretized: } J = \begin{pmatrix} X_2 - X_1 & X_3 - X_1 \\ Y_2 - Y_1 & Y_3 - Y_1 \end{pmatrix}$$

# Equivalent formulation



$$J = \begin{pmatrix} X_2 - X_1 & X_3 - X_1 \\ Y_2 - Y_1 & Y_3 - Y_1 \end{pmatrix}$$

$$J = U \cdot \begin{pmatrix} l_1 & \\ & l_2 \end{pmatrix} = T_U$$

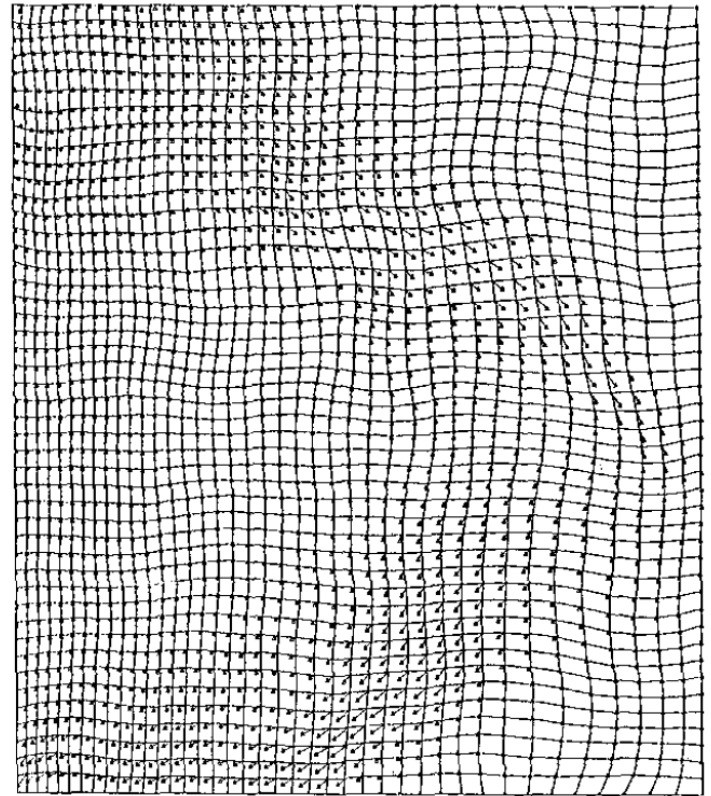
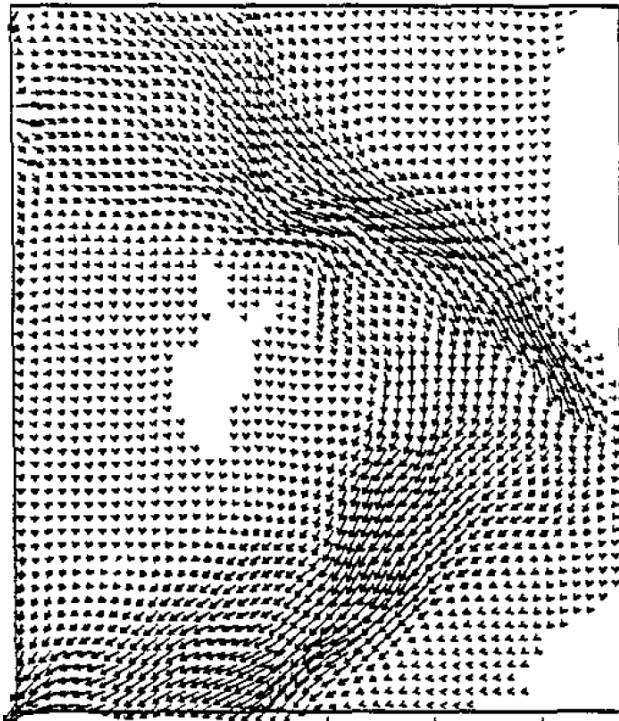
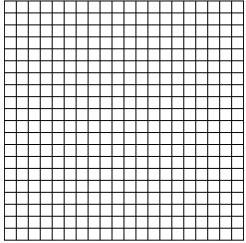
# Final statement

- Constrain inverses instead

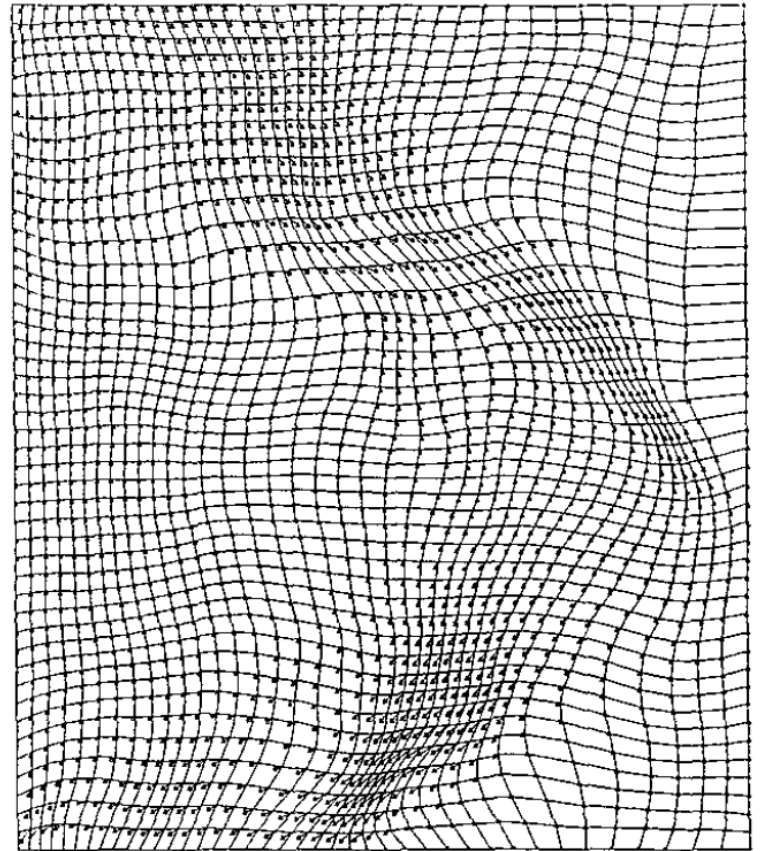
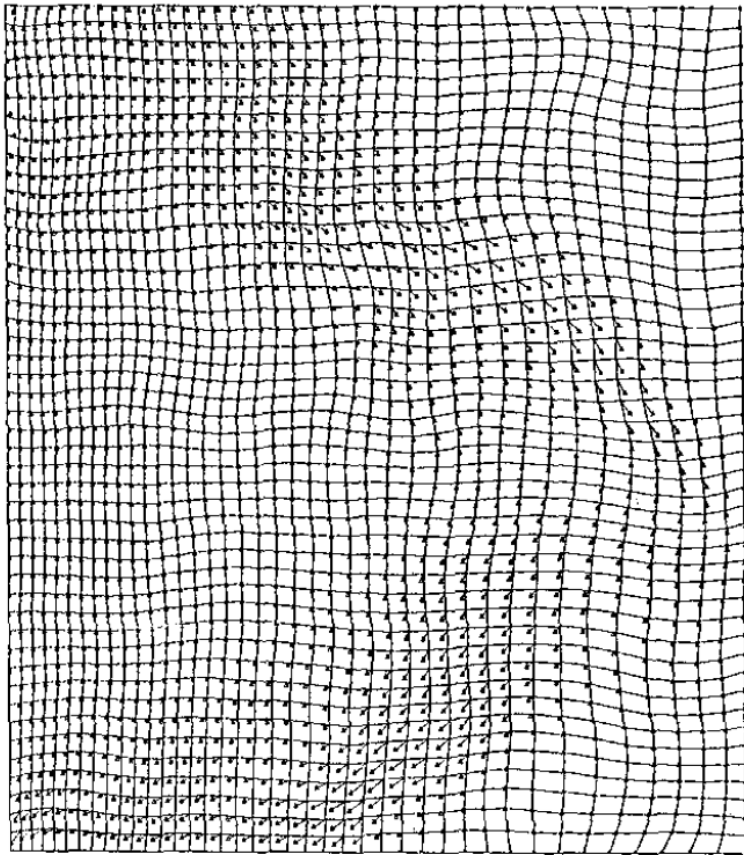
$$\min \int \det(J^{-1} - T^{-1})^2 dx dy$$



