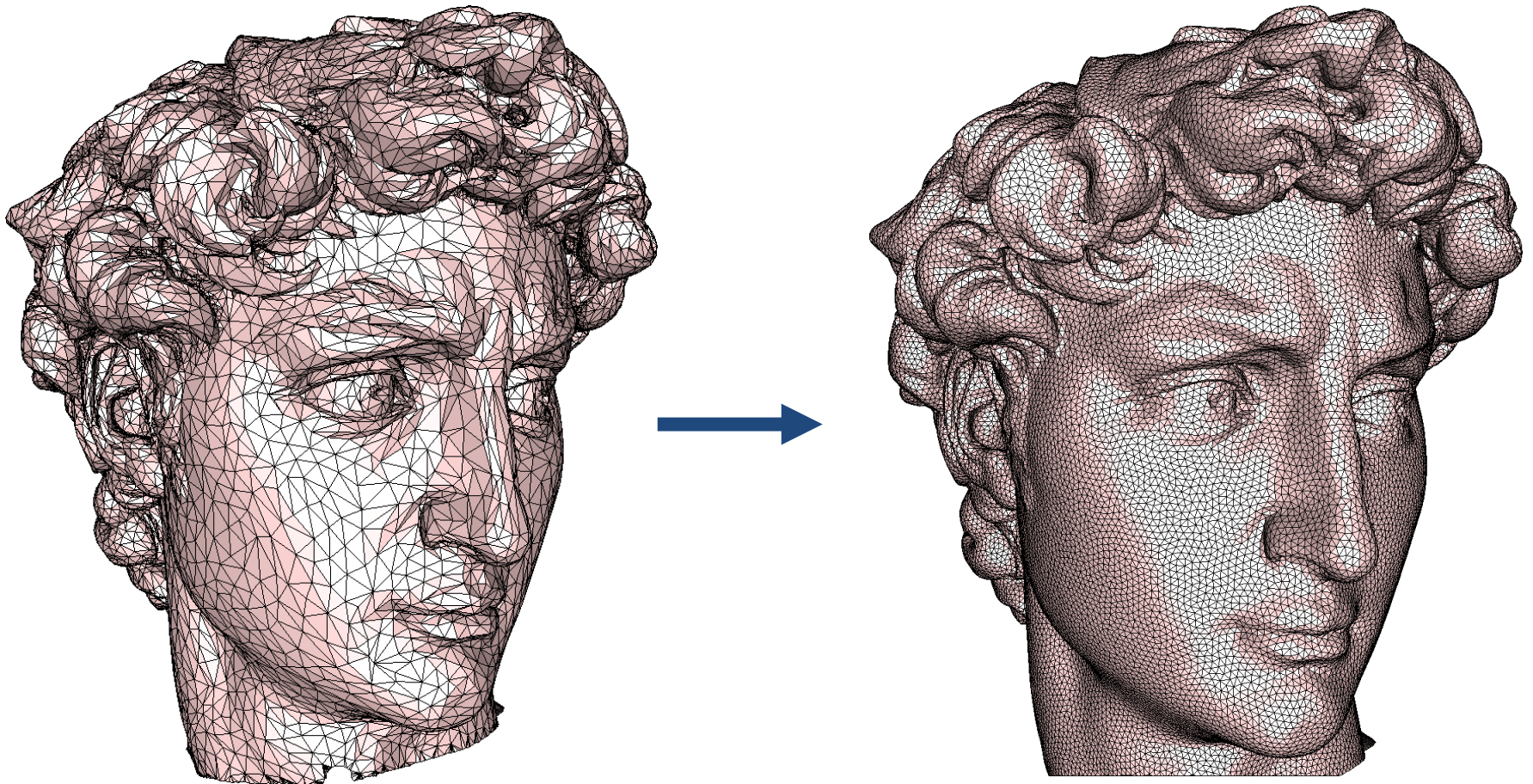


IFT 6112

16 - REMESHING

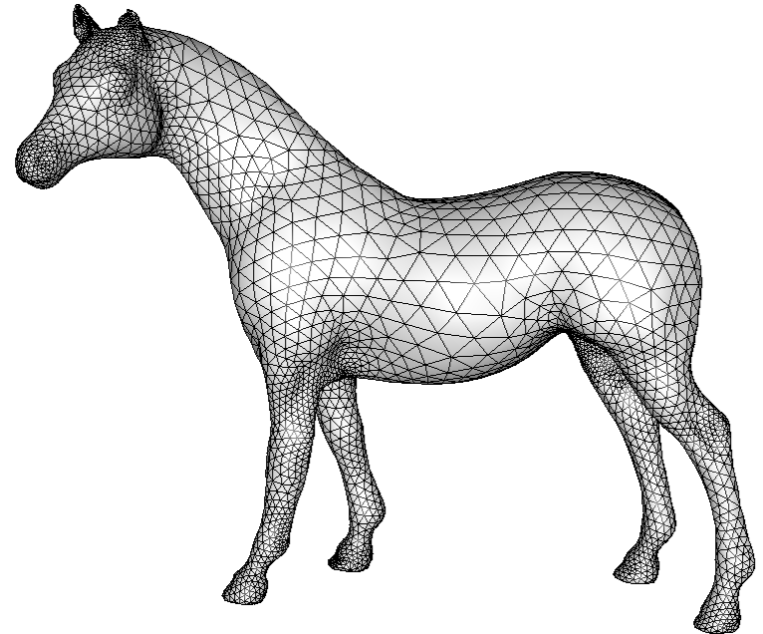
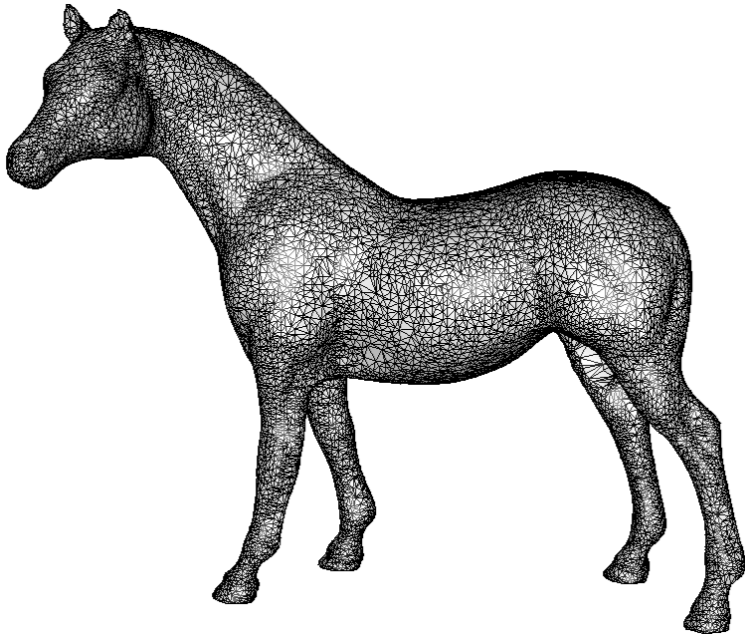
<http://www-labs.iro.umontreal.ca/~bmpix/teaching/6112/2018/>



Mikhail Bessmeltsev

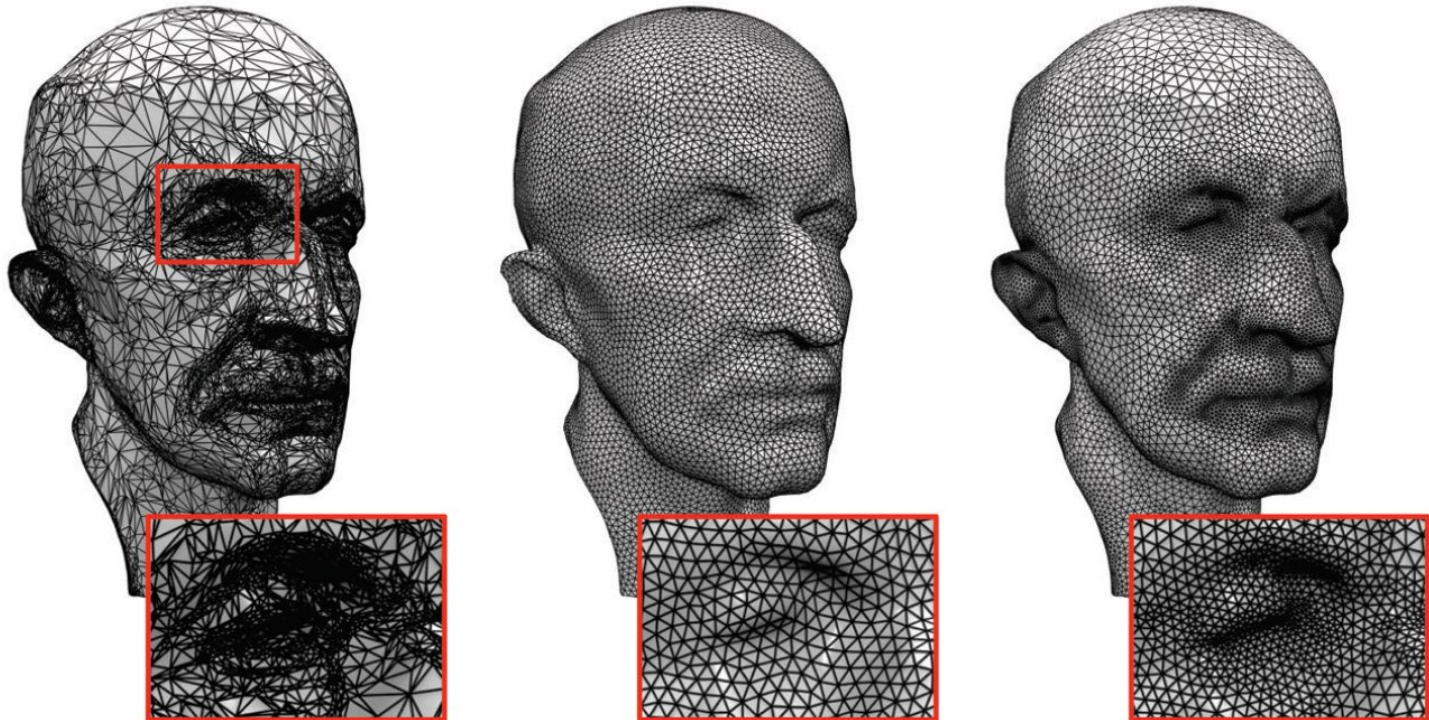
Re-Meshing Surfaces

Generate a **better** mesh
close to the original surface

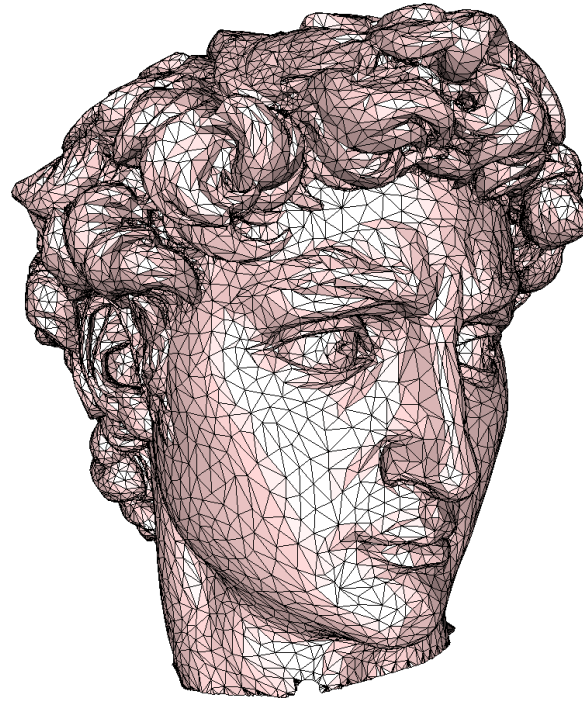


Motivation

- Numerical stability
- Easier modeling
- Quality requirements



What's a good mesh?



If P, Q are sets,

$$H_P(Q) = \max_{p \in P} \min_{q \in Q} \|p - q\|$$

Hausdorff Metric:

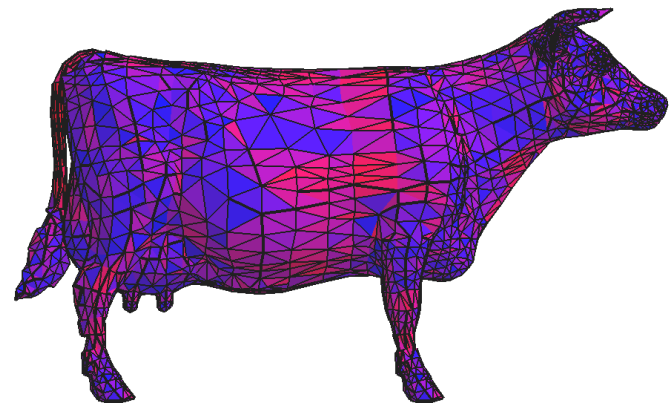
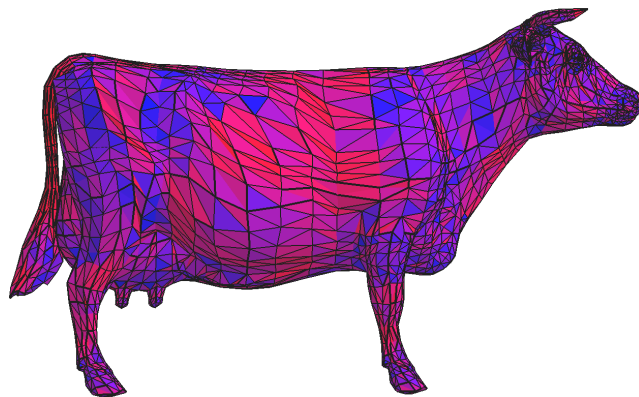
$$H(P, Q) = \max(H_Q(P), H_P(Q))$$

On mesh approximate by

- measuring vertex to surface distance
- measuring vertex to vertex distance
- Computation complexity?

How to (re)mesh surfaces?

- Delaunay triangulation?
 - What is Delaunay criterion on surface?
 - Option 1: Use sphere instead of circle
 - Works for volumetric meshes (tets)
 - Option 2: Use pairwise test only
 - Theoretical Delaunay properties?
 - Boundary recovery = Approximation quality

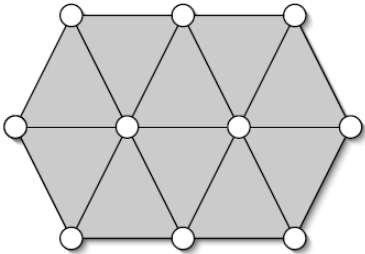


Approaches

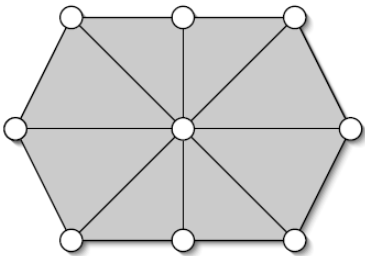
- Mesh adaptation/Local Remeshing
 - Locally update mesh while tracking error
- Reduction to 2D/Global Remeshing
 - Parameterize in 2D
 - Mesh in 2D
 - Project back

Local approach

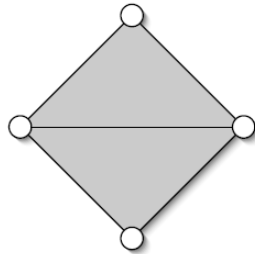
**Remove
short edges**



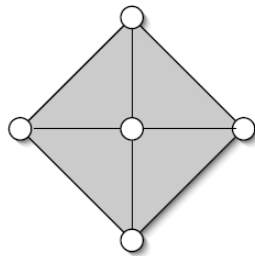
Edge
Collapse



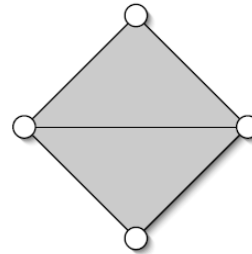
**Remove
long edges**



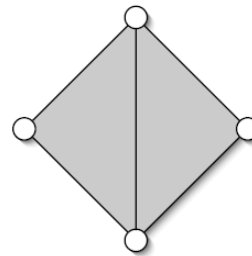
Edge
Split



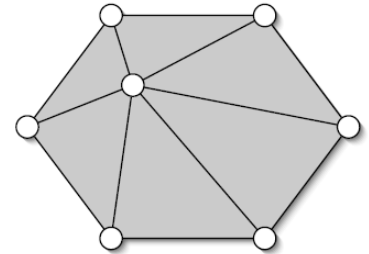
**Adjust vertex
valences**



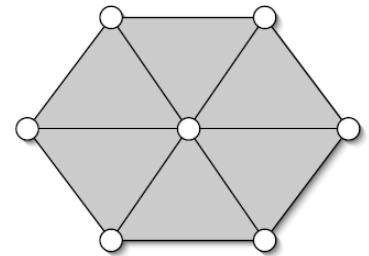
Edge
Flip



Smooth



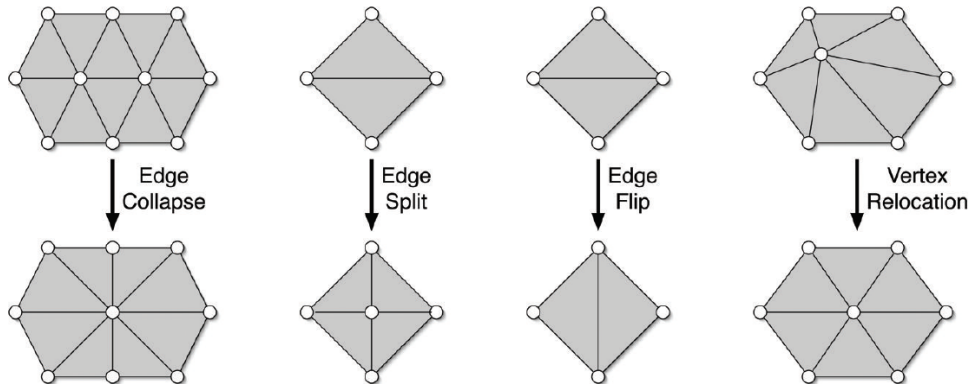
Vertex
Relocation



Local approach

1. Refine/Coarsen to satisfy sizing
2. Smooth mesh
3. Perform flips after every other operation
- 4.

Store original to
compute distance/error



Edge Flip

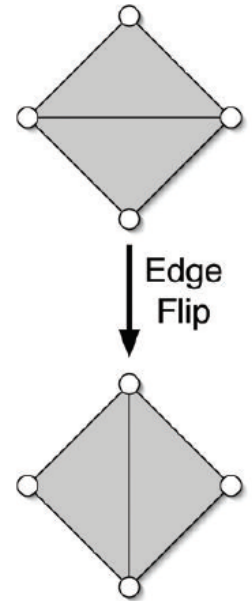
Flip one diagonal if longer than the other
3D equivalent of Delaunay test in 2D

Track approximation error (why?)

