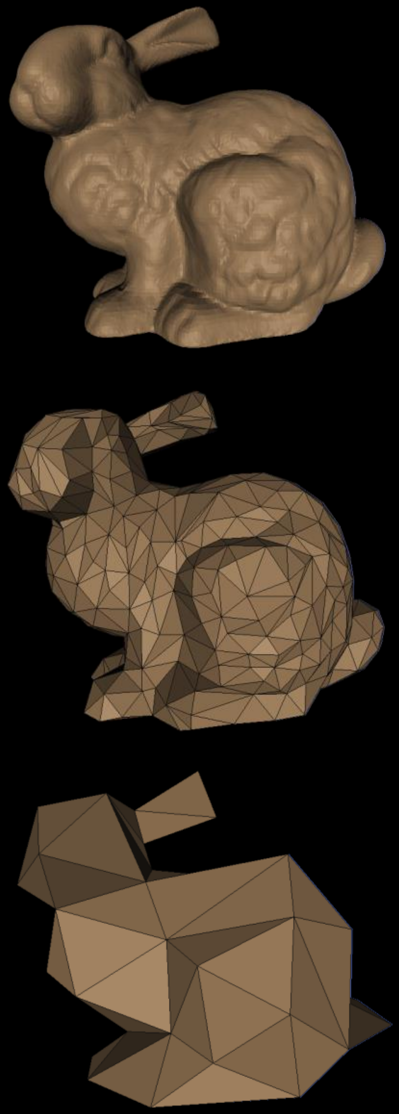
Multiresolution Meshes



COS 526

Tom Funkhouser, Fall 2016

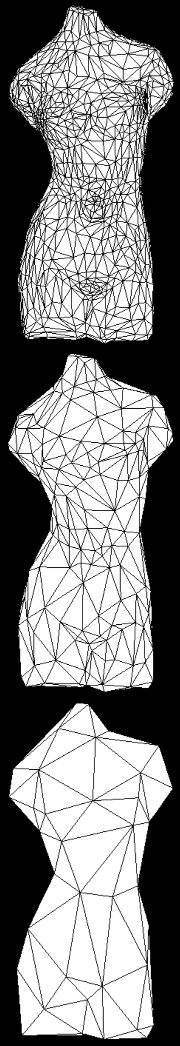
Slides by Guskov, Praun, Sweldens, etc.

Motivation

Huge meshes are difficult to

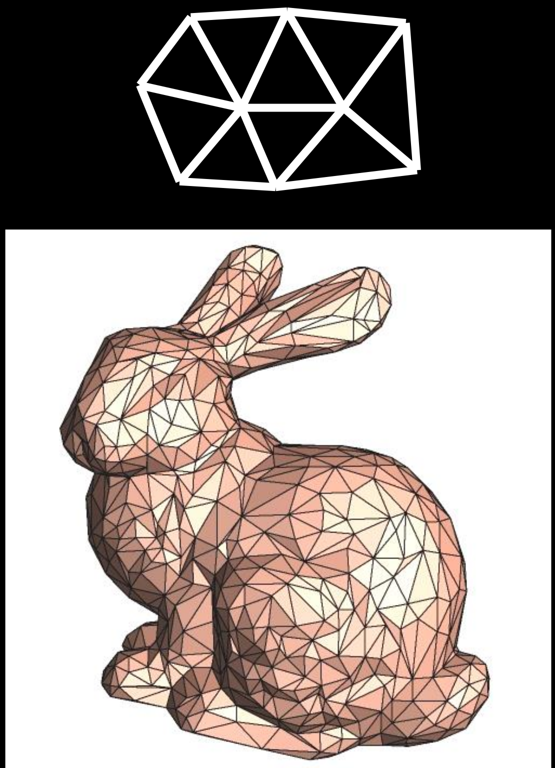
- render
- store
- transmit
- edit

→ Multiresolution Meshes!