# Issues?



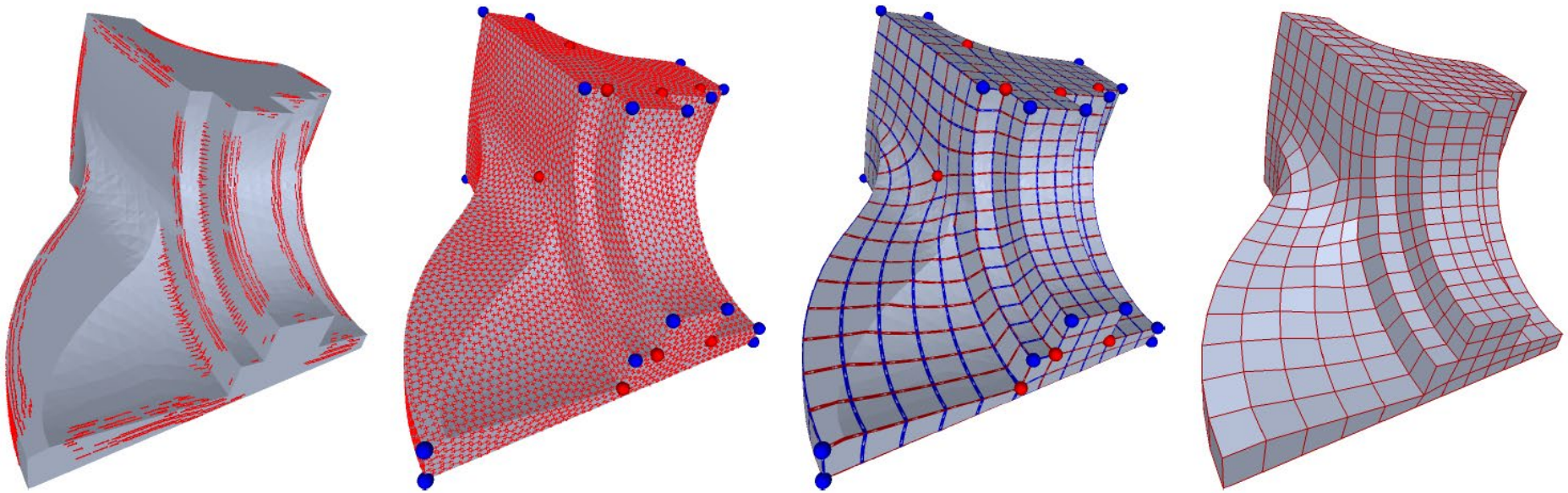
# Adding non-uniform sizing



# Mesh Quadrangulation

**Input:** Triangle mesh + sparse directions

**Output:** Quad mesh aligned with the directions



‘Mixed-Integer Quadrangulation’ by Bommes et al., 2009

# Mesh Quadrangulation

1. Compute two vector fields
2. Align a quad mesh with them

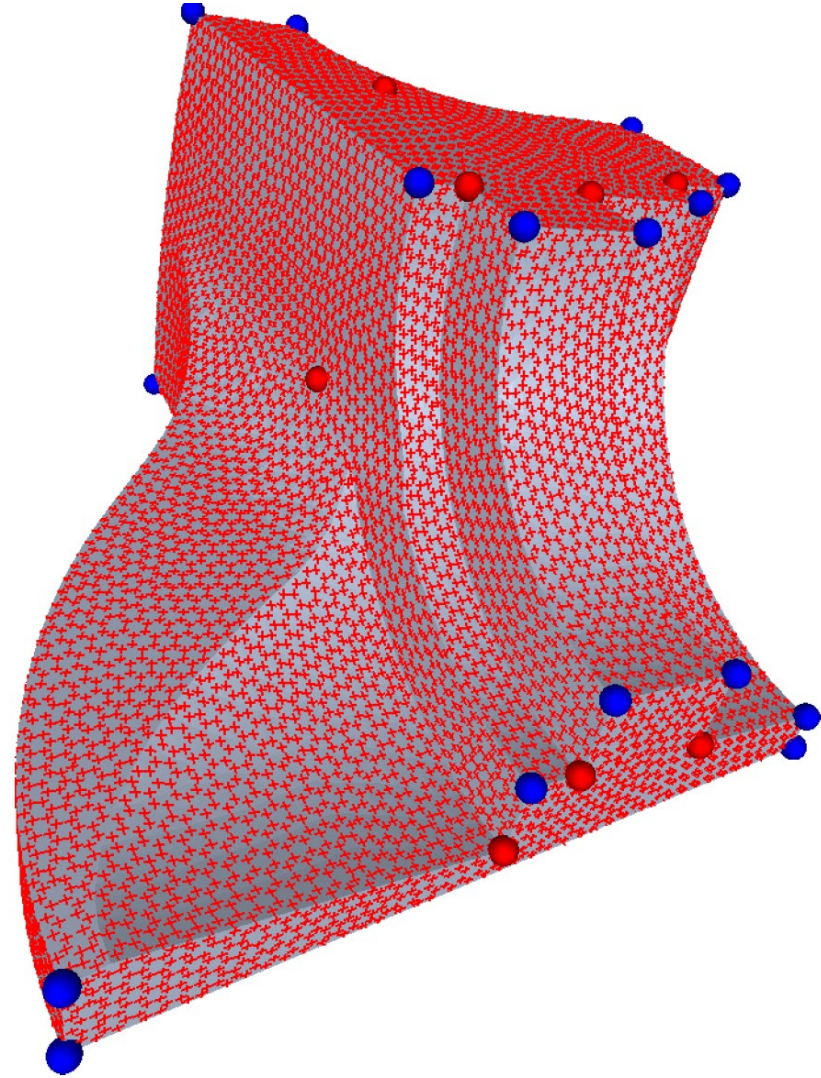
# Mesh Quadrangulation

1. Compute a cross field
2. For all points on a surface, compute  $(u, v)$

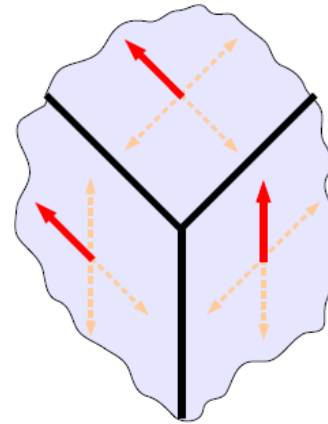
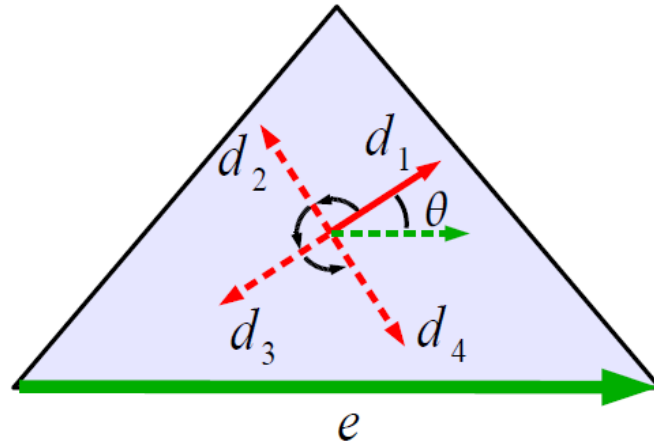
Parameterization!  
More on that later

# Cross Fields

- 4 coupled vectors =  
2 directions



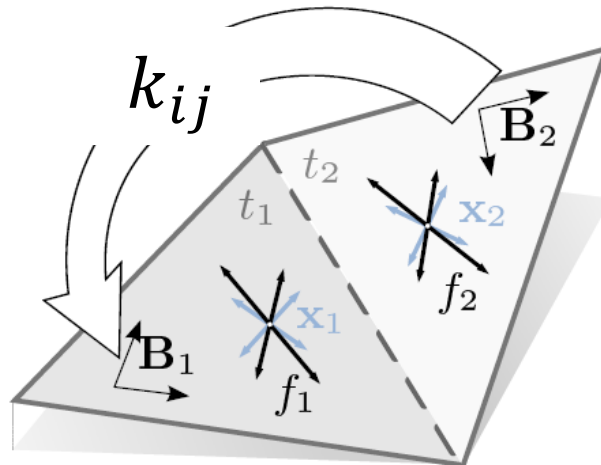
# Representation and singularities



# Smoothness?

- Associate tangent spaces
- Add period jumps

$$E_{smooth} = \sum_{e_{ij} \in E} \underbrace{\left( \theta_i + \kappa_{ij} + \frac{\pi}{2} p_{ij} - \theta_j \right)^2}_{\theta_i \text{ w.r.t. frame } j} \in \mathbb{Z}$$