- Approximate Hausdorff metric
 - Normal error
 - Smoothness

Test self-intersection

- Complexity? *Maybe skip?*



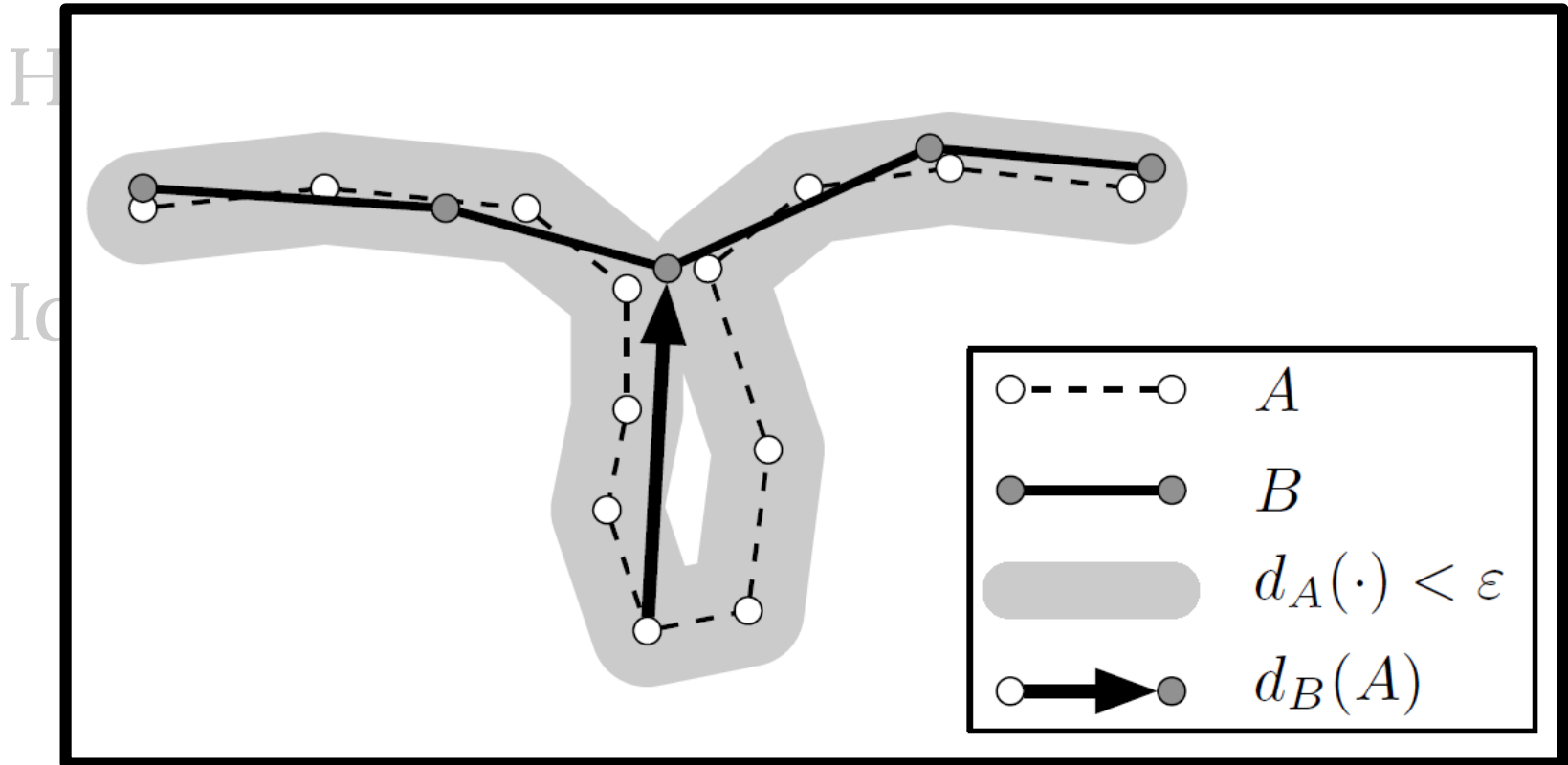
Measuring Error

Hausdorff is expensive => cheat

Idea 1: Stay within an ε -envelope



Measuring Error



Does not limit Hausdorff distance!

Local approach: Edge split

Reach desired sizing or element count

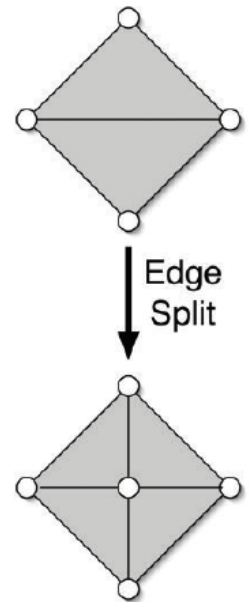
Strategy

Split long edges – insert mid-points

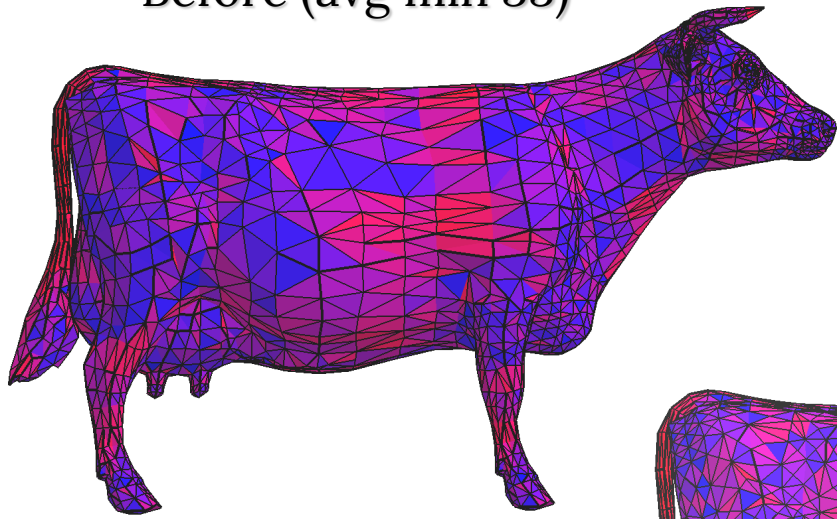
Project to **original** mesh

Hard to achieve good spacing

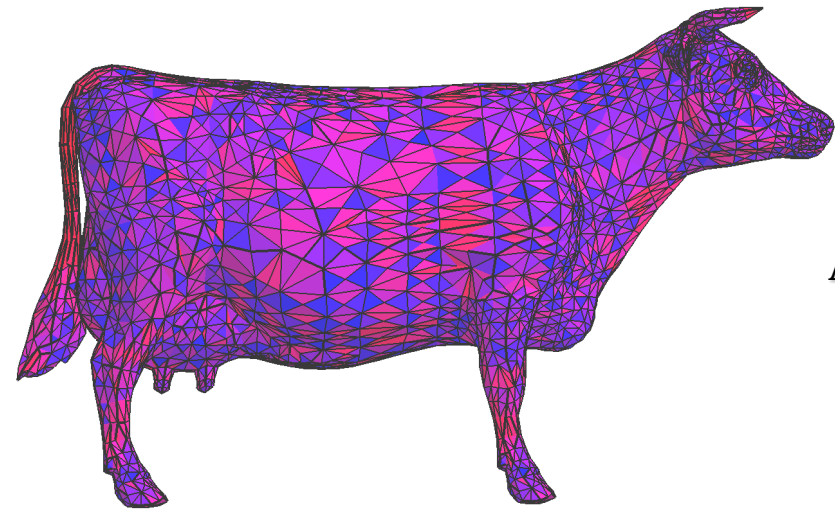
– Improve by smoothing



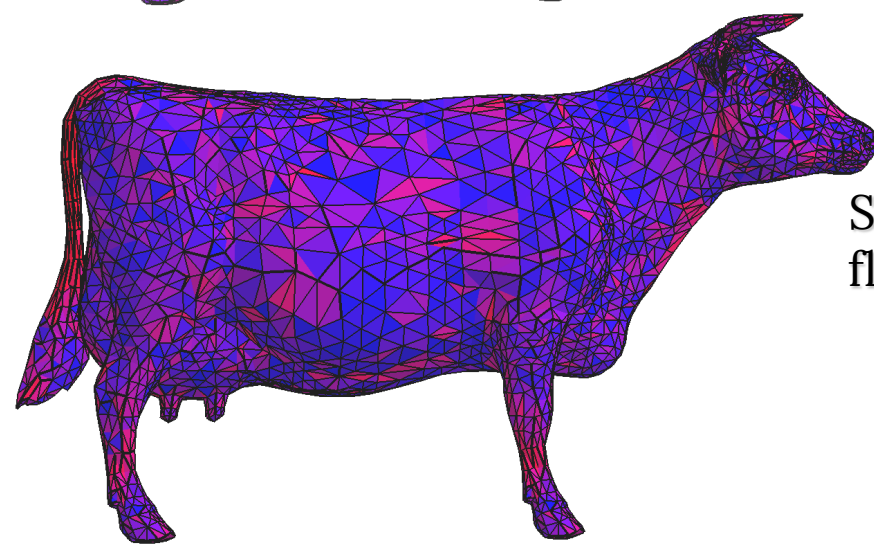
Before (avg min 33)



After (avg min 33)



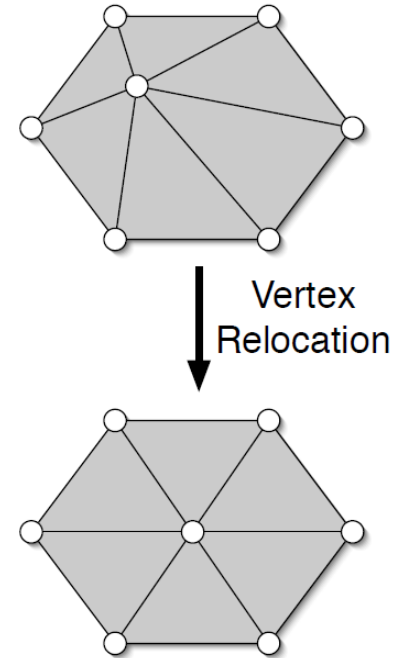
Second round of
flips (avg min 37)



Mesh Adaptation: Smoothing

Local Laplacian smoothing

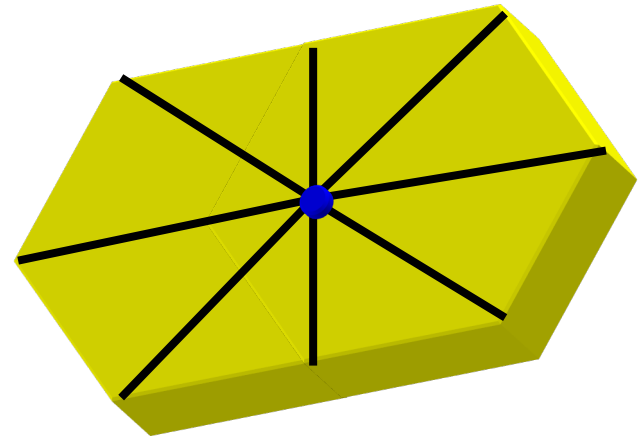
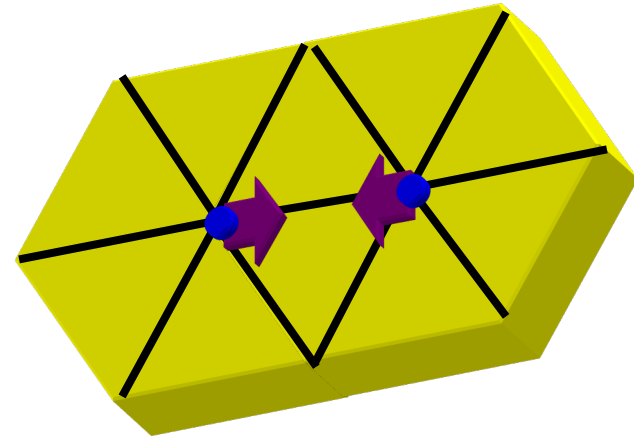
Stay on the surface!



Recall:

Edge Collapse Algorithm

- Simplification operation:
 - Edge collapse (pair contraction)
- Error metric:
distance, pseudo-global

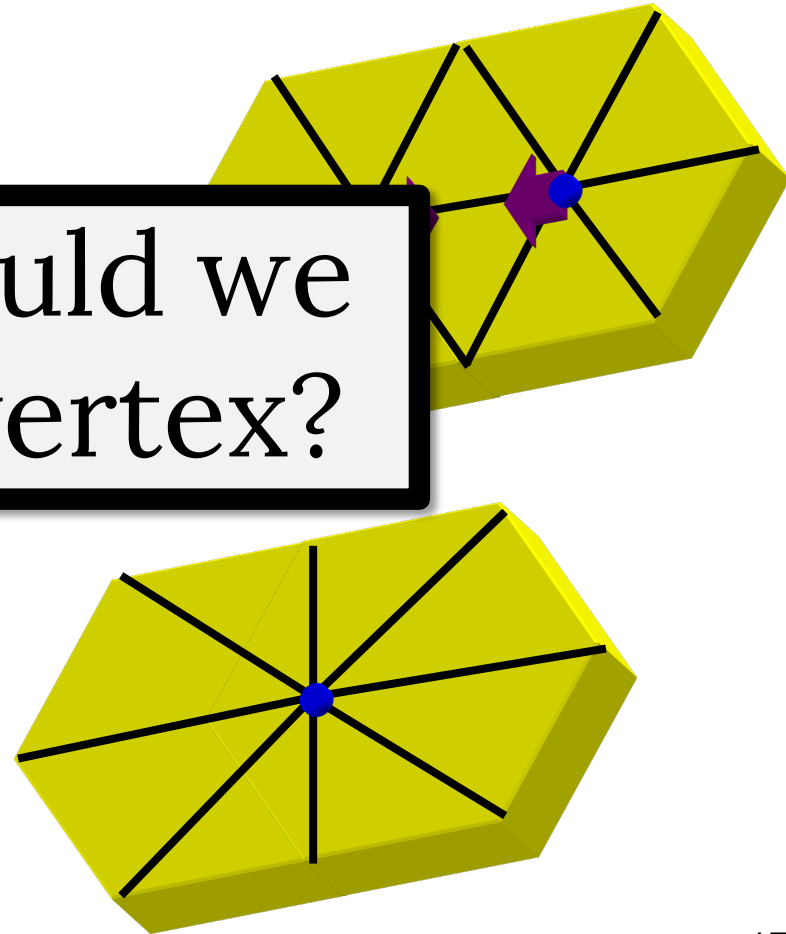


Recall:

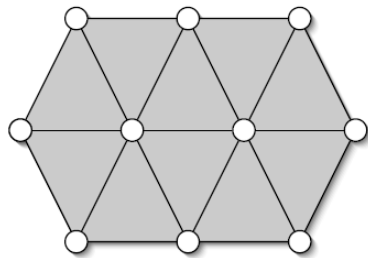
Edge Collapse Algorithm

- Simplification operation:
 - Edge collapse
- Error metric: distance, pseudo-global

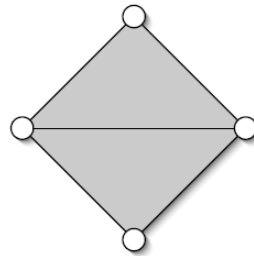
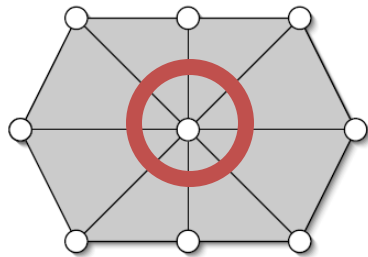
Where should we place the vertex?