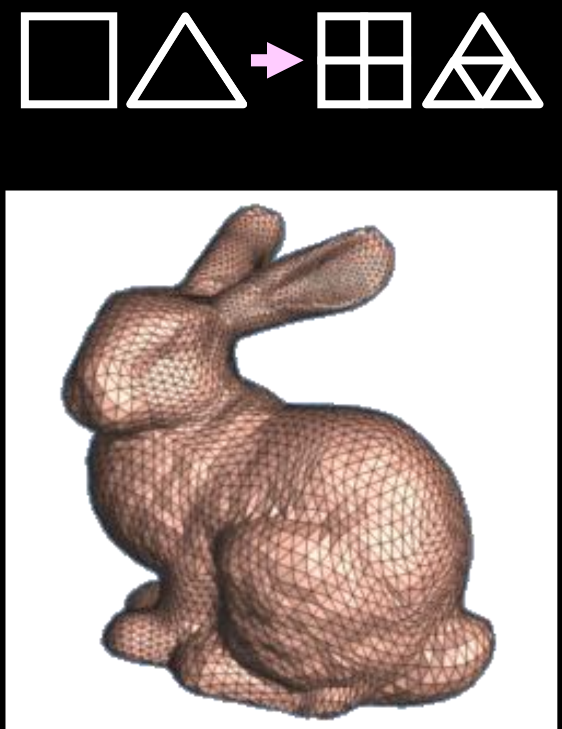


[Guskov *et al.*]