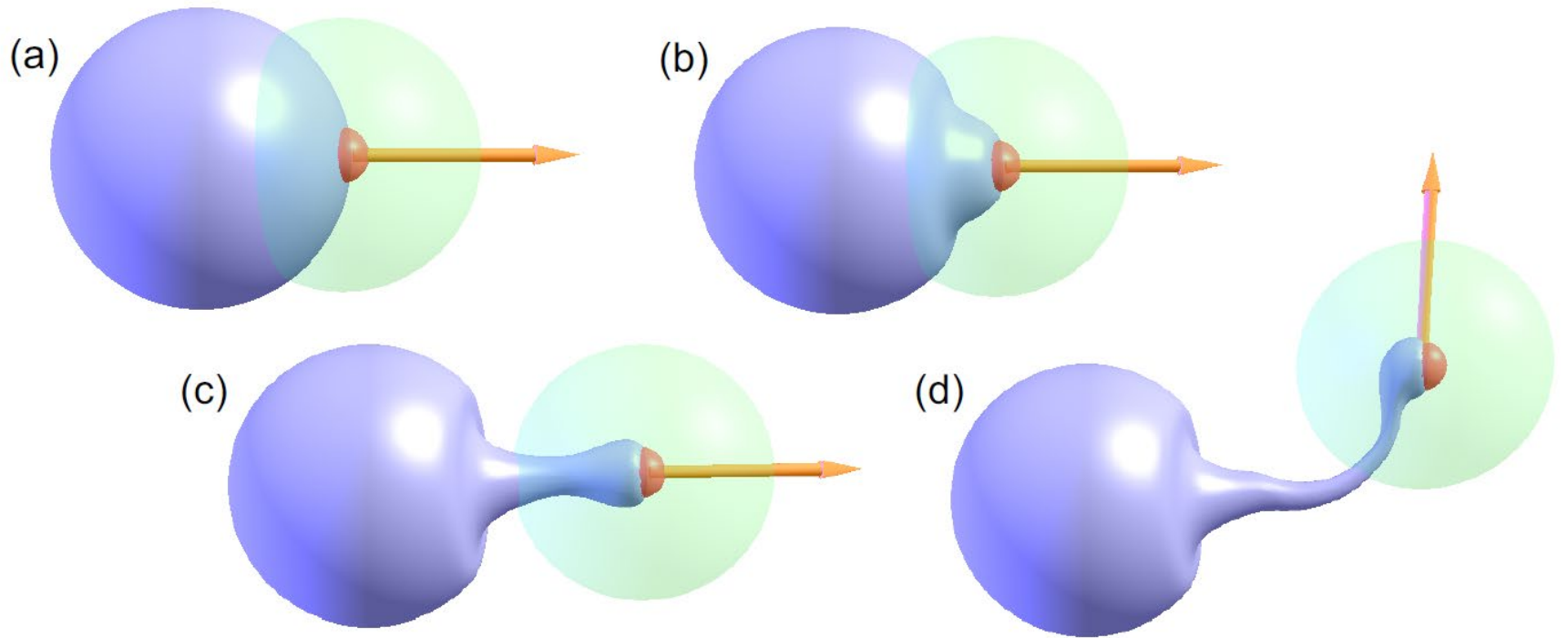




# Outline

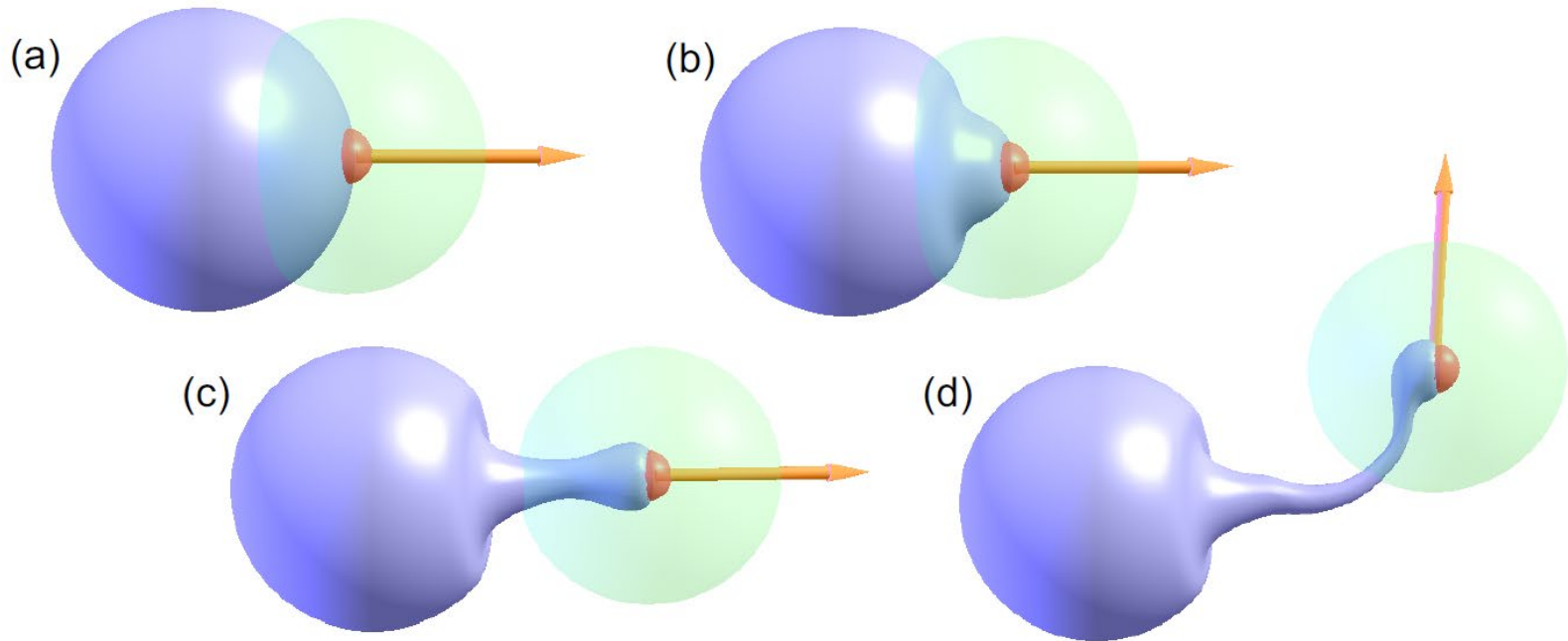
- Geometry processing
  - Mesh Generation
  - **Deformation**
  - Texture mapping and synthesis
- Misc
  - Non-photorealistic rendering
  - Crowd simulation