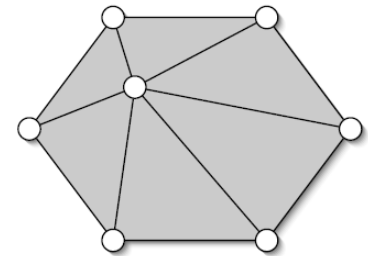
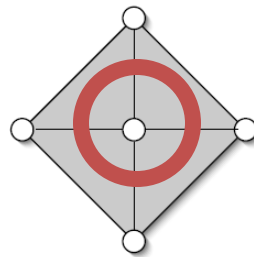
Where to place the new vertex?



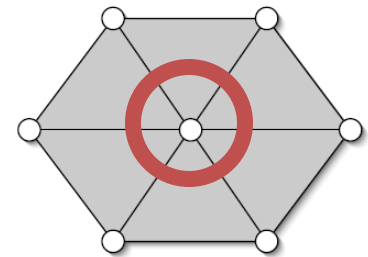
Edge
Collapse



Edge
Split



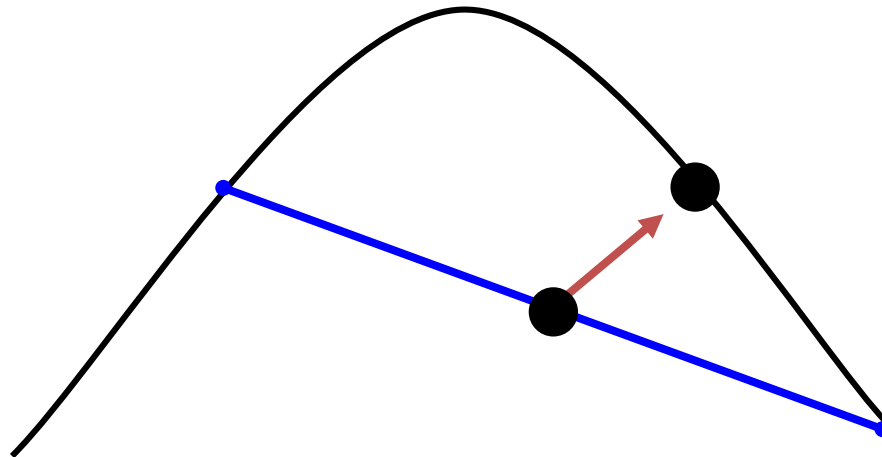
Vertex
Relocation



Projection to Original Mesh

Nearest point

- Expensive search
 - Find original face closest to (estimated) new vertex
- Unlimited Hausdorff error



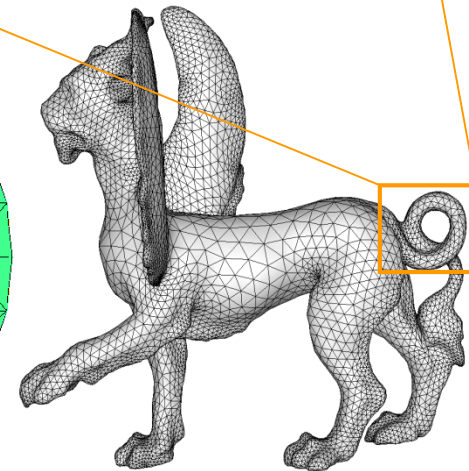
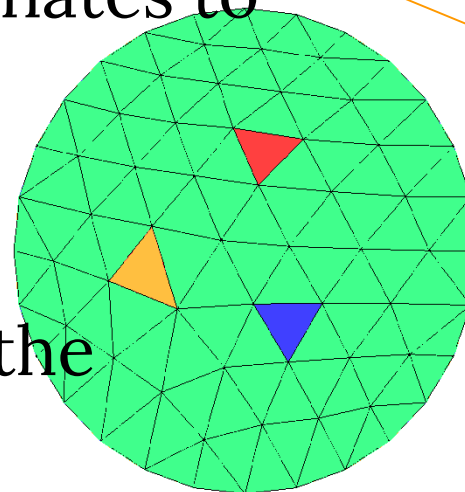
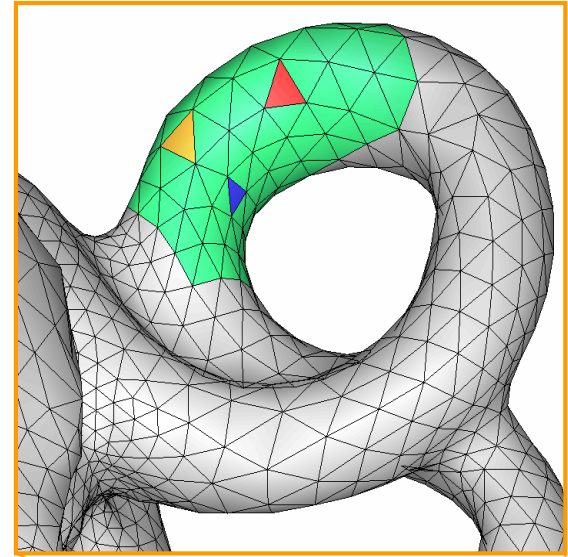
Local Parameterization

Express new vertex coordinates using barycentric coordinates

Compute a local parameterization

Use the barycentric coordinates to place the vertex in 2D

Lift the vertex in 3D using the parameterization



Local Parameterization

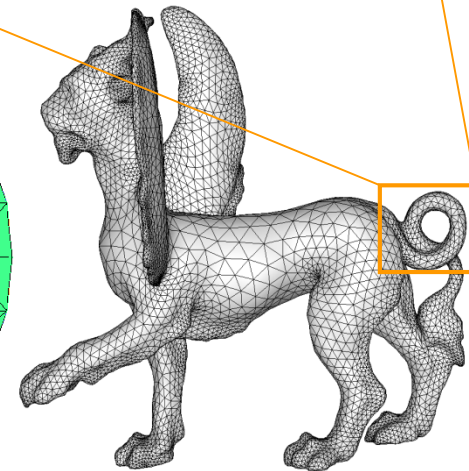
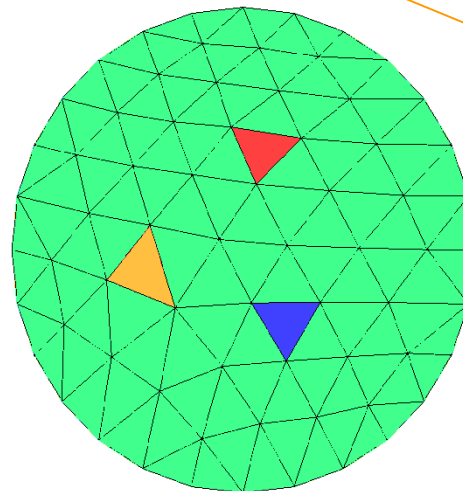
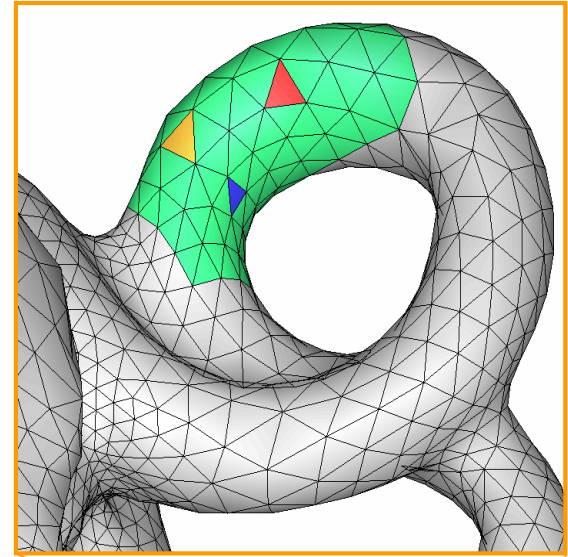
Idea:

use barycentric coordinates

Parameterize surface

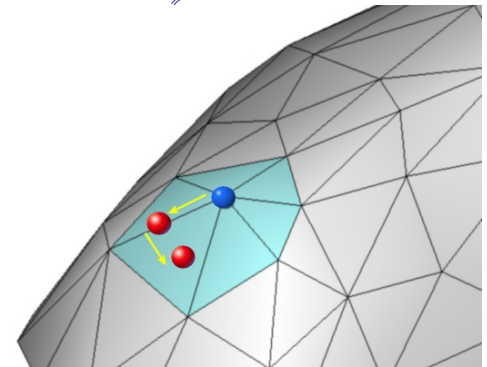
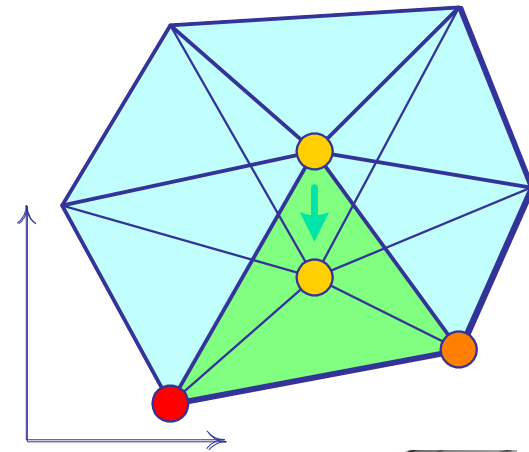
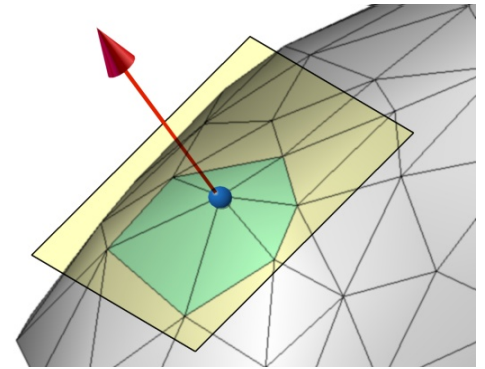
Place the new vertex in 2D using

Lift to 3D



Cheap Local Parameterization

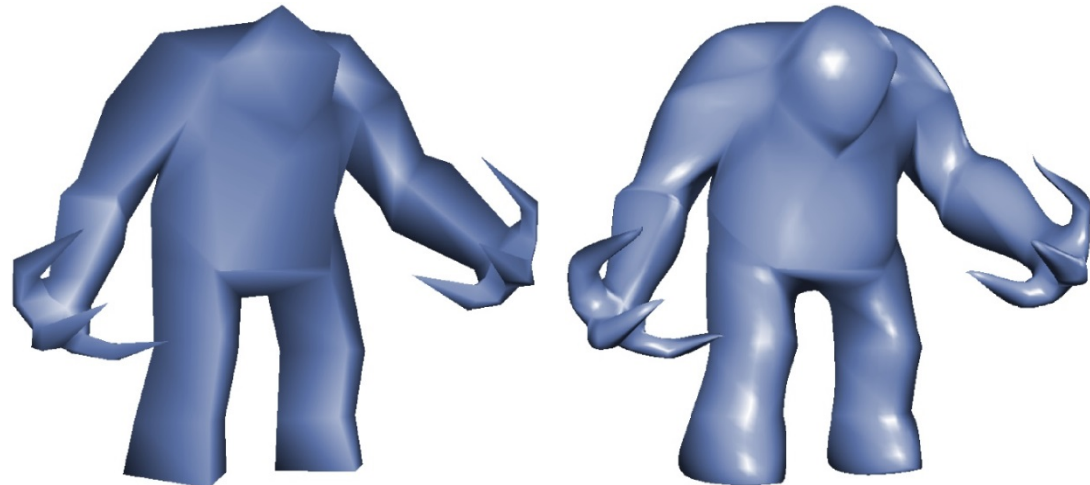
1. Project vertex v + neighbors to tangent plane
2. Move v in the plane
3. Find new triangle in which vertex is located
4. Compute barycentric coordinates in this triangle
5. Lift back to 3D



Projection to Approximate Surface

Original mesh approximates “unknown” smooth surface

- Construct local approximation (e.g. quadric)
- Or use vertices + normals of triangle to define patch
 - Hermite, Bézier,...



Local approach: Edge collapse

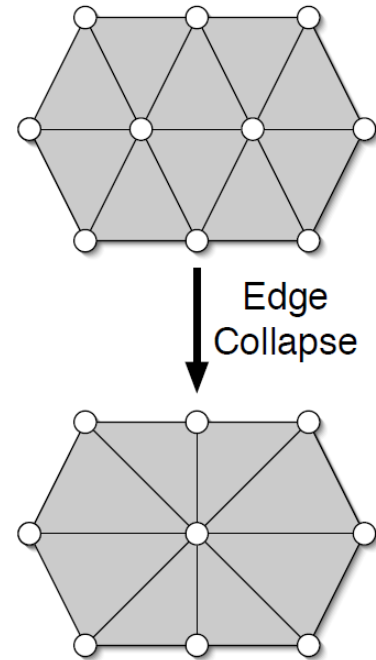
Mesh simplification!

Operations:

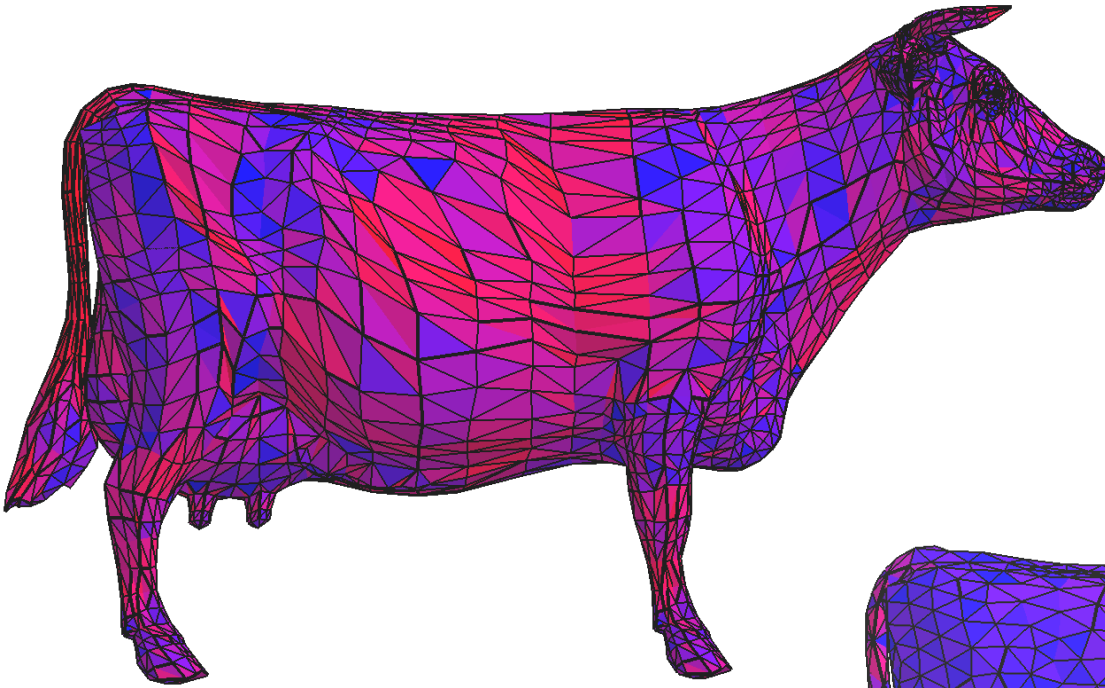
- Vertex removal
- Edge collapse
 - Project new vertex to original surface as in refinement