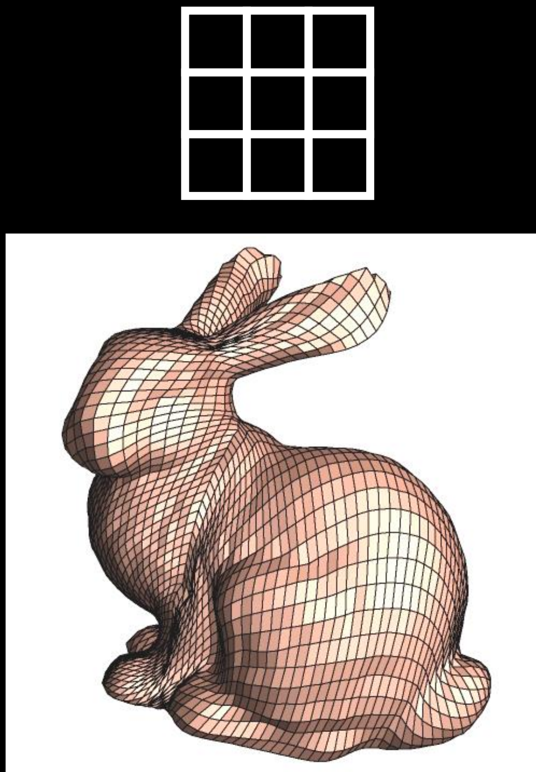
Multiresolution Meshes



Irregular



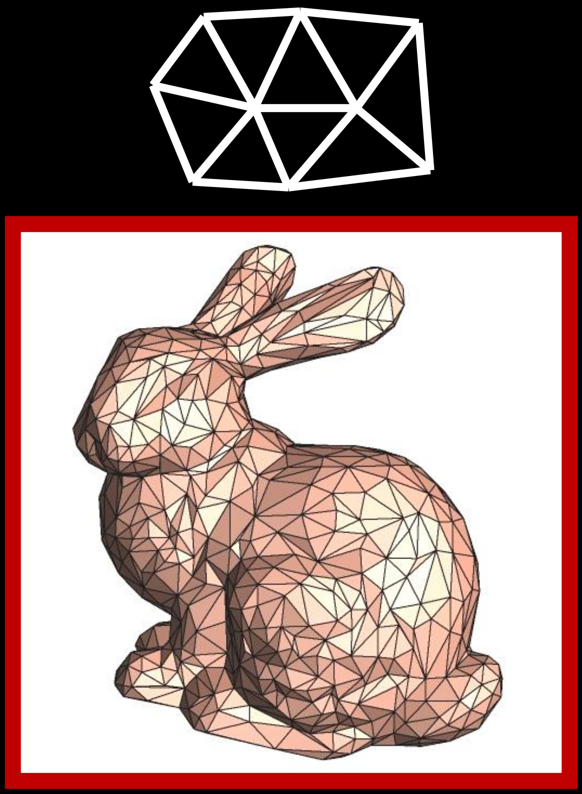
Semi-regular



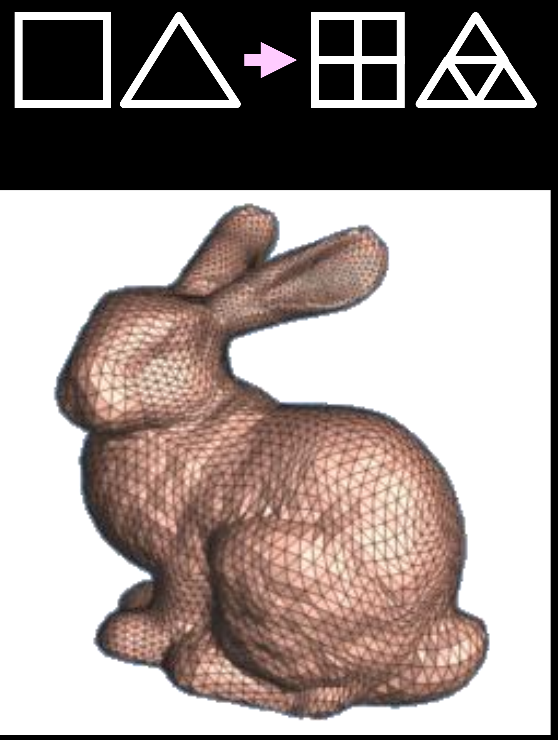
Completely regular

[Hoppe]

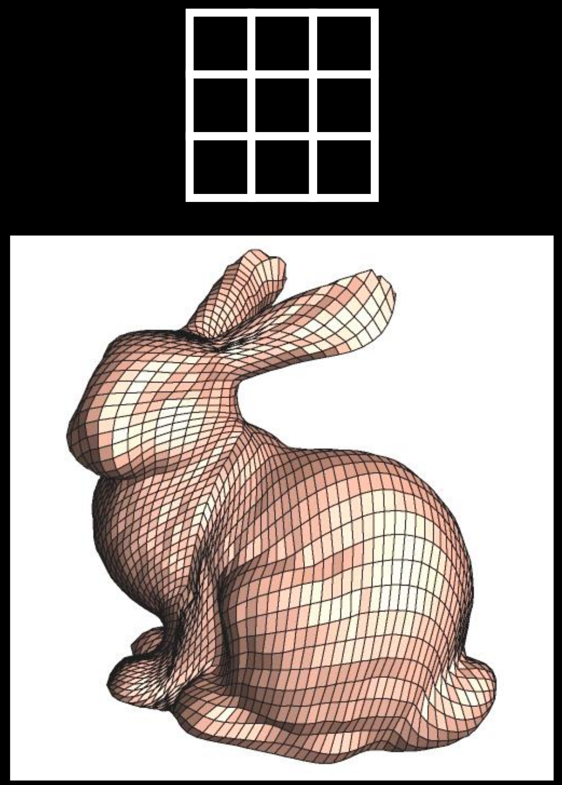
Multiresolution Meshes



Irregular



Semi-regular



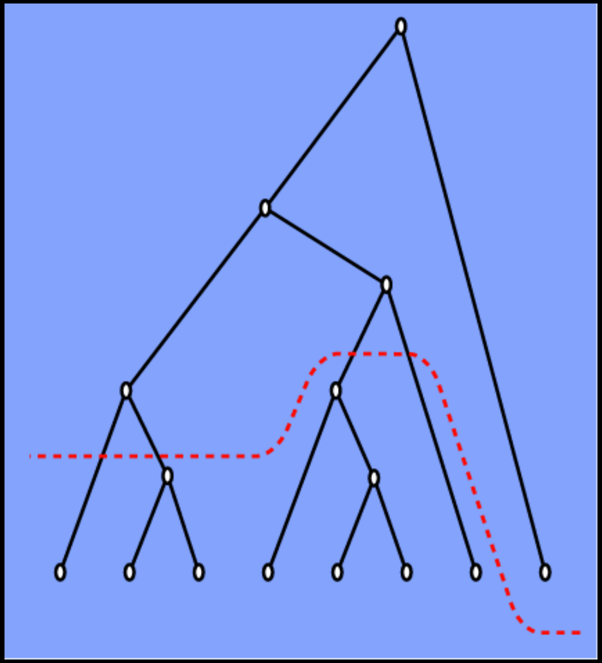
Completely regular

[Hoppe]