# Mesh Deformation



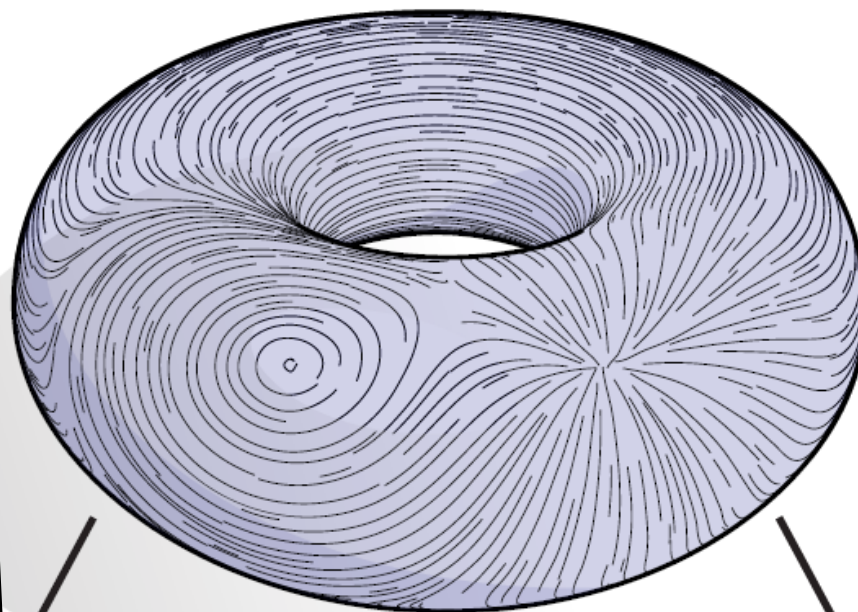
# Mesh Deformation

Find a *divergence-free* vector field  
 $\text{div } v = 0$



**Before:**

# Helmholtz-Hodge Decomposition



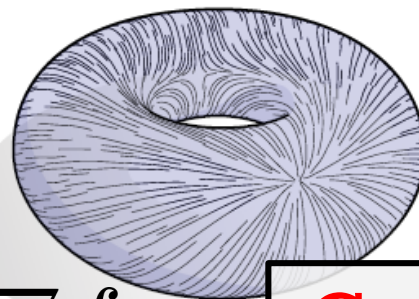
**Divergence  
free**

$2g$ -dimensional  
**Harmonic**

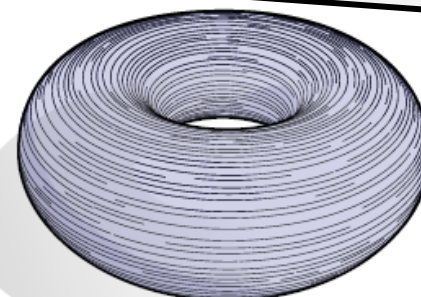
$\mathcal{R}\nabla f$



$\nabla f$



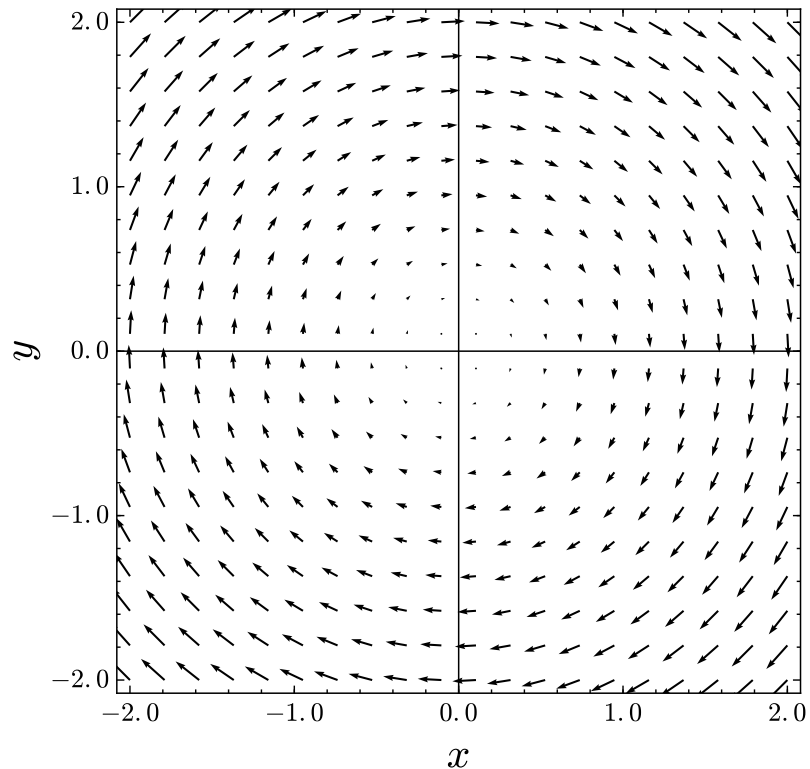
**Curl free**



# Divergence-Free VF

$$\text{Divergence: } \operatorname{div} v = \nabla \cdot v = \frac{\partial v}{\partial x} + \frac{\partial v}{\partial y} + \frac{\partial v}{\partial z}$$

Divergence-free => No stretch/squash!



# Tangent Vector Fields

- Rotated gradient fields have zero divergence

$$\operatorname{div} R\nabla u = 0$$

(proof for 2D case on the board)

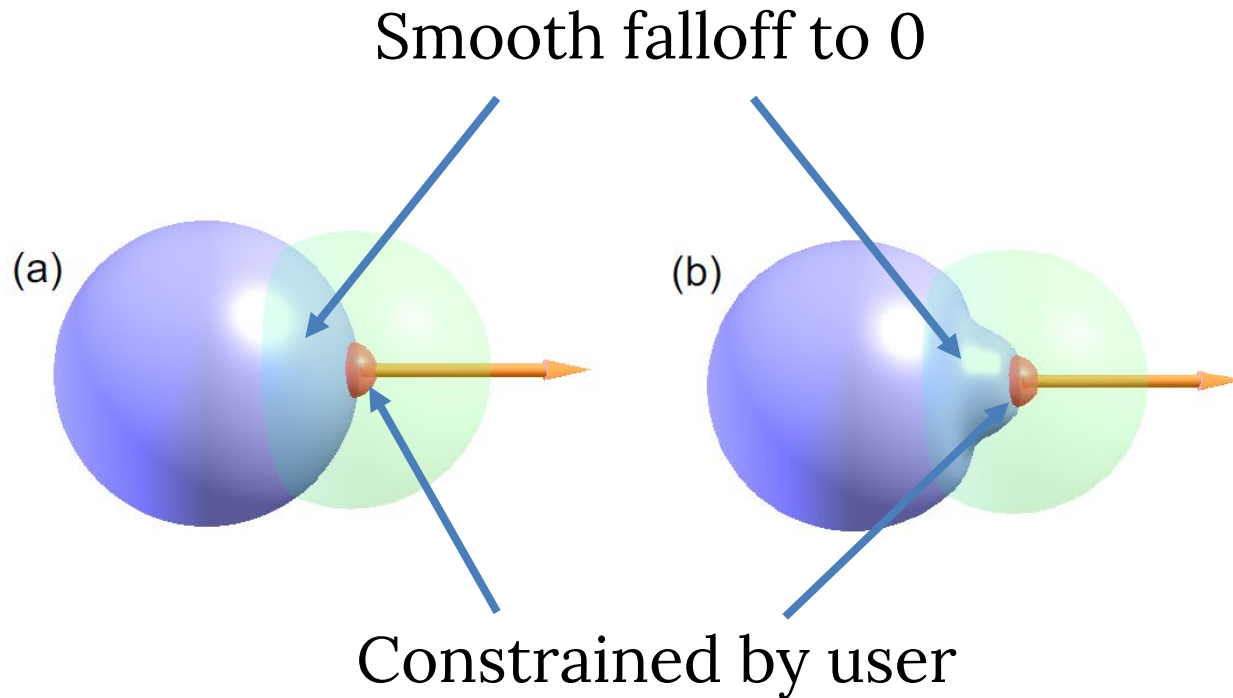
# Normal Vector Fields

Cross product of two gradients has zero divergence

$$\mathbf{v}(x, y, z) = \nabla p(x, y, z) \times \nabla q(x, y, z)$$

$$\operatorname{div} v = 0$$

# Mesh Deformation



Can specify twist!



# Outline

- Geometry processing
  - Mesh Generation
  - Deformation
  - **Texture mapping and synthesis**
- Misc
  - Non-photorealistic rendering
  - Crowd simulation