Approximation Error

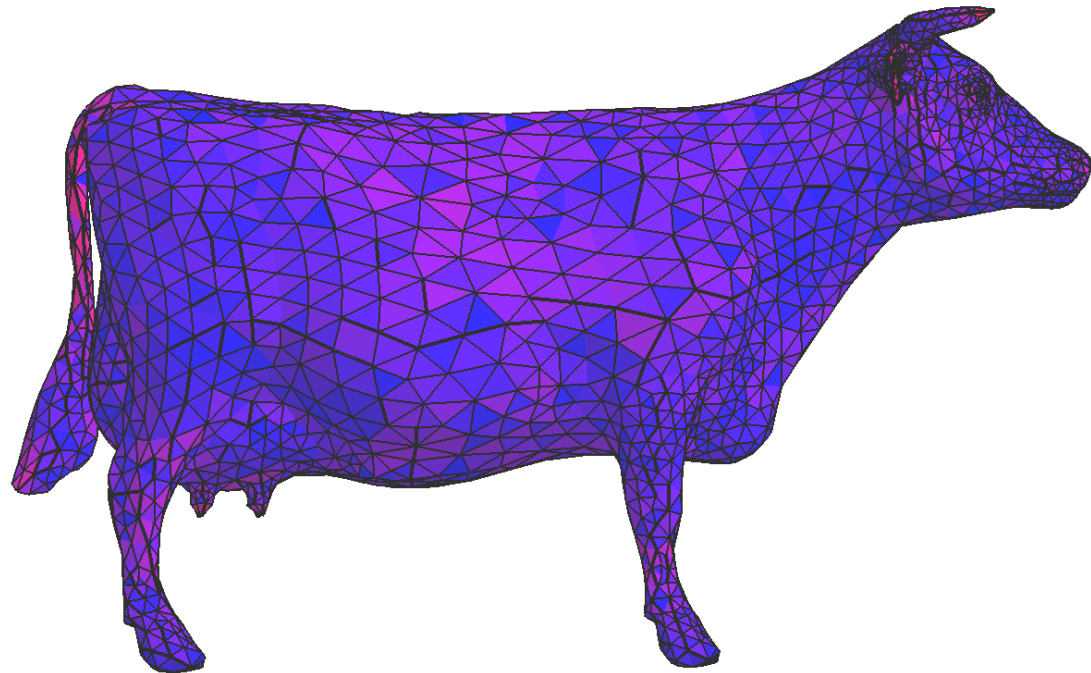
- Quadrics
- Normal based



Before (avg min 30)



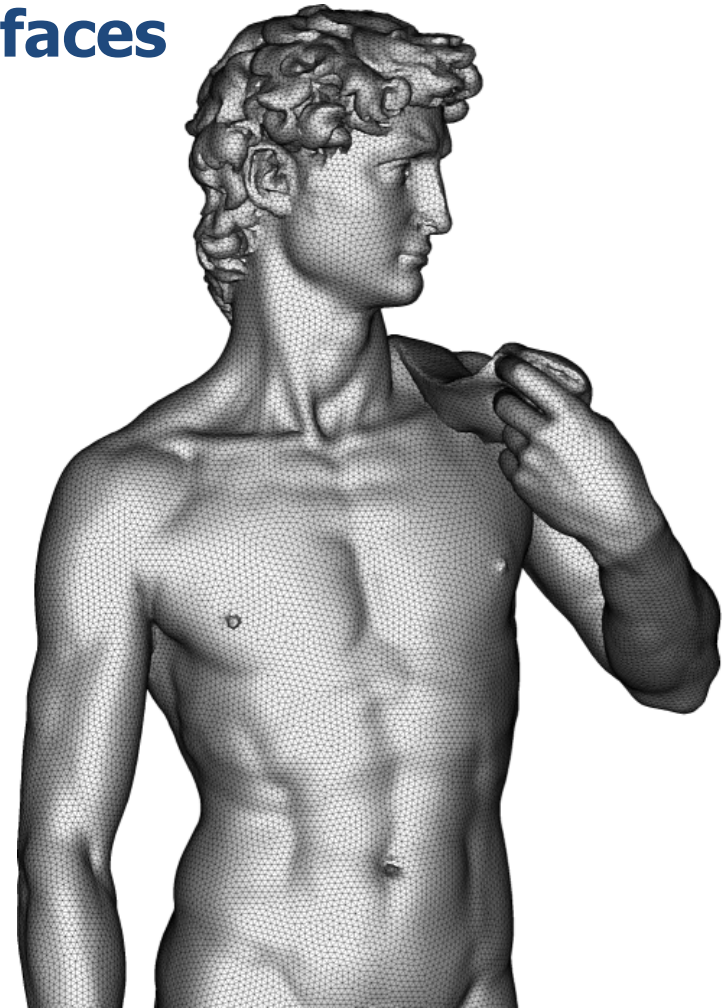
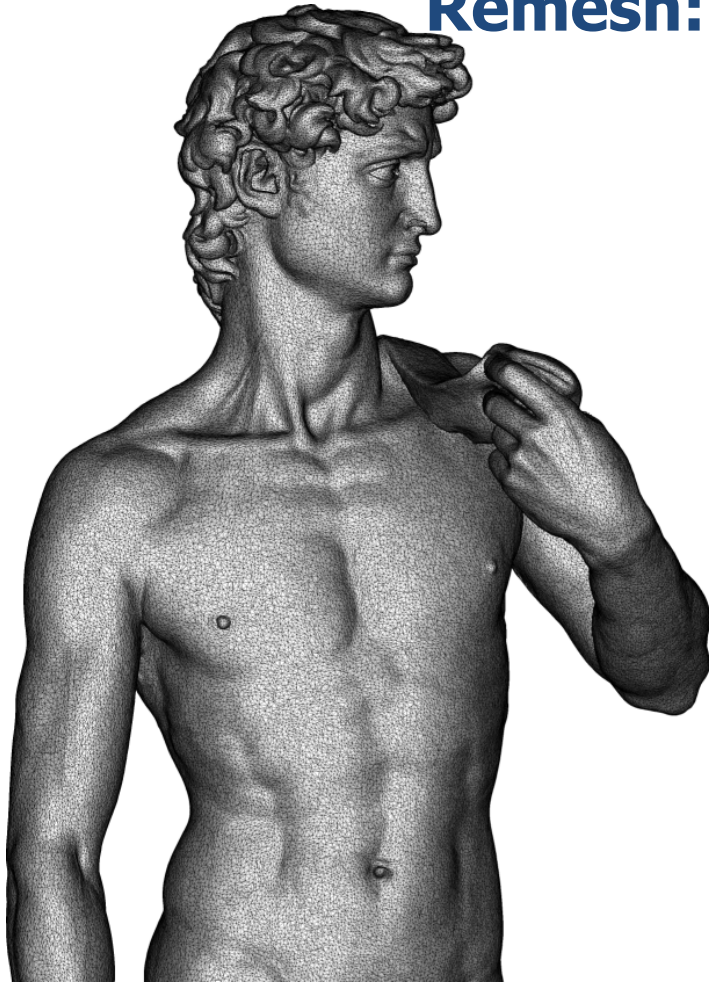
Smoothing + Flips
(avg min 45)



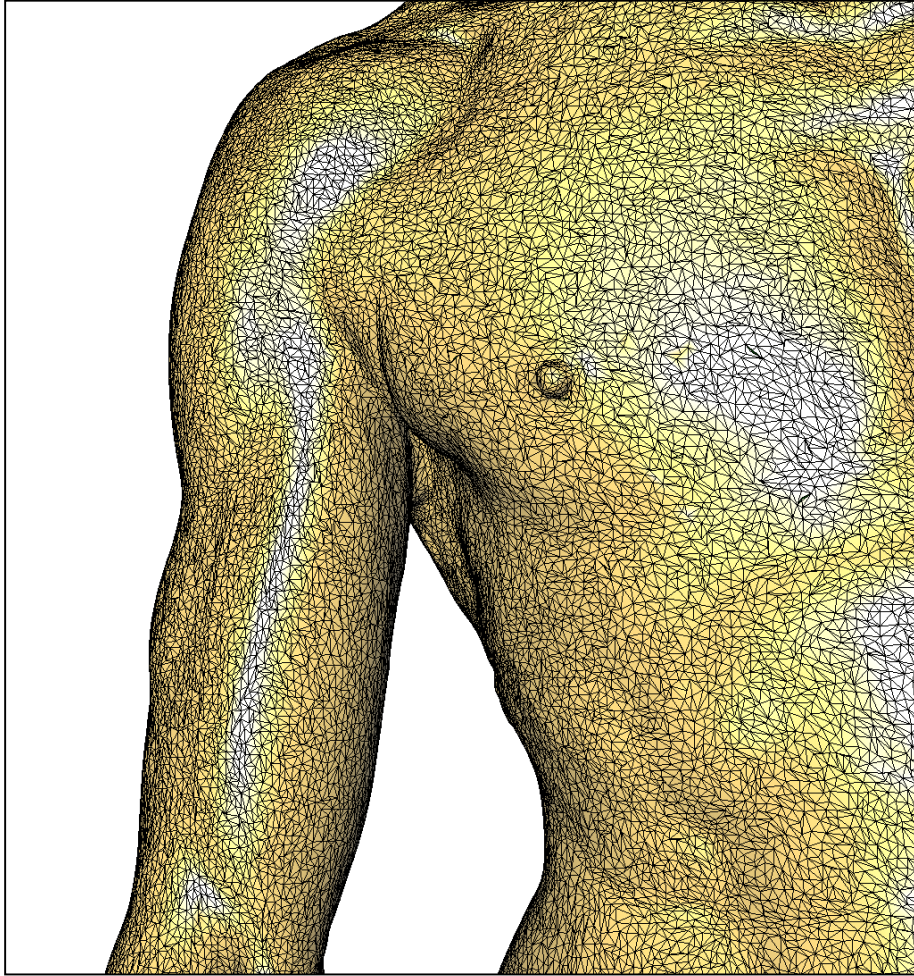
Michelangelo's David

Original: 350k faces

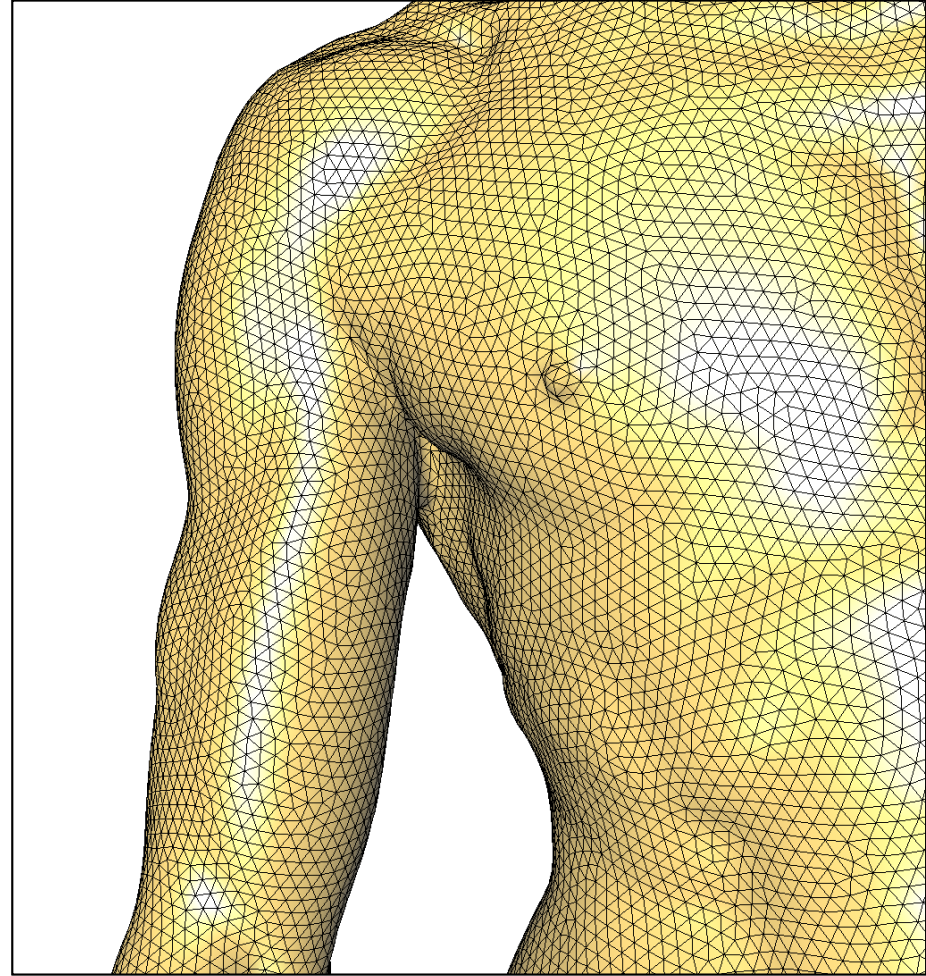
Remesh: 100k faces



David: Zoom in



Original



Remesh

Local approach

*Modify existing mesh using
sequence of local operations*

- Fast
- Simple to implement
- Hard to find **good** spacing of vertices
- Heuristic
 - How to combine local operations?

Reduction to 2D/Global Remeshing

1. Segment surface into charts

– How? How many charts?

2. Parameterize in 2D

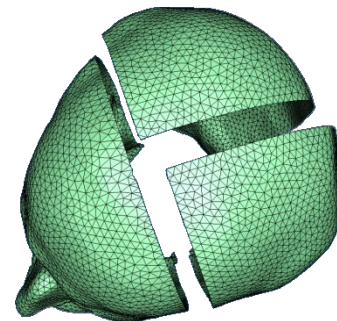
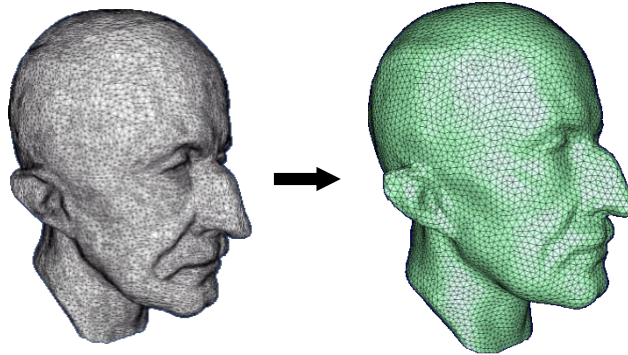
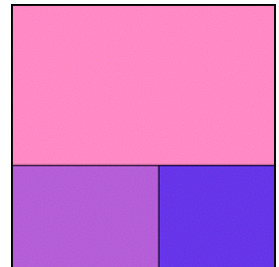
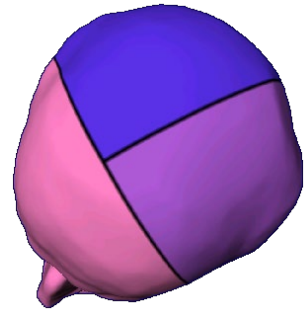
– Which parameterization to choose?