Irregular Multiresolution Meshes

Encode mesh simplification operations in tree

- Cut through tree defines a mesh
- Move cut up/down to simplify/refine

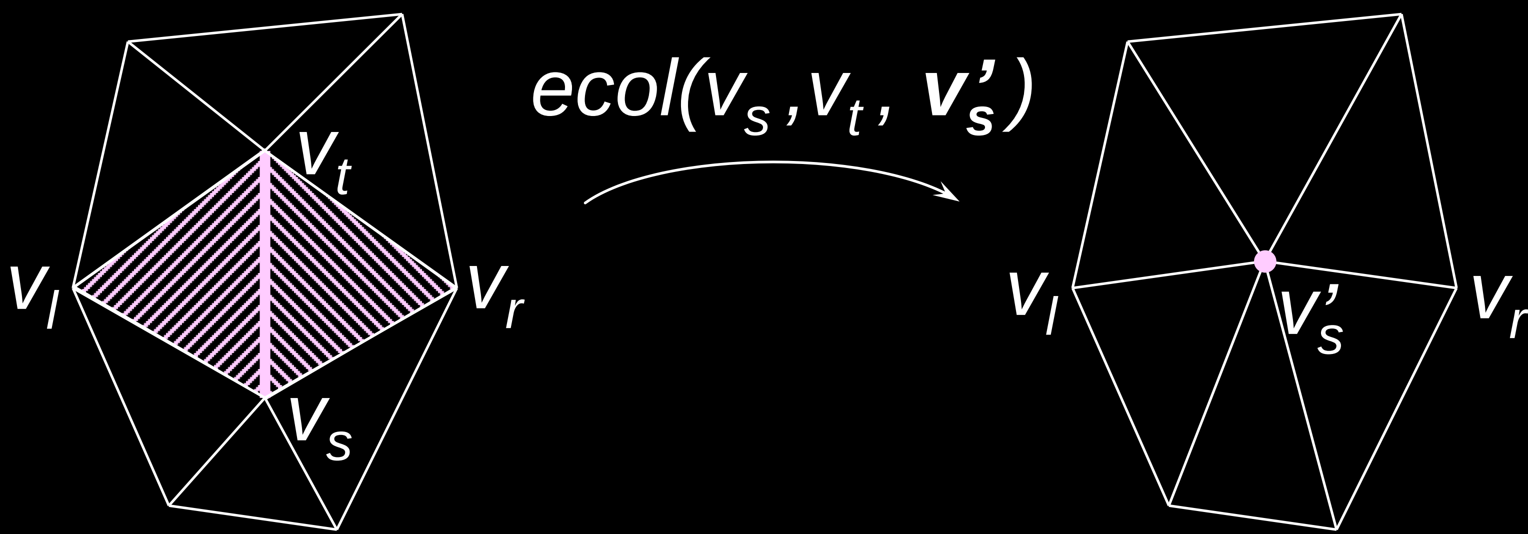


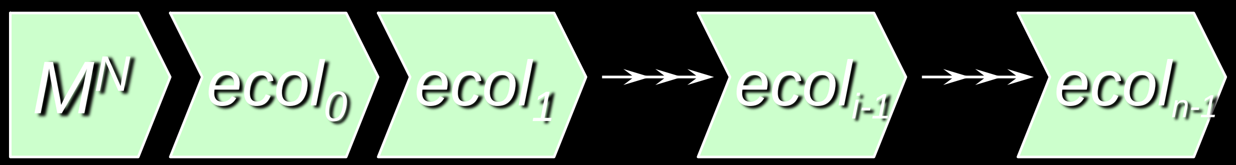
Xia96, Hoppe97, Luebke97

Progressive Mesh

Slide by Hoppe