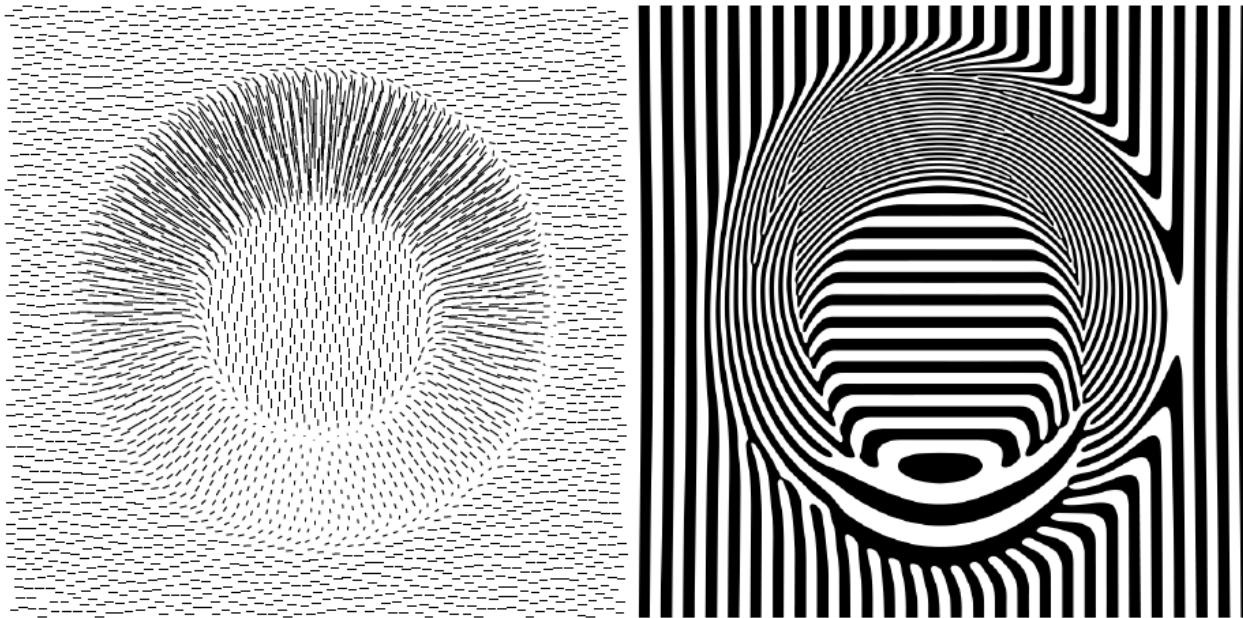
# Texture Synthesis



‘Stripe Patterns on Surfaces’ by F. Knoppel et al., 2015

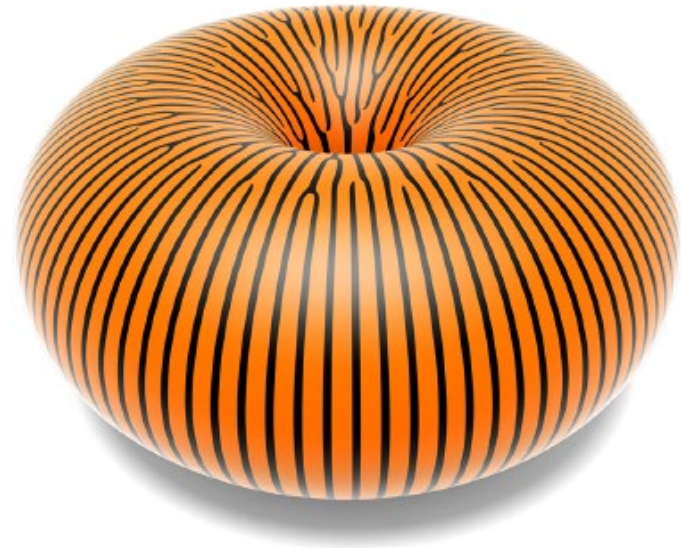
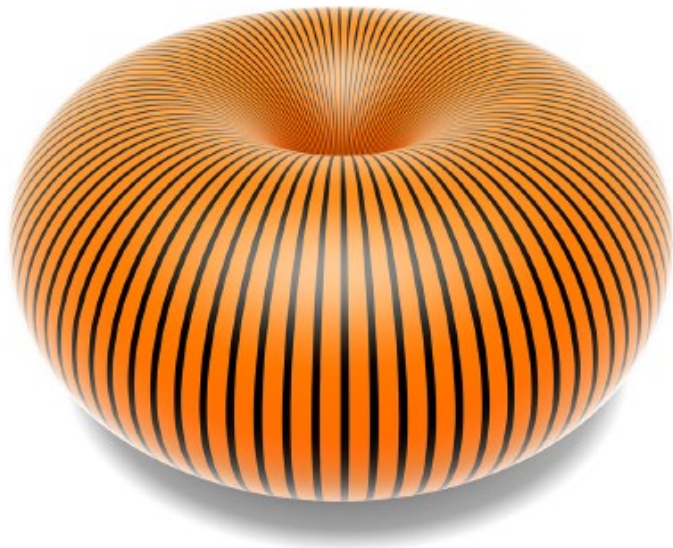
# Idea

- Input: mesh + vector field (+scale)
- Output: scalar field controlling periodic texture
  - Imagine periodic texture as  $f = \sin(\alpha)$