3. Mesh charts in 2D (*Delaunay*)

– Sizing ~ distortion

– Take care of shared boundaries

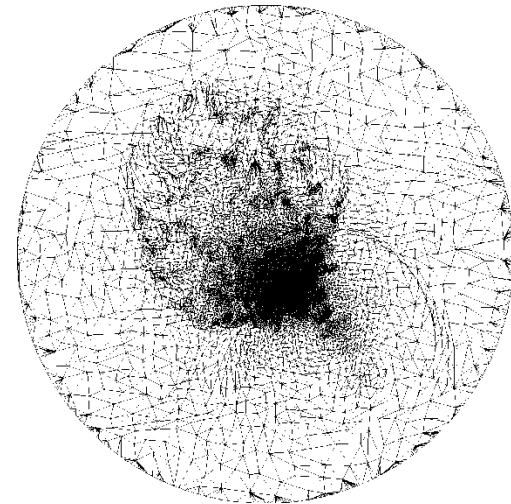
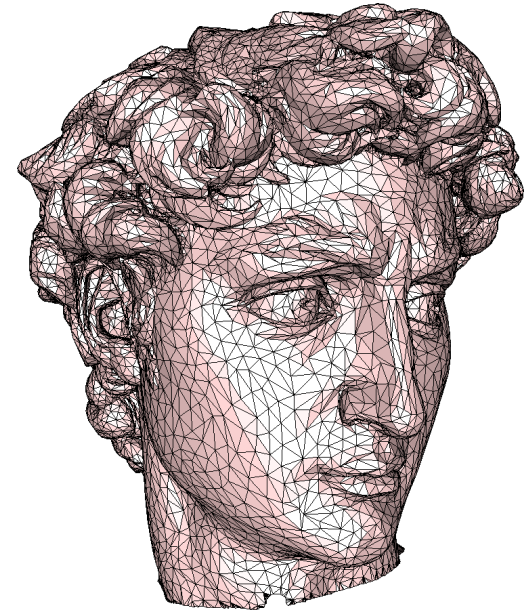
4. Project back



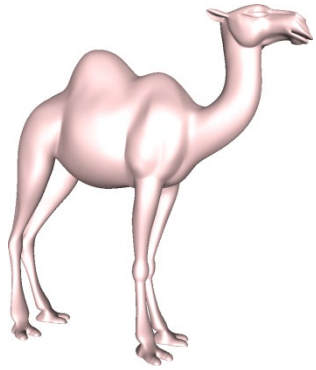
Parameterization

- Distortion is inevitable, but
- Can handle some stretch
 - Measure & take into account during 2D meshing
 - Use as component of local sizing

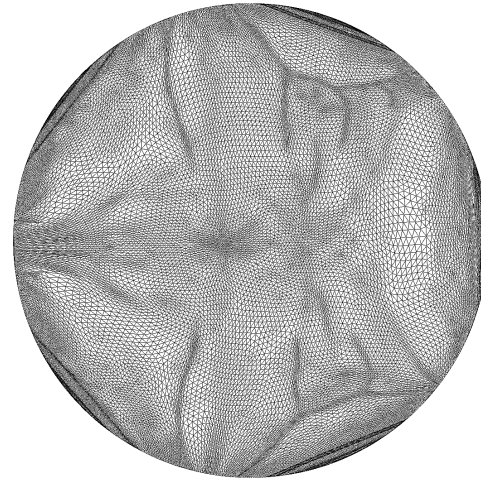
=> Look for a conformal map



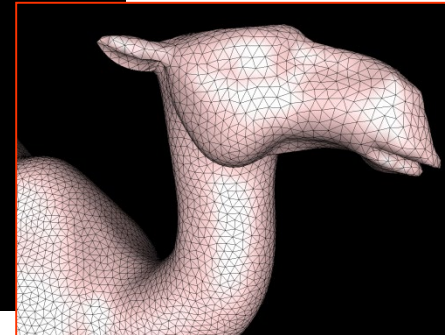
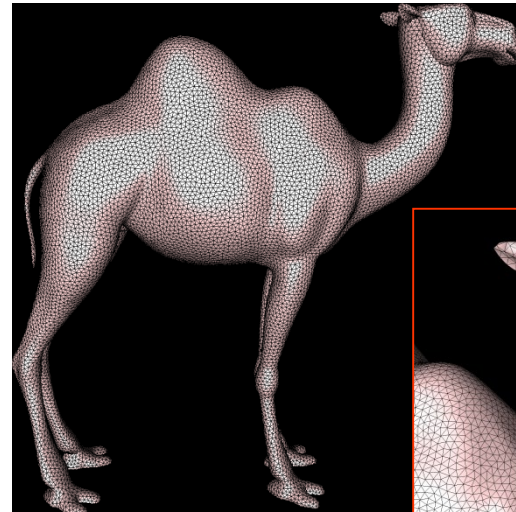
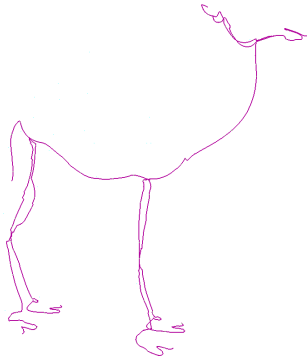
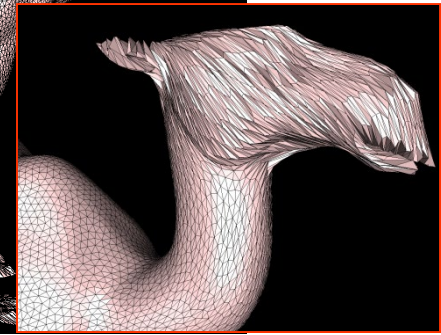
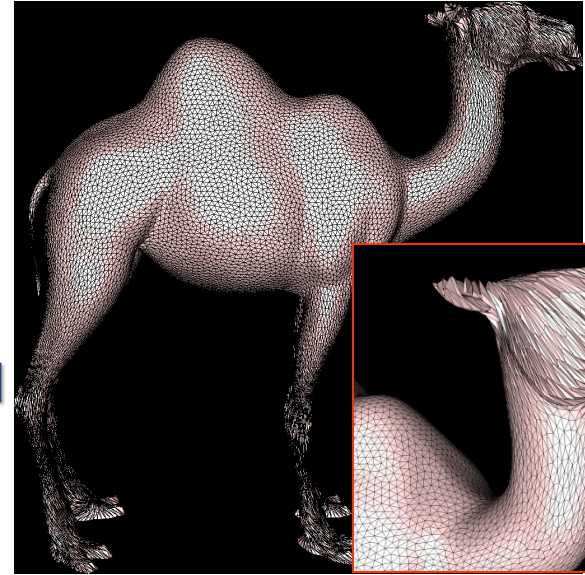
Impact of distortion



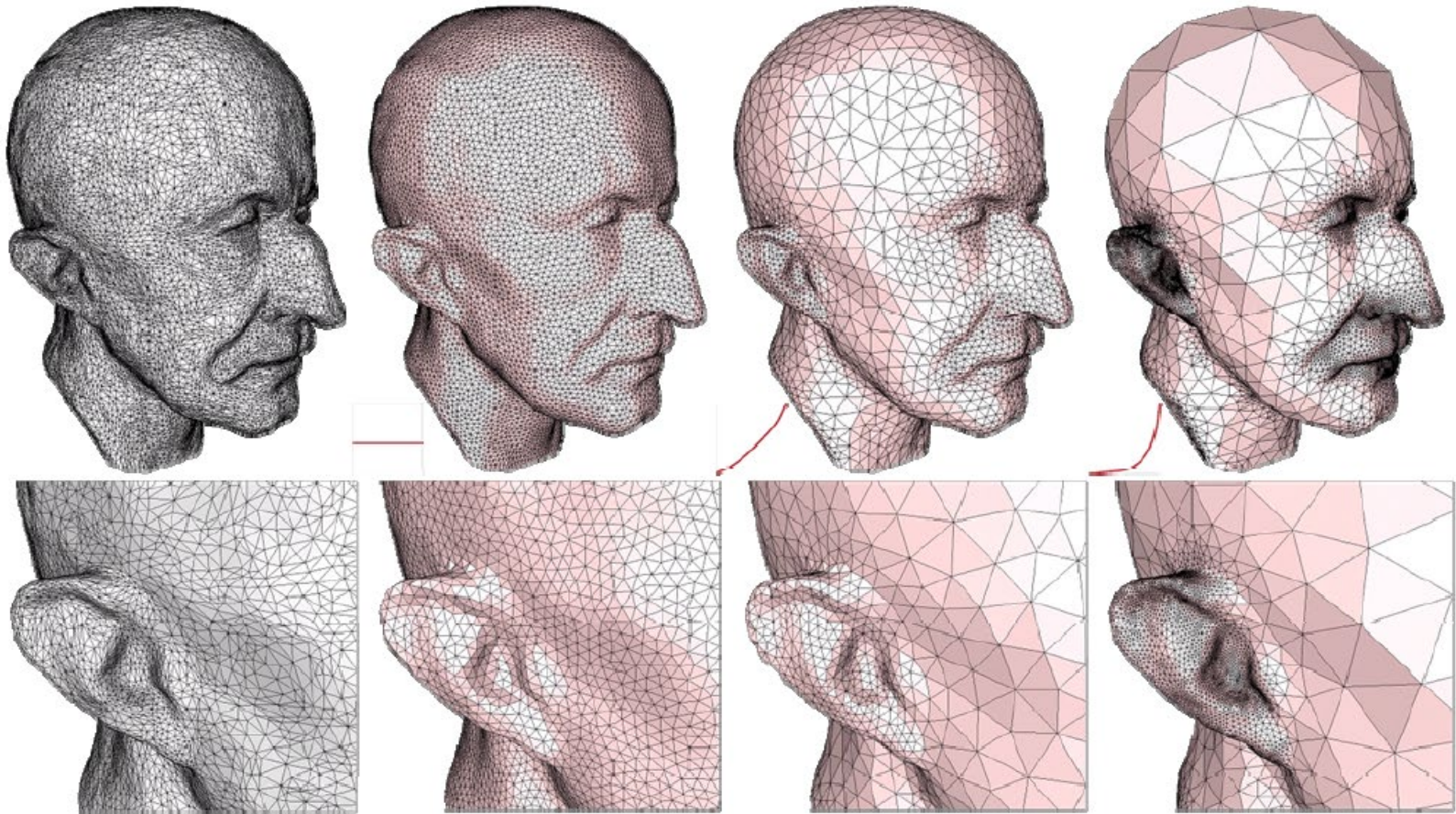
tail



head



How to control sampling?



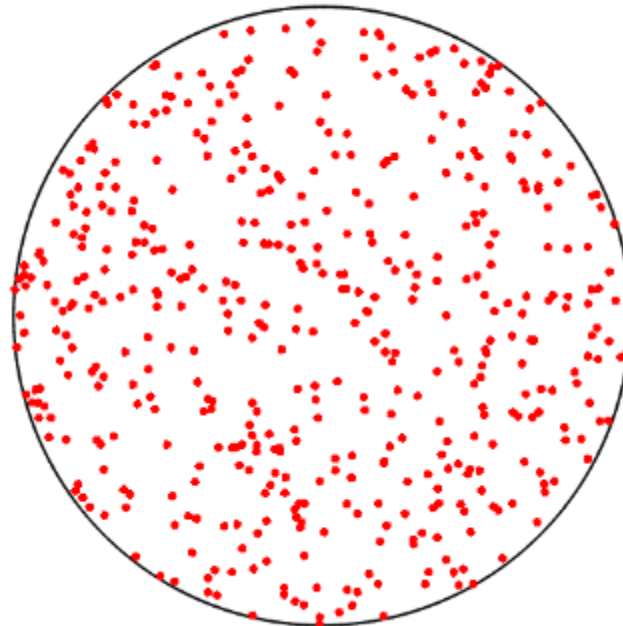
Input

Uniform

Non-uniform/Adaptive

How to control sampling?

- Sample random points?
 - Density \sim parameterization stretch
 - Issue?



Sampling Energy

$$E(\{x_i\}_{i=1,\dots,n}, \{R_i\}_{i=1,\dots,n}) \\ = \sum_{i=1,\dots,n} \int_{R_i} \|x_i - x\|^2 dx$$

Sampling Energy

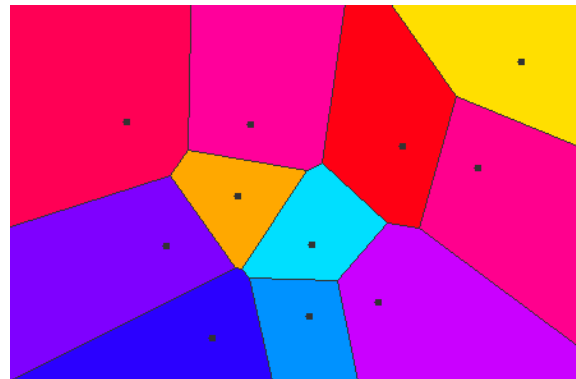
$$\begin{aligned} & E(\{x_i\}_{i=1,\dots,n}, \{R_i\}_{i=1,\dots,n}) \\ &= \sum_{i=1,\dots,n} \int_{R_i} \|x_i - x\|^2 dx \end{aligned}$$

For fixed x_i , what are the optimal R_i ?

Sampling Energy

$$E(\{x_i\}_{i=1,\dots,n}, \{R_i\}_{i=1,\dots,n}) \\ = \sum_{i=1,\dots,n} \int_{R_i} \|x_i - x\|^2 dx$$

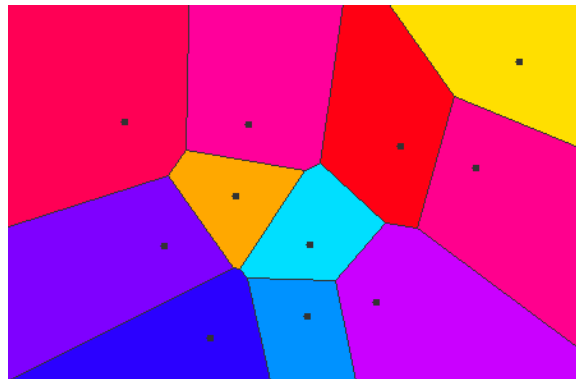
For fixed x_i , what are the optimal R_i ?



Sampling Energy

$$E(\{x_i\}_{i=1,\dots,n}, \{R_i\}_{i=1,\dots,n}) \\ = \sum_{i=1,\dots,n} \int_{R_i} \|x_i - x\|^2 dx$$

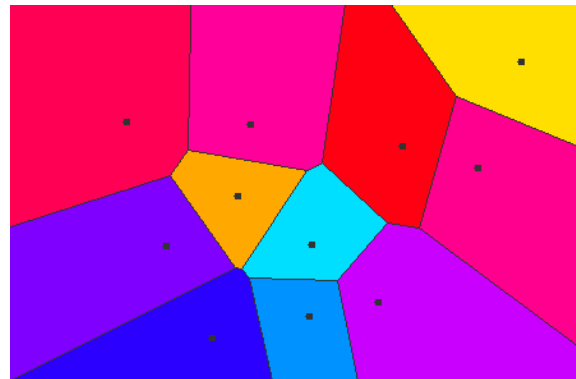
Vice-versa?



Sampling Energy

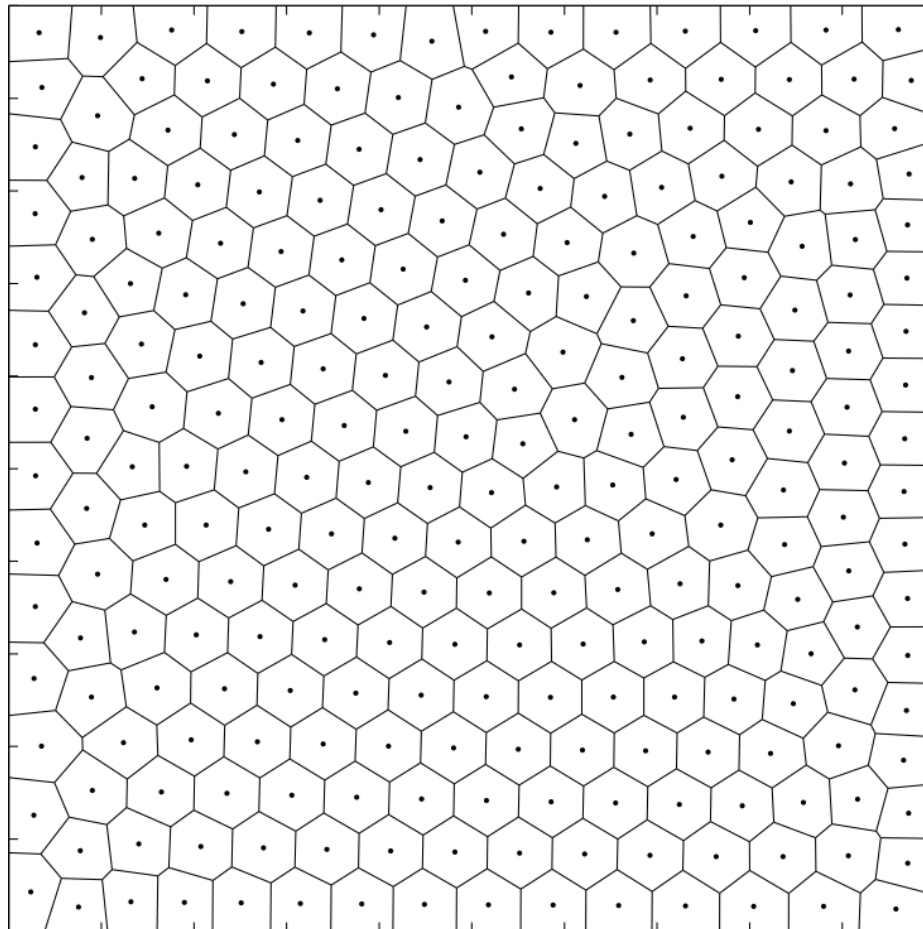
$$E(\{x_i\}_{i=1,\dots,n}, \{R_i\}_{i=1,\dots,n}) \\ = \sum_{i=1,\dots,n} \int_{R_i} \|x_i - x\|^2 dx$$