Encode continuous detail as sequence of edge collapses

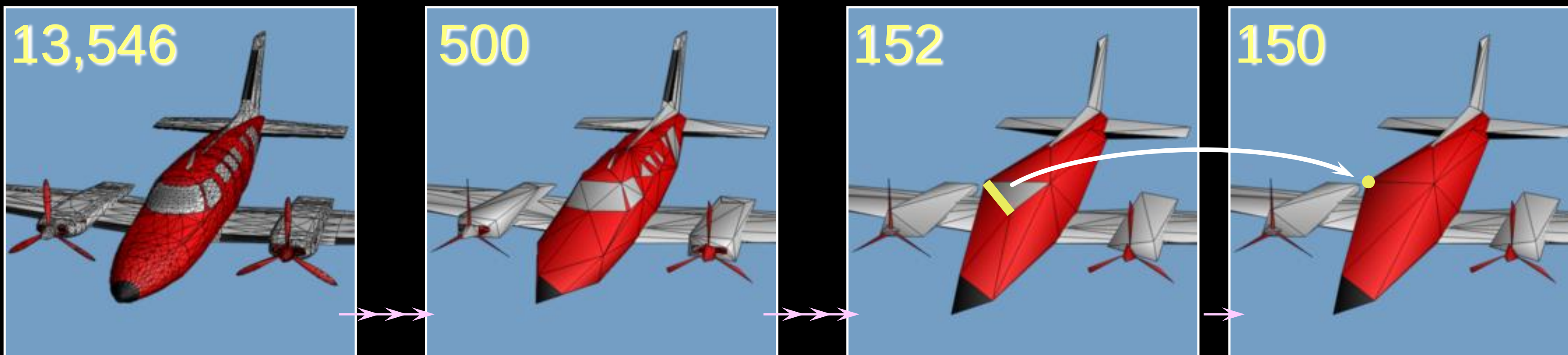




Progressive Mesh

Slide by Hoppe

Simplification process

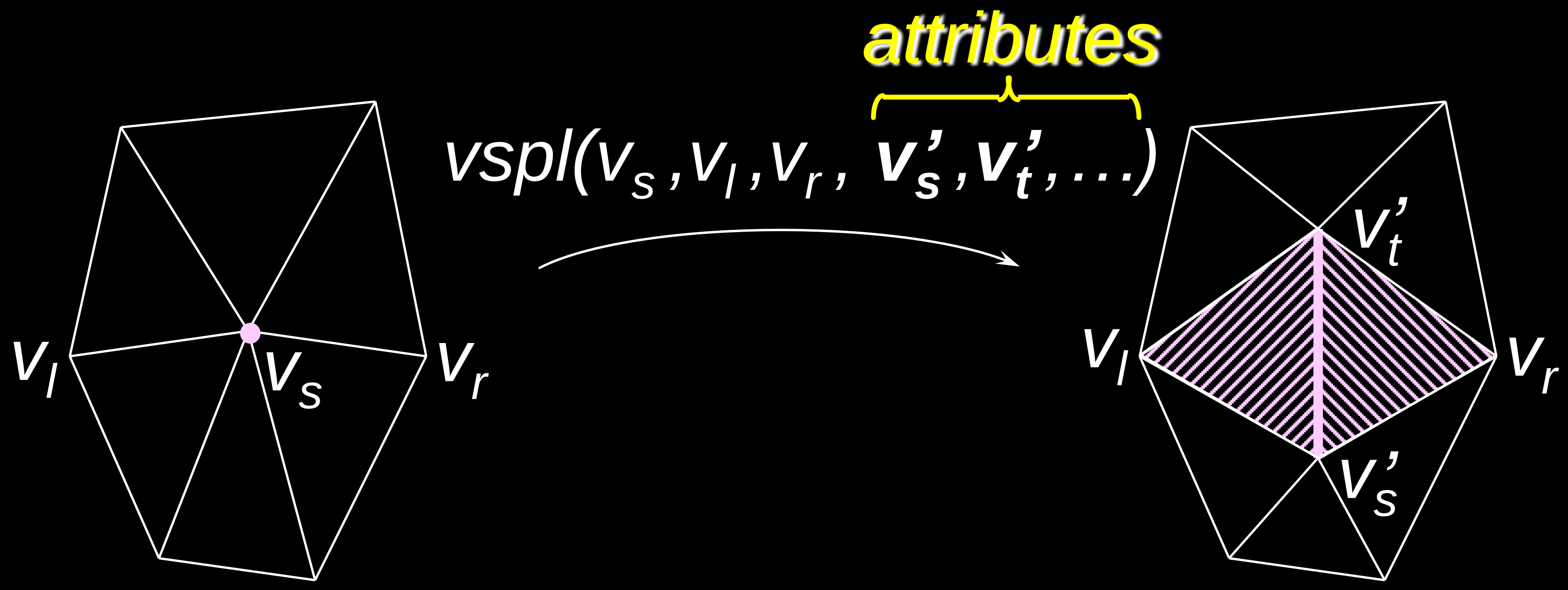


$$\hat{M}=M^n \xrightarrow[ecol_{n-1}]{} \twoheadrightarrow M^{175} \twoheadrightarrow \xrightarrow[ecol_i]{} M^1 \xrightarrow[ecol_0]{} M^0$$