# Idea

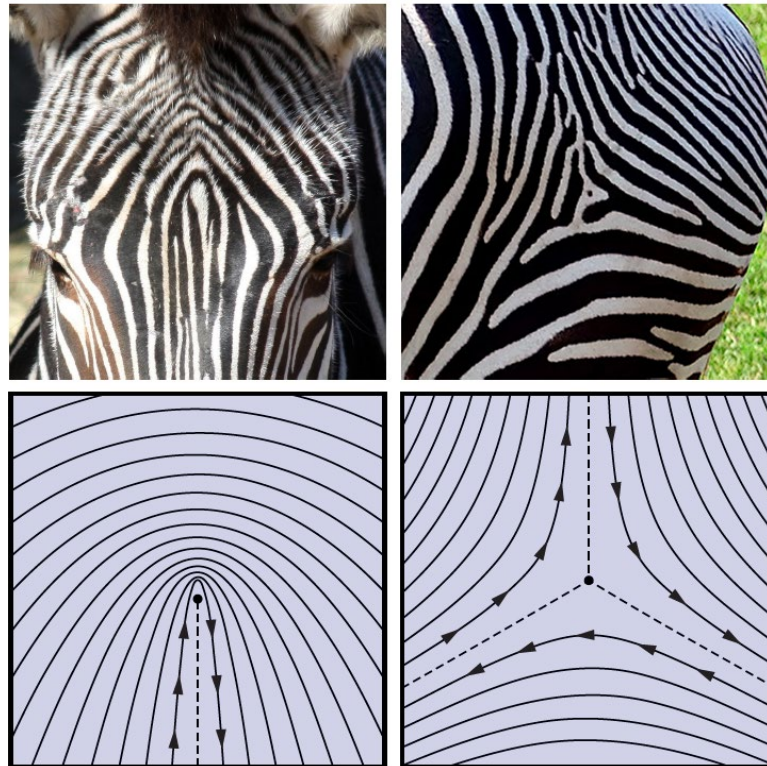
Singularities => more even spacing



# Idea

Singularities => more even spacing

Also occurring in nature



# Familiar components!

- Representation
- Connection
- Singularities
- Dirichlet Energy

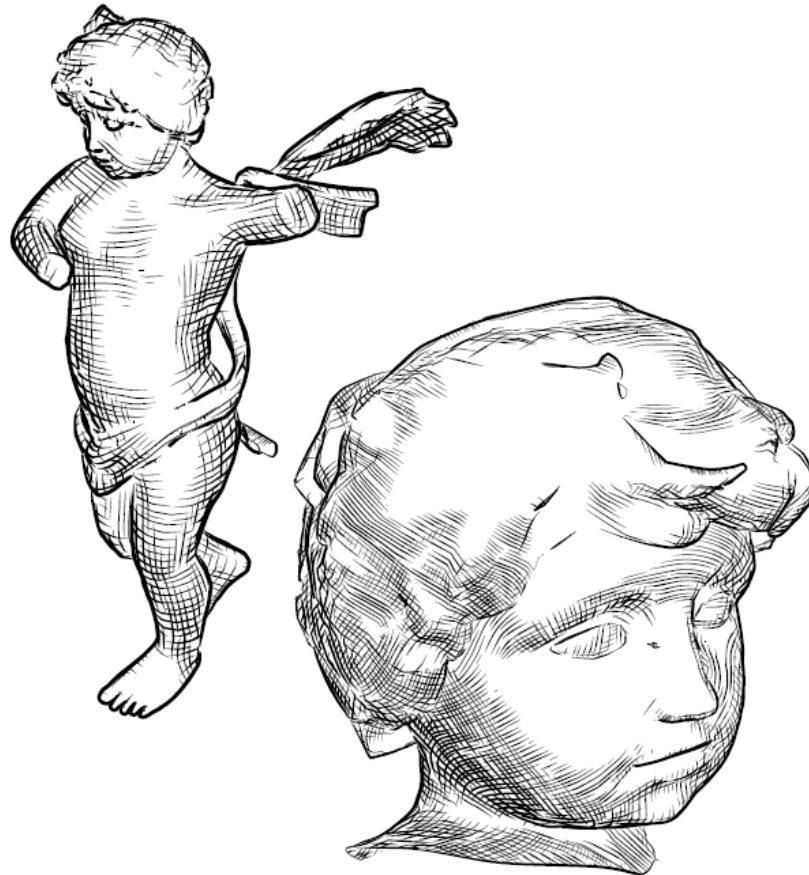
... but also some other notions  
beyond the scope of this course

# Outline

- Geometry processing
  - Mesh Generation
  - Deformation
  - Texture mapping and synthesis
- Misc
  - **Non-photorealistic rendering**
  - Crowd simulation