Global optimum: a Voronoi tessellation
with sites = centroids of Voronoi cells



Centroidal Voronoi Diagram

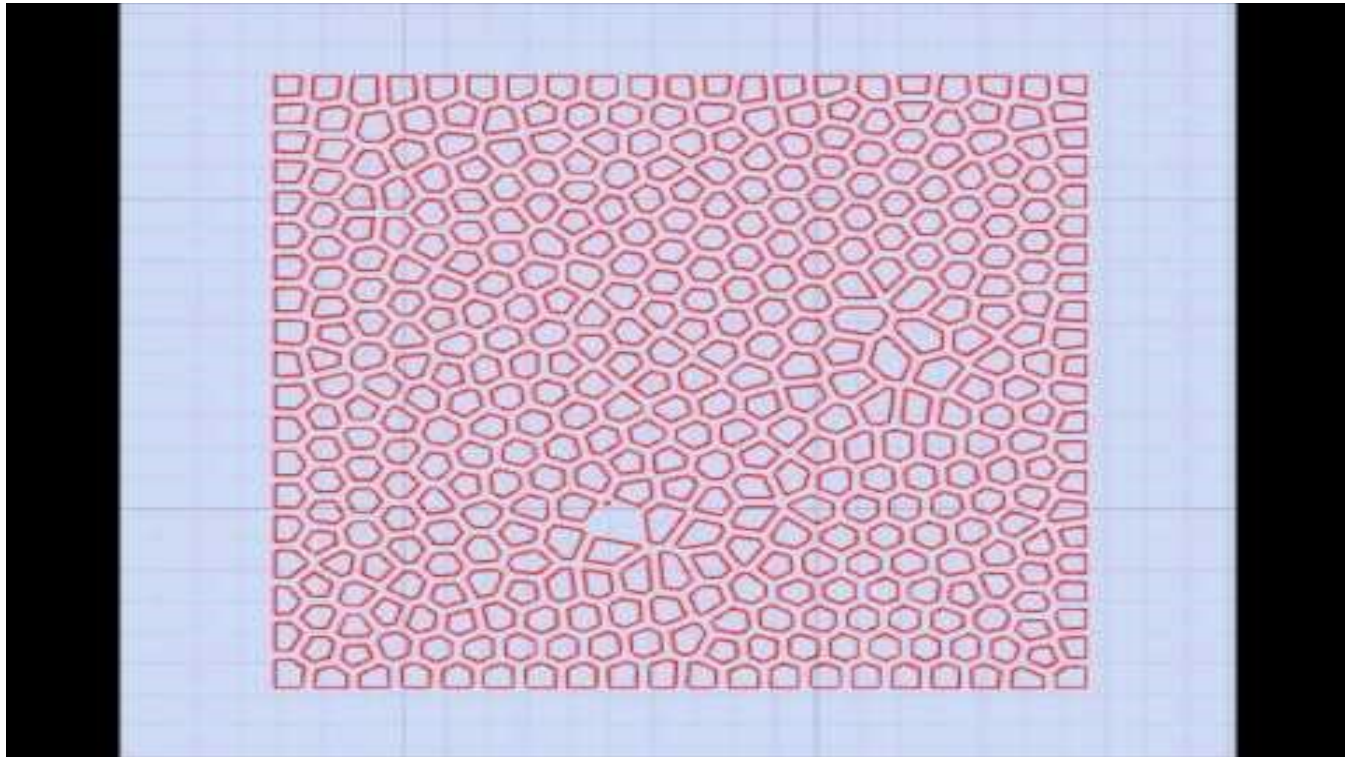
Points spread evenly



Centroidal Voronoi Diagram

Alternate two steps:

1. Compute Voronoi cells
2. Move sites to their centroids



Centroidal Voronoi Diagram

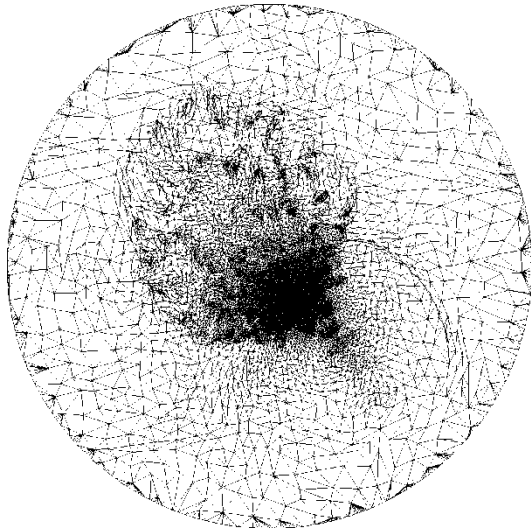
Alternate two steps:

1. Compute Voronoi cells
2. Move sites to their centroids

Lloyd iterations

Same as in k-means clustering

Meshing - sizing

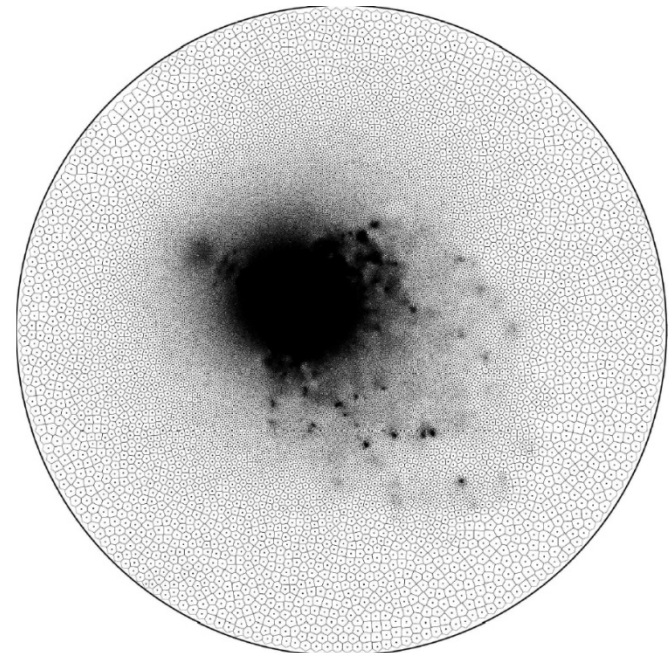
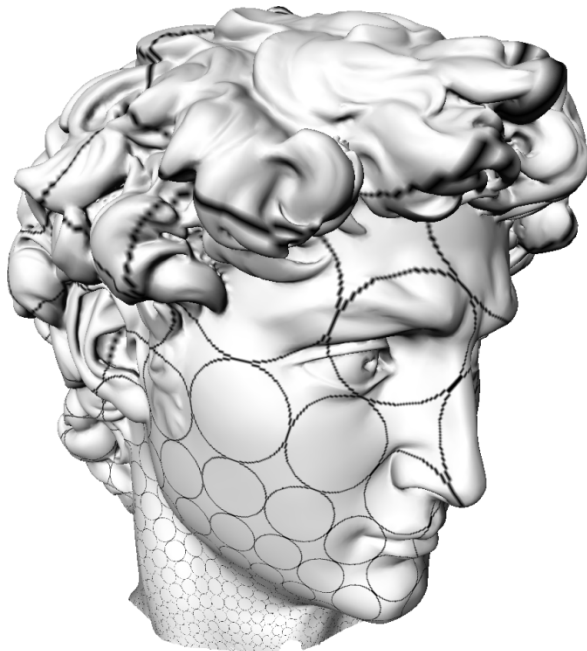


Measure parametric stretch (3D to 2D)

– Measure stretch per edge $\|e_{3D}\| / \|e_{2D}\|$

– Vertex stretch = average of edges

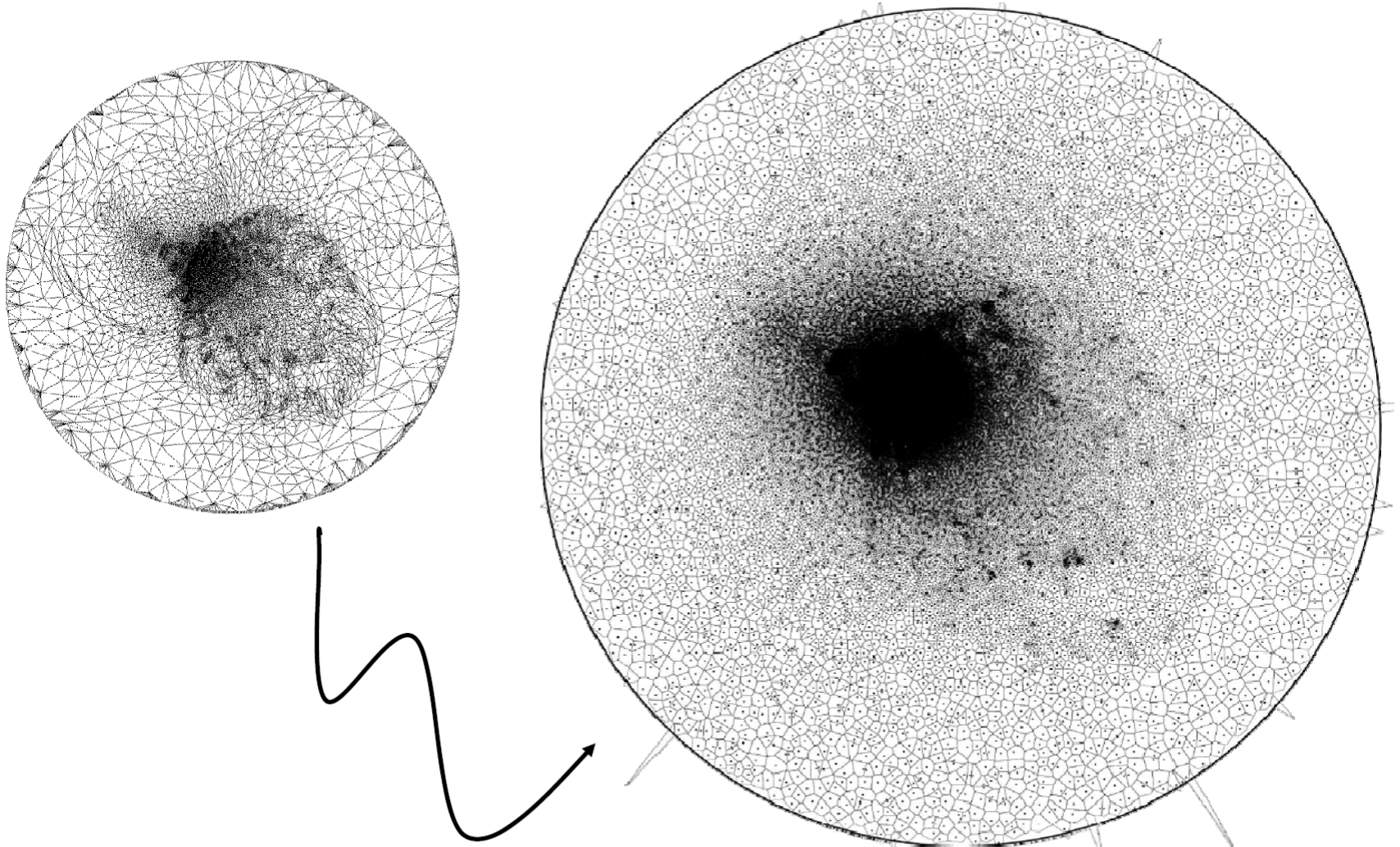
Multiply sizing function (at vertices) by stretch



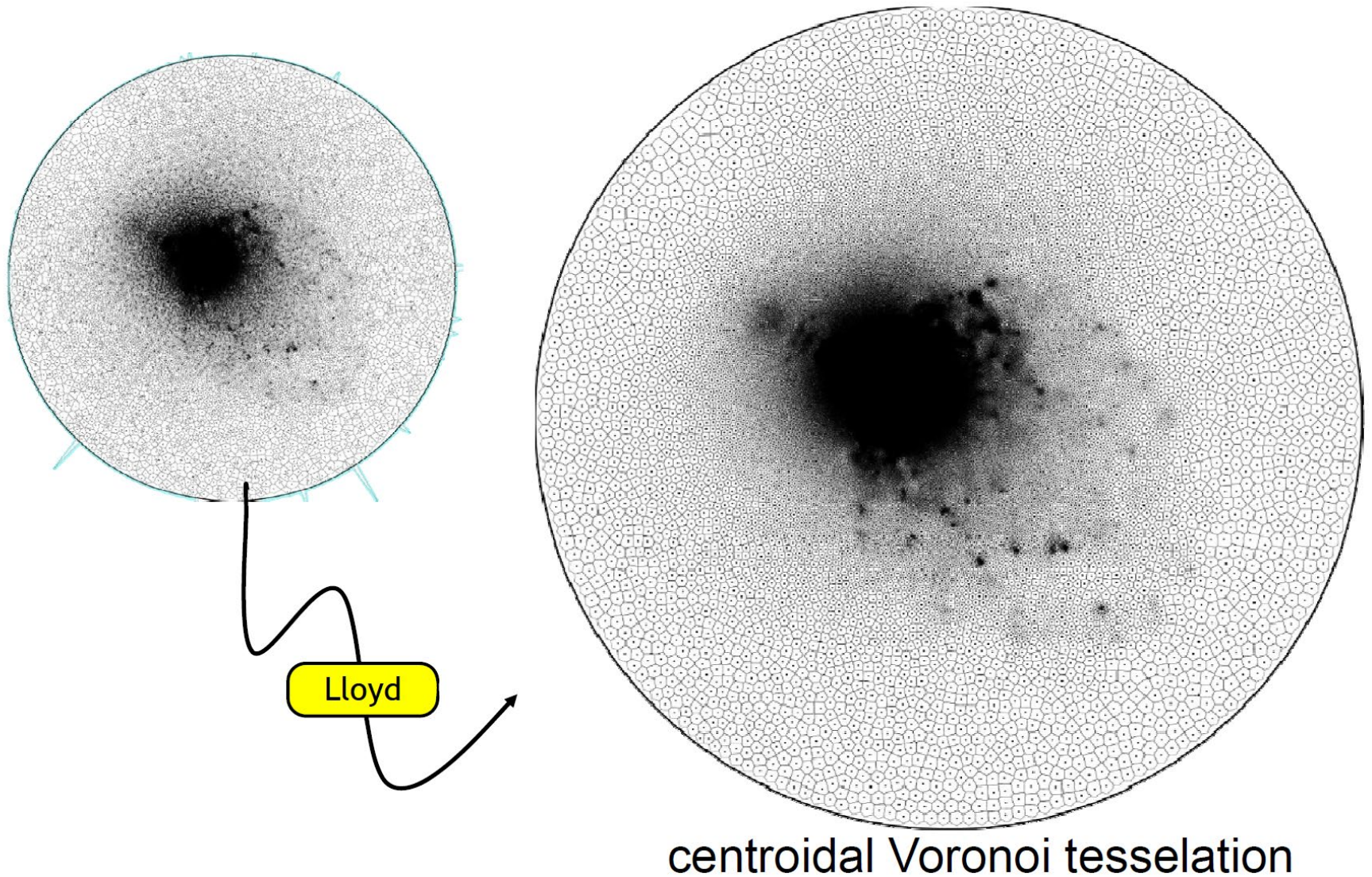
Non-uniform density

$$E(\{x_i\}_{i=1,\dots,n}, \{R_i\}_{i=1,\dots,n}) \\ = \sum_{i=1,\dots,n} \int_{R_i} \rho(x) \|x_i - x\|^2 dx$$

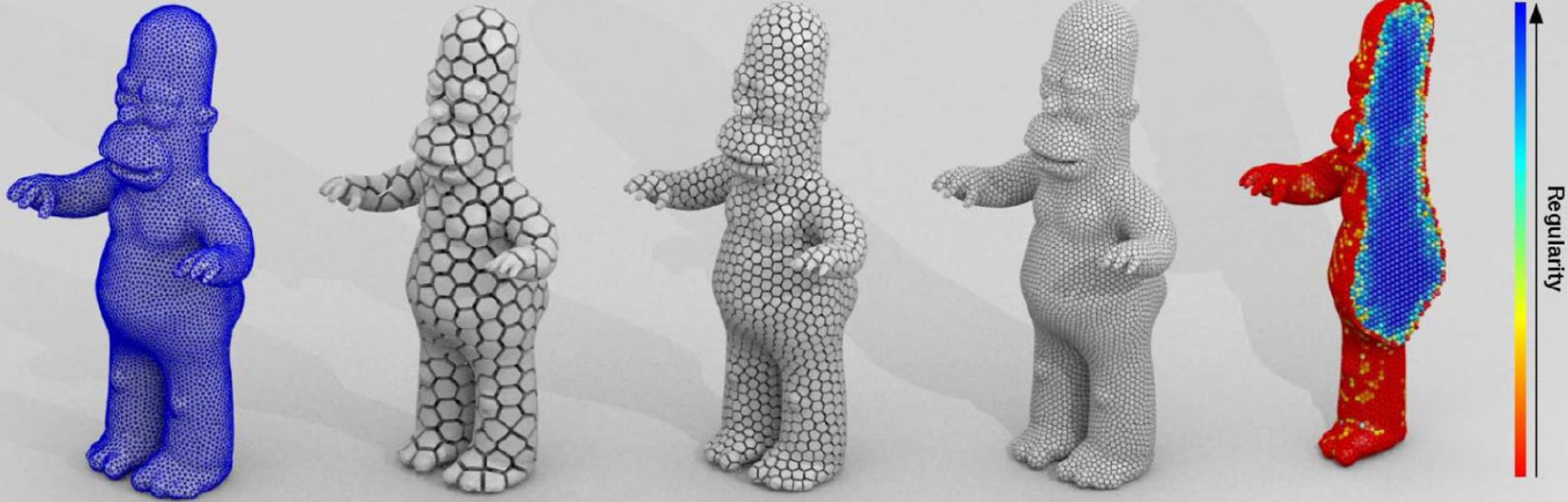
Non-uniform density




Non-uniform density



3D



 DOI: 10.1111/cgf.12916

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A Hierarchical Approach for Regular Centroidal Voronoi Tessellations

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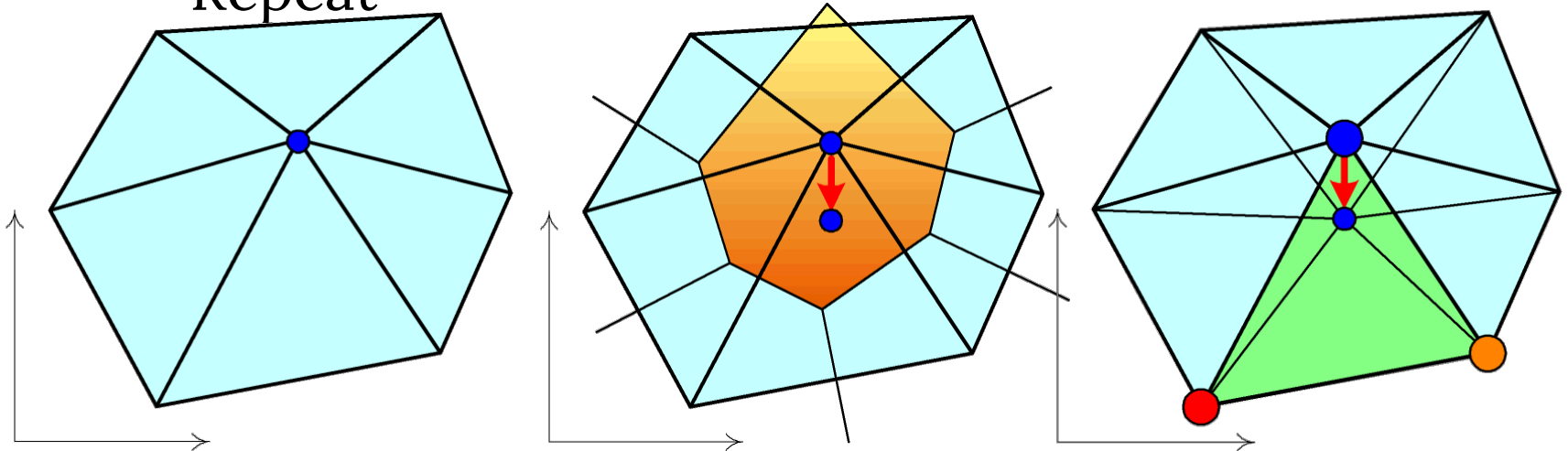
In this paper, we consider Centroidal Voronoi Tessellations (CVTs) and study their regularity. CVTs are geometric structures that enable regular tessellations of geometric objects and are widely used in shape modelling and analysis. While several efficient iterative schemes, with defined local convergence properties, have been proposed to compute CVTs, little attention has been paid to the evaluation of the resulting cell decompositions. In this paper, we propose a regularity criterion that allows us to evaluate and compare CVTs independently of their sizes and of their cell numbers. This criterion allows us to compare CVTs on a common basis. It builds on earlier theoretical work showing that second moments of cells converge to a lower bound when optimizing CVTs. In addition to proposing a regularity criterion, this paper also considers computational strategies to determine regular CVTs. We introduce a hierarchical framework that propagates regularity over decomposition levels and hence provides CVTs with possibly better regularities than existing methods. We illustrate these principles with a wide range of experiments on synthetic and real models.

Keywords: categories, subject descriptors

ACM CCS: Computer Graphics (I.3.5); Computational Geometry and Object Modelling—Curve, surface, solid and object representations; I.3.1 [Pattern Recognition]; Clustering

Smoothing: Centroidal Voronoi Diagram

- Relocate vertices (smoothing) to control sizing (sampling)
- Lloyd algorithm on surface mesh
 - On 2D umbrella compute VD of vertex + neighbors
 - Place vertex at center of mass of it's cell
 - Repeat



Alternative: Blue noise

Blue Noise through Optimal Transport

Fernando de Goes
Caltech

Katherine Breeden
Stanford

Victor Ostromoukhov
Lyon 1 U./CNRS

Mathieu Desbrun
Caltech

Abstract

We present a fast, scalable algorithm to generate high-quality blue noise point distributions of arbitrary density functions. At its core is a novel formulation of the recently-introduced concept of capacity-constrained Voronoi tessellation as an optimal transport problem. This insight leads to a continuous formulation able to enforce the capacity constraints exactly, unlike previous work. We exploit the variational nature of this formulation to design an efficient optimization technique of point distributions via constrained minimization in the space of power diagrams. Our mathematical, algorithmic, and practical contributions lead to high-quality blue noise point sets with improved spectral and spatial properties.

CR Categories: I.4.1 [Image Processing and Computer Vision]: Digitization and Image Capture—Sampling.

Keywords: Blue noise, power diagram, capacity constraints.

Links: [DL](#) [PDF](#) [WEB](#) [CODE](#)



Alternative: Blue noise



Reduction to 2D/Global Remeshing

1. Segment surface into charts

– How? How many charts?

2. Parameterize in 2D

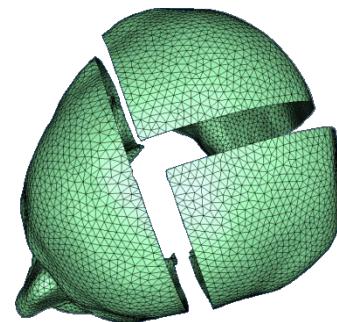
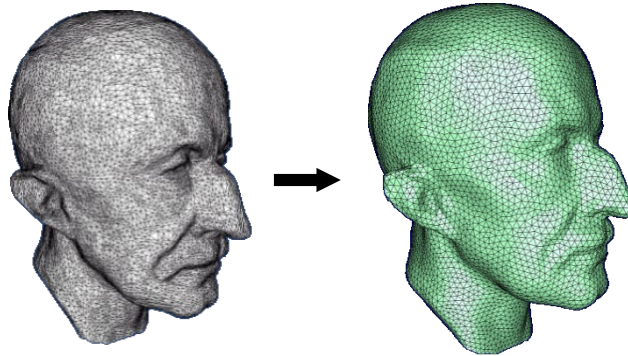
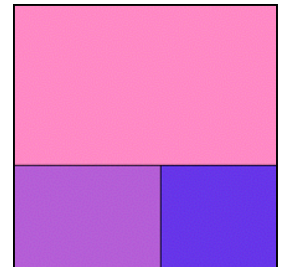
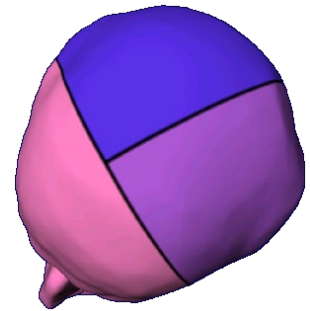
– Which parameterization to choose?

3. Mesh charts in 2D (*Delaunay*)

– Sizing ~ distortion

– Take care of shared boundaries

4. Project back



Segmentation

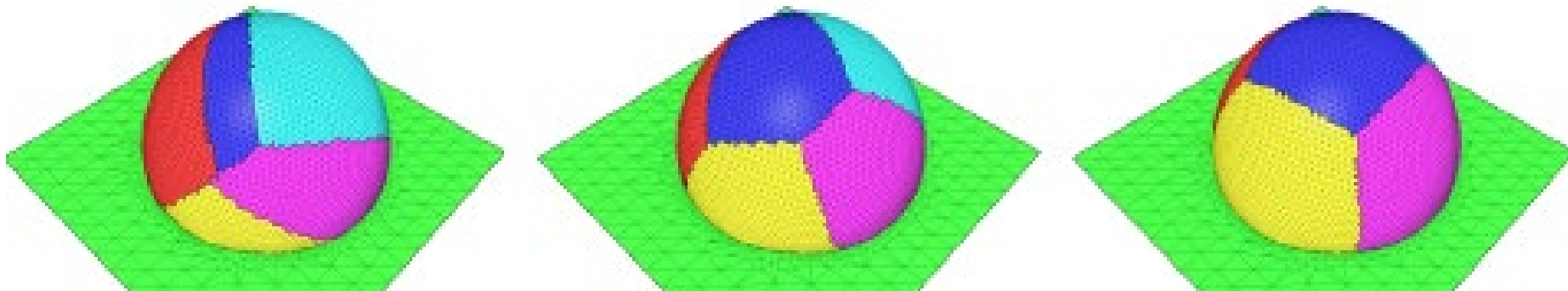
- Chart Properties
 - Disk topology
 - Low distortion
 - Ideal: Developable charts
- Approaches
 - Single chart
 - Generate (short) cuts to reduce genus
 - Cut through high curvature/distortion vertices
 - Multiple charts
 - More convex boundaries – easier to handle

Lloyd Iterations

for segmentation

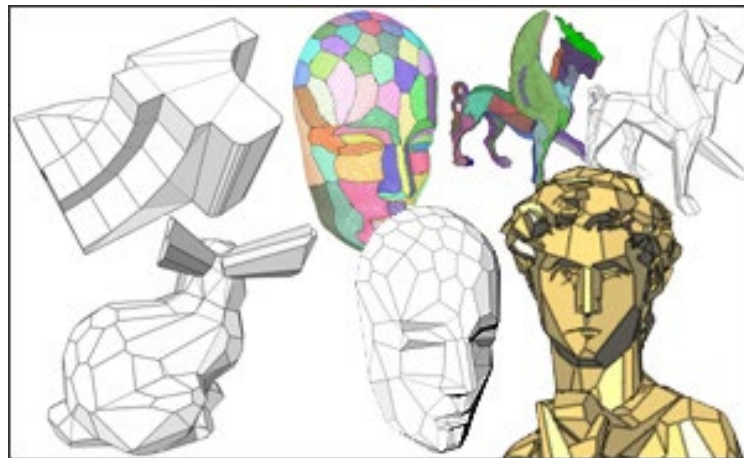
Initialization: select random triangles = seeds

1. Grow charts around seeds greedily
2. Find new seed for each chart
 - E.g. centroid
3. Repeat

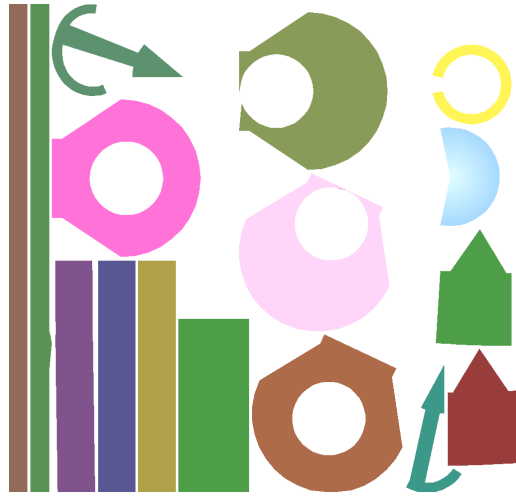
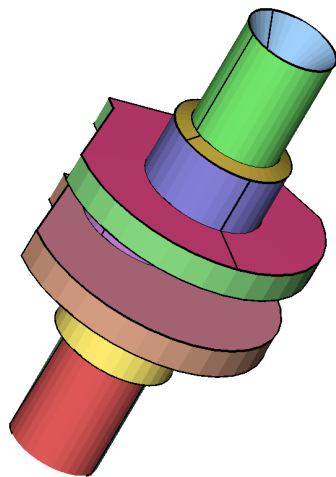
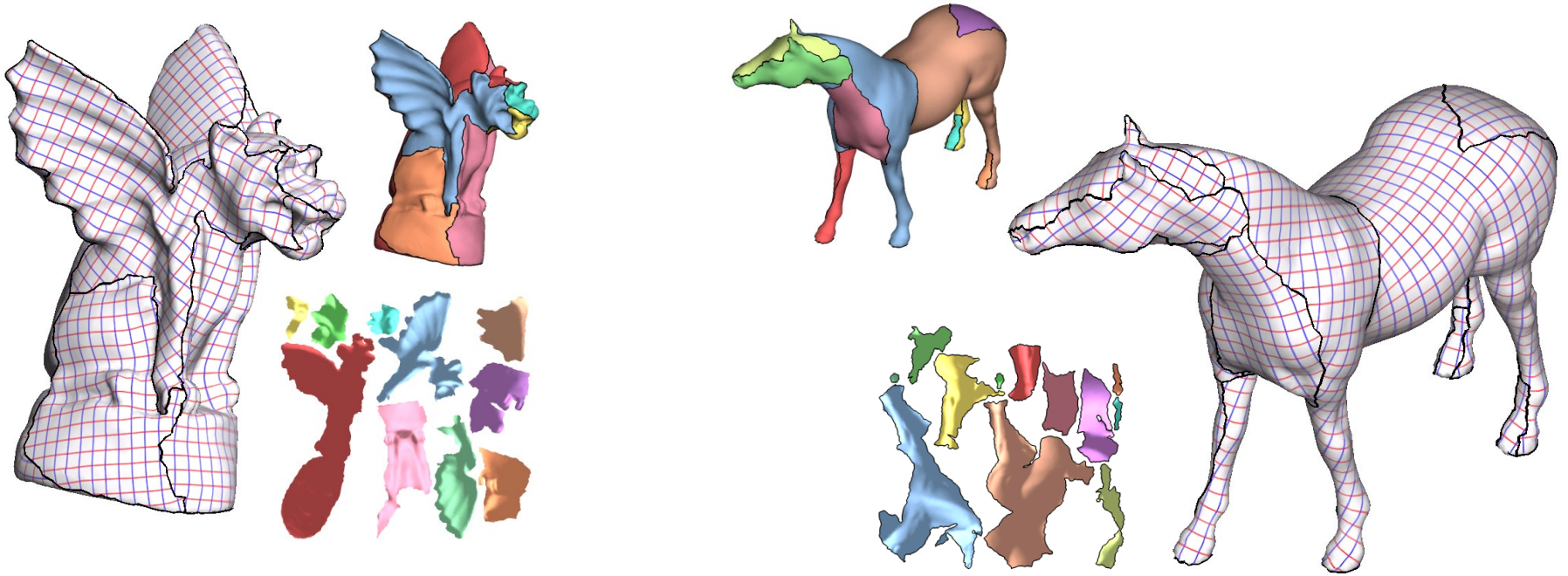


Proxies

- Charts represented by proxies – used for reseeding and growth
- Example: Planar charts
 - Proxy: Normal to plane N_c
 - Compute: Average normal of chart triangles
 - Growth metric: Normal difference $N_c \cdot n_t$



Example Results



Related: zippables

Shape Representation by Zippables

CHRISTIAN SCHÜLLER, ROI PORANNE, and OLGA SORKINE-HORNUNG, ETH Zurich, Switzerland