# Non-photorealistic rendering

- Input: mesh
- Output:



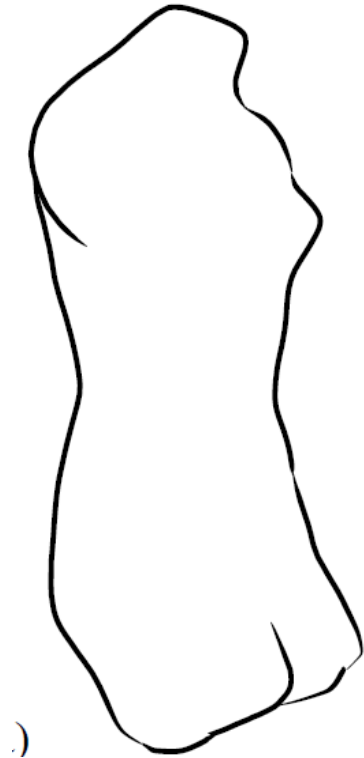
‘Illustrating Smooth Surfaces’ by Hertzmann & Zorin, 2001



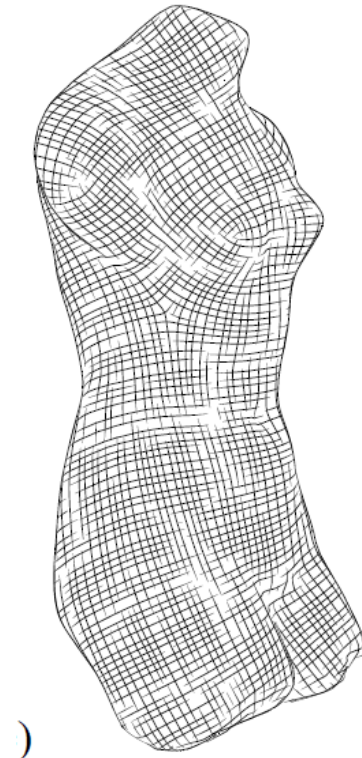
# Components

Silhouettes

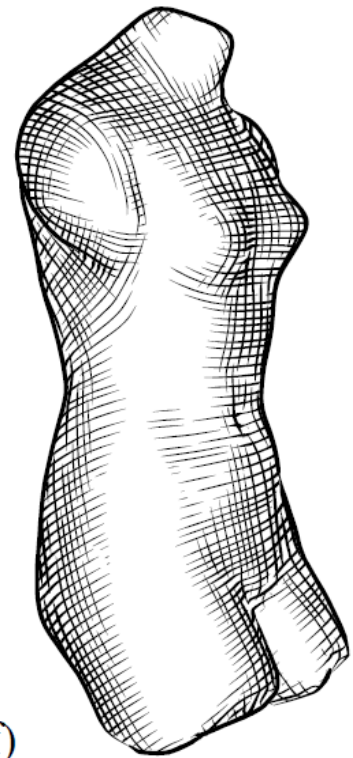
'hatching'



+

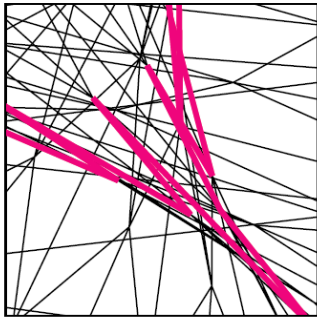


=

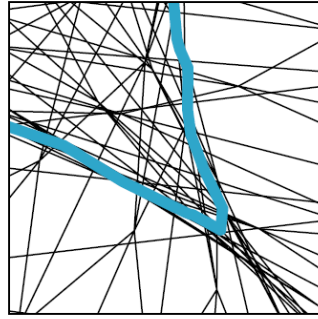


# Silhouettes

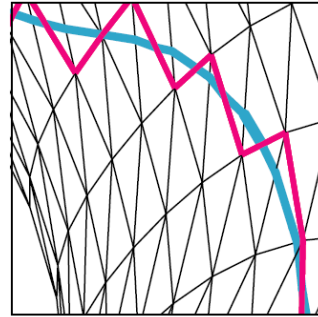
- Mesh silhouettes are unreliable



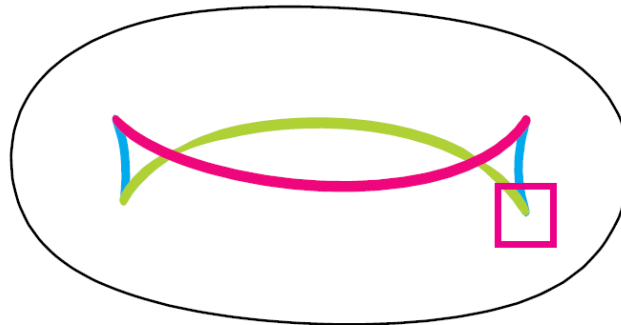
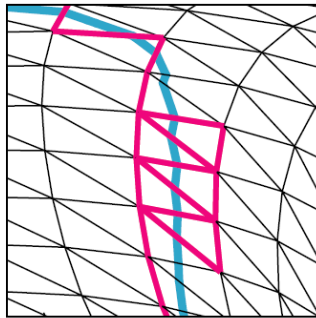
a)