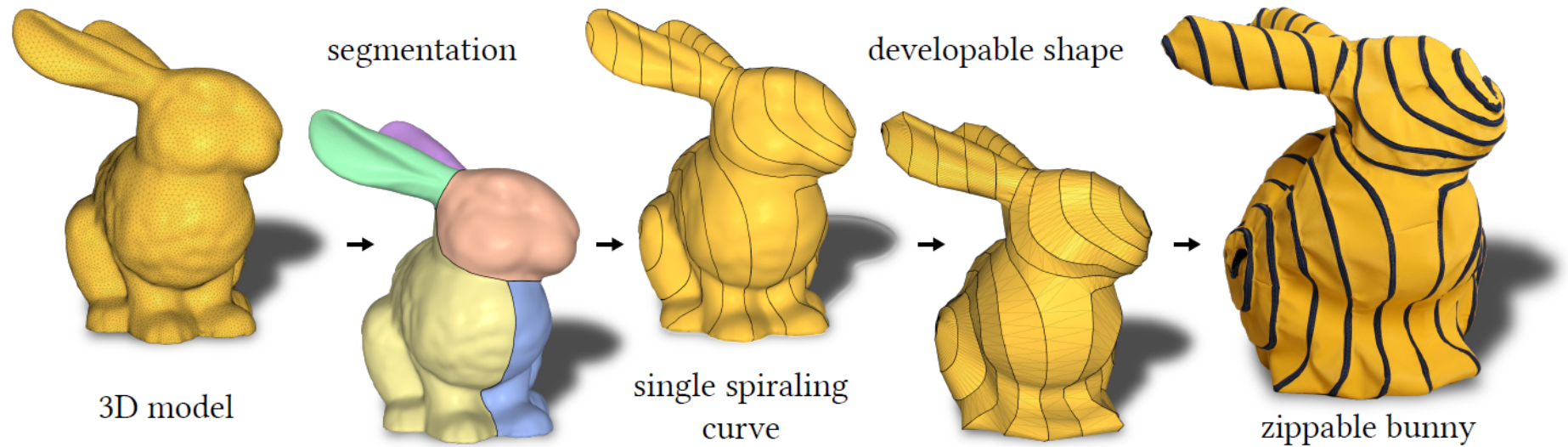
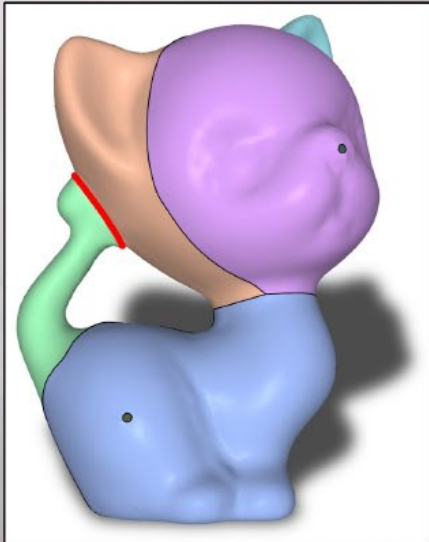
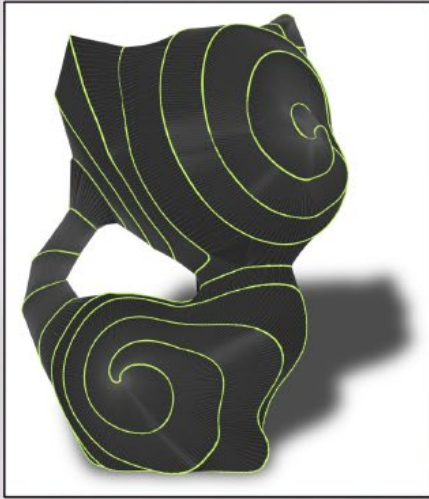


Fig. 1. The pipeline of our approach. Starting from a 3D model, the user decomposes the shape into topological cylinders. Our algorithm automatically produces a single continuous curve on the shape that spirals along the cylinders. It proceeds to cut the shape along the curve and creates a developable surface that can be trivially unfolded into a single 2D shape – the so called *zippable*. Based on the flattening, plans for laser cutting it from fabric are generated. Finally, we attach a zipper with a single slider to the boundary of the zippable. Zipping it up reproduces a faithful approximation of the input model.

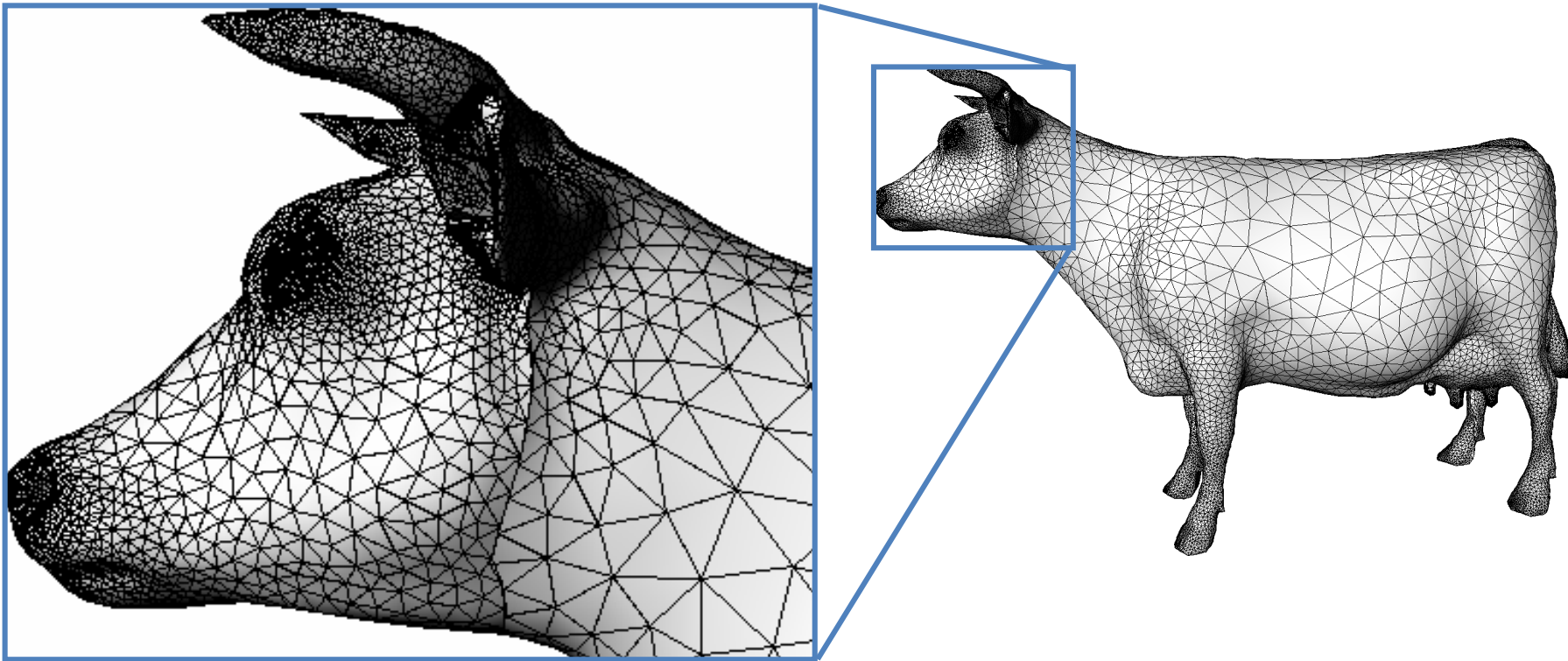
Related: zippables



Boundary

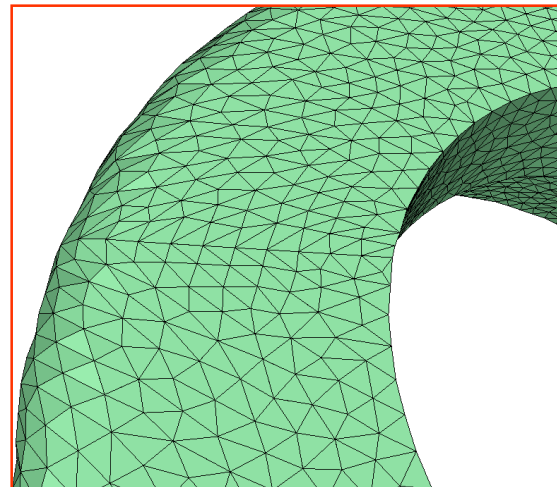
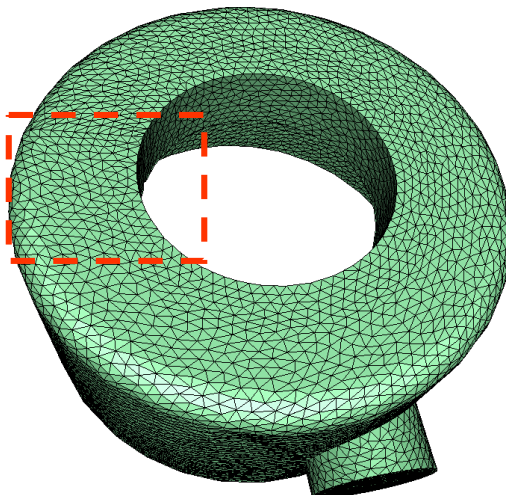
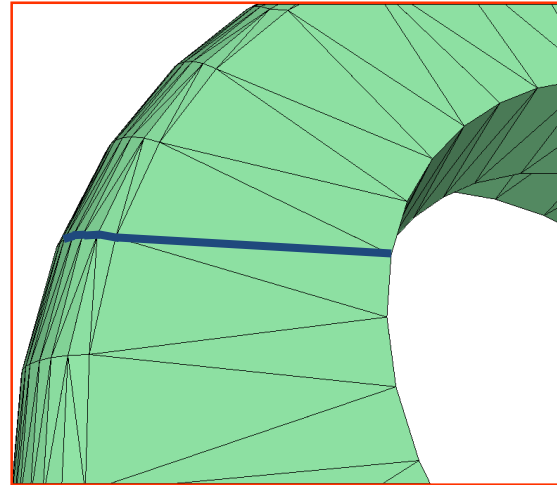
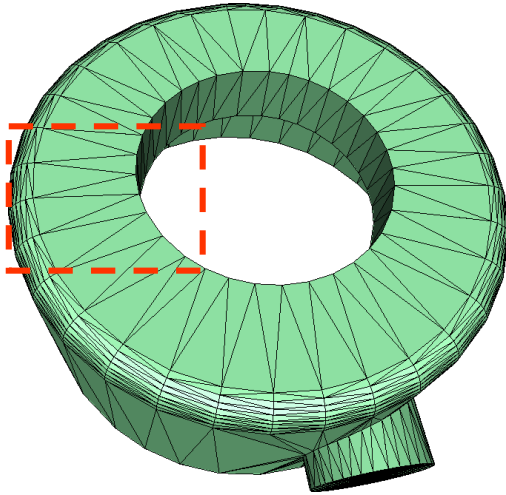
Need mesh consistency along boundaries

- Enforce shared boundary vertex positions



Boundaries

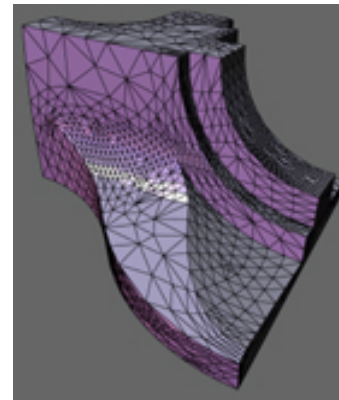
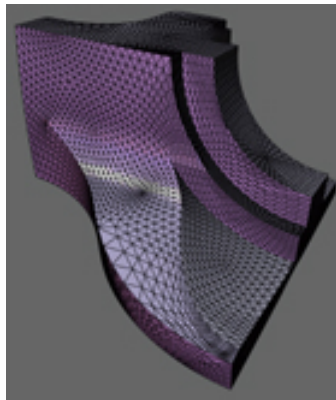
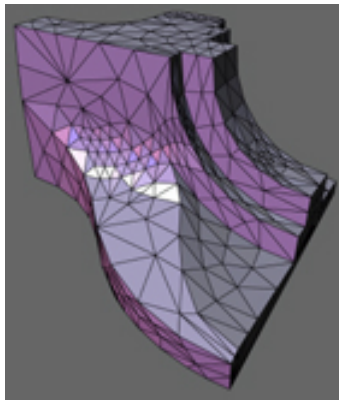
- Consistent but visible...



Features

Preserving features – locate surface creases and prevent removing them

- Special handling by segmentation and/or 2D meshing



Global Methods - Properties

- Three major components:
 - Segment
 - Parameterize
 - Mesh in 2D
- Strongly depends on parameterization quality
 - In turn depends on segmentation
- Typically more complex to implement from scratch

Tet Meshing

An active area of research!

Tetrahedral Meshing in the Wild

YIXIN HU, New York University

QINGNAN ZHOU, Adobe Research

XIFENG GAO, New York University

ALEC JACOBSON, University of Toronto

DENIS ZORIN, New York University

DANIELE PANOZZO, New York University

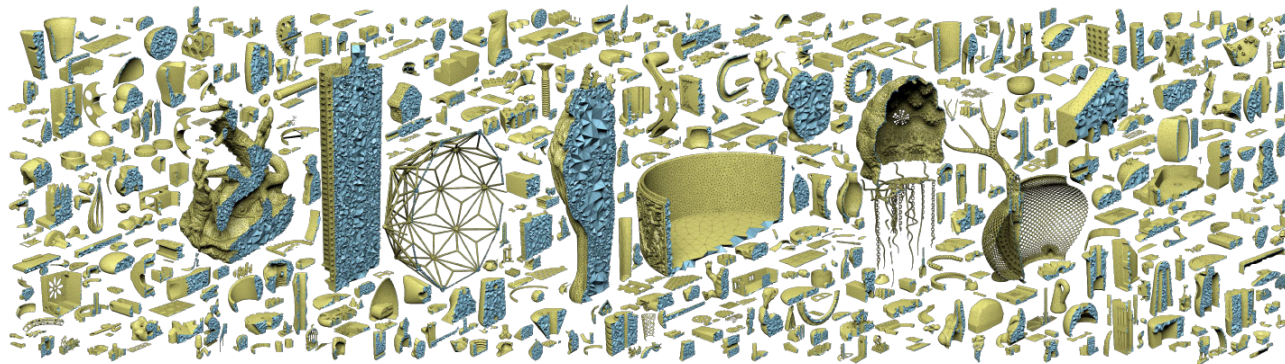


Fig. 1. A selection of the ten thousand meshes *in the wild* tetrahedralized by our novel tetrahedral meshing technique.

We propose a novel tetrahedral meshing technique that is unconditionally robust, requires no user interaction, and can directly convert a triangle soup into an analysis-ready volumetric mesh. The approach is based on several core principles: (1) initial mesh construction based on a fully robust, yet efficient, filtered exact computation (2) explicit (automatic or user-defined)

ACM Reference Format:

Yixin Hu, Qingnan Zhou, Xifeng Gao, Alec Jacobson, Denis Zorin, and Daniele Panozzo. 2018. Tetrahedral Meshing in the Wild. *ACM Trans. Graph.* 37, 4, Article 60 (August 2018), 14 pages. <https://doi.org/10.1145/3197517.3201353>

Hex Meshing

All-Hex Mesh Generation via Volumetric PolyCube Deformation

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¹University of British Columbia, Canada

²Oregon State University, United States

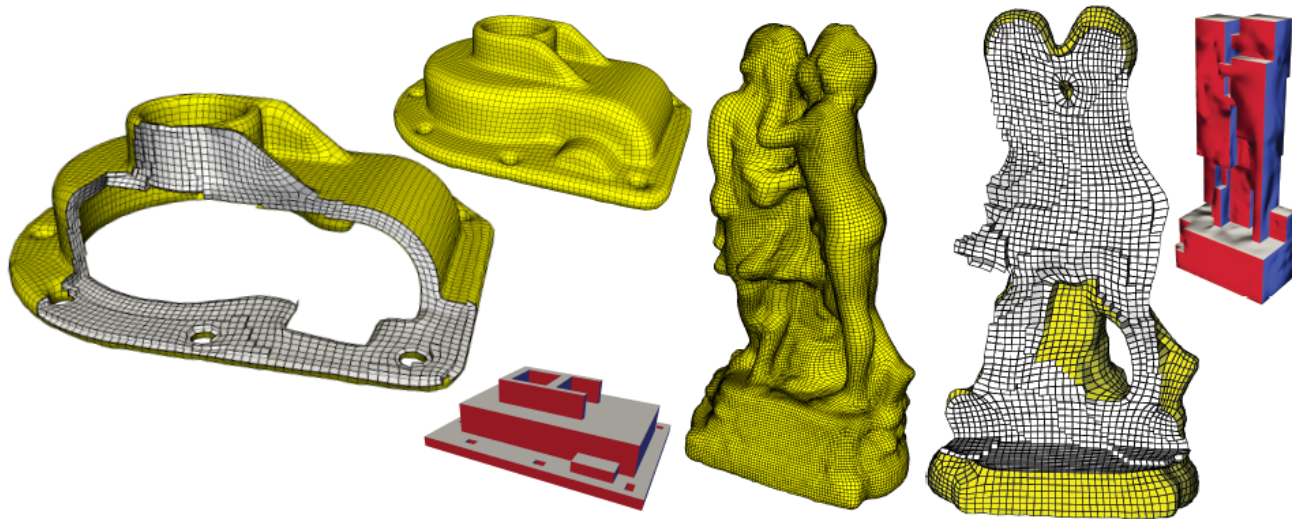


Figure 1: High quality all-hex meshes of complex shapes automatically generated by our method and the PolyCubes we compute to create them. For the kiss both fine and coarse meshes are shown.

Hex Meshing