(b)



(c)




# Silhouettes

Better idea:

Silhouettes = zeros of a scalar field

Point  $p$  is on silhouette  $\Leftrightarrow$

$$n \cdot (c - p) = 0$$



Camera position  
(homogeneous  
coordinates)

# Silhouettes


Better idea:

Silhouettes = zeros of a scalar field

Point  $p$  is on silhouette  $\Leftrightarrow$

$$n \cdot (c - p) = 0$$

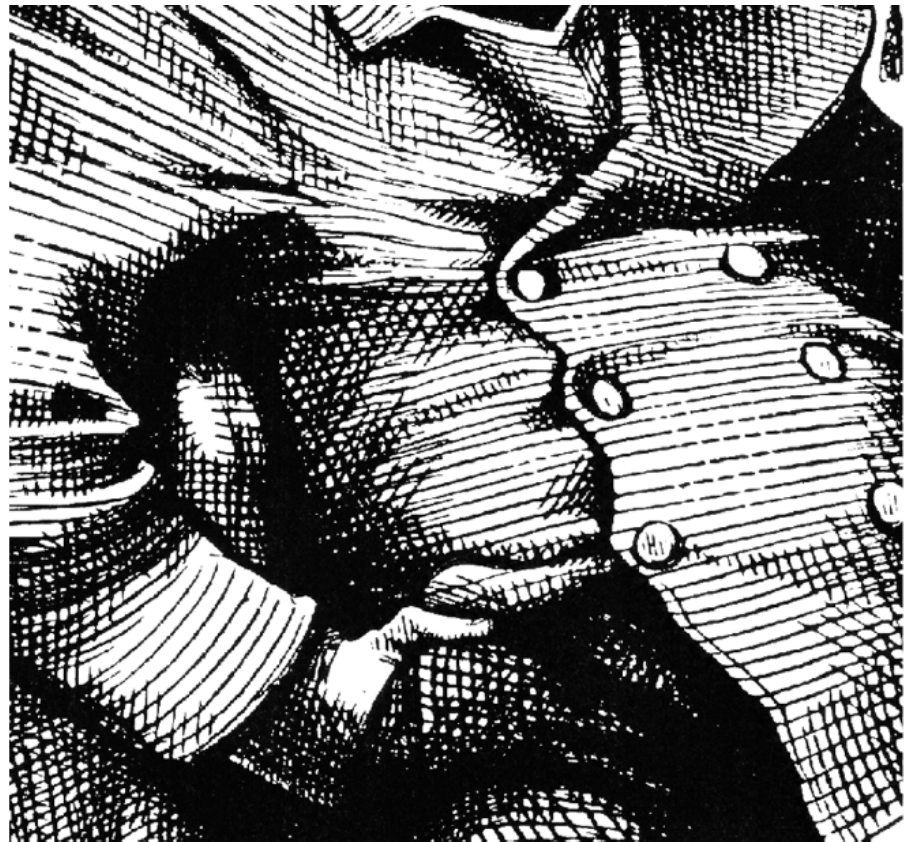
Camera position  
(homogeneous  
coordinates)



Compute at every  
vertex, interpolate,  
find zero-crossings

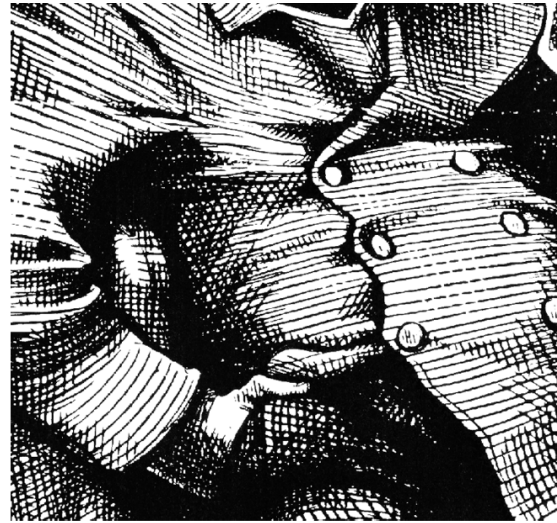
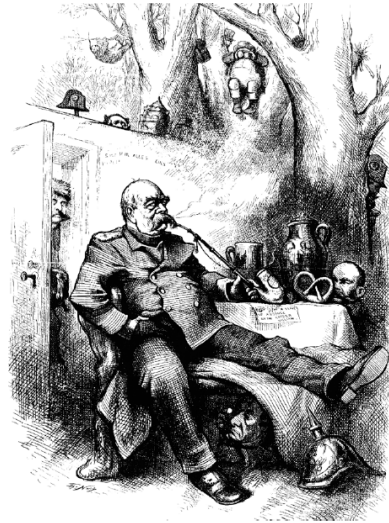
# Hatching

- Principle curvature directions!



# Hatching

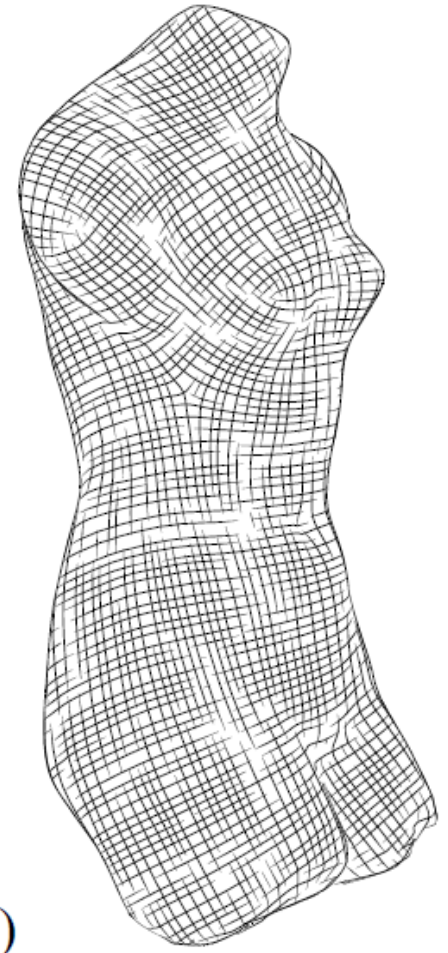
- Principle curvature directions!



- Except those are not defined for *umbilics* (equal principal curvatures)
- At umbilics, draw geodesics!

# Hatching

- Find parabolic areas of the mesh
- Constrain cross field to align with principle curvatures
- The rest should be smooth
  - Smoothness term uses a connection



# Result