Progressive Mesh

Slide by Hoppe

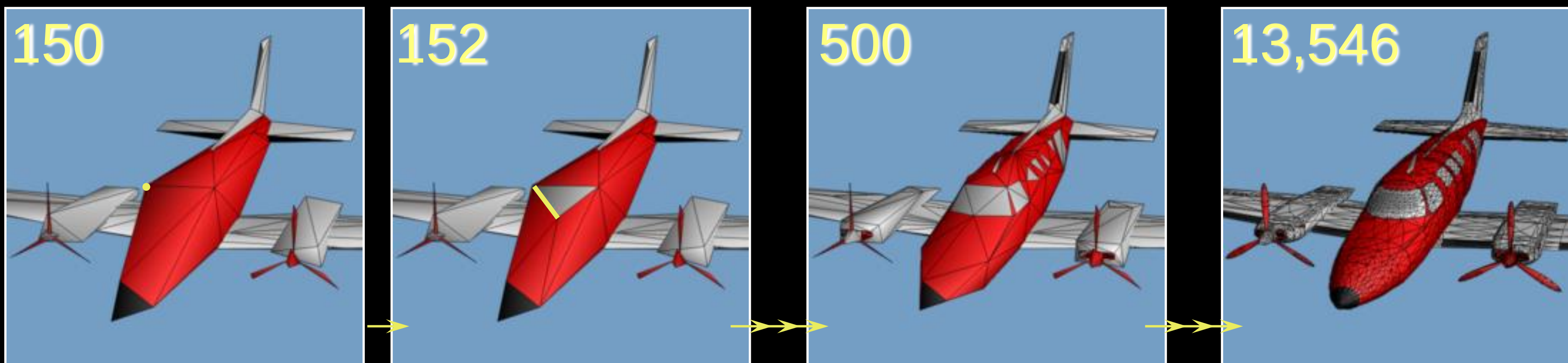
Inversion is possible with vertex split transformation



Progressive Mesh

Slide by Hoppe

Reconstruction process



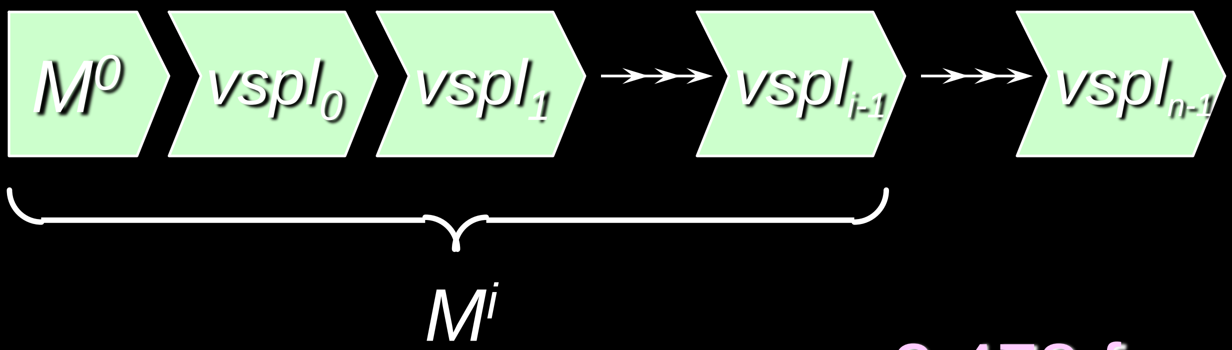
$$M^0 \xrightarrow[vspl_0]{} M^1 \longrightarrow \cdots \; vspl_i \; \cdots \to M^{175} \to \cdots \xrightarrow[vspl_{n-1}]{} M^n = \hat{M}$$

progressive mesh (PM) representation

Slide by
Hoppe

Progressive Mesh

From PM, extract M_i of any desired complexity
(this is multiresolution)

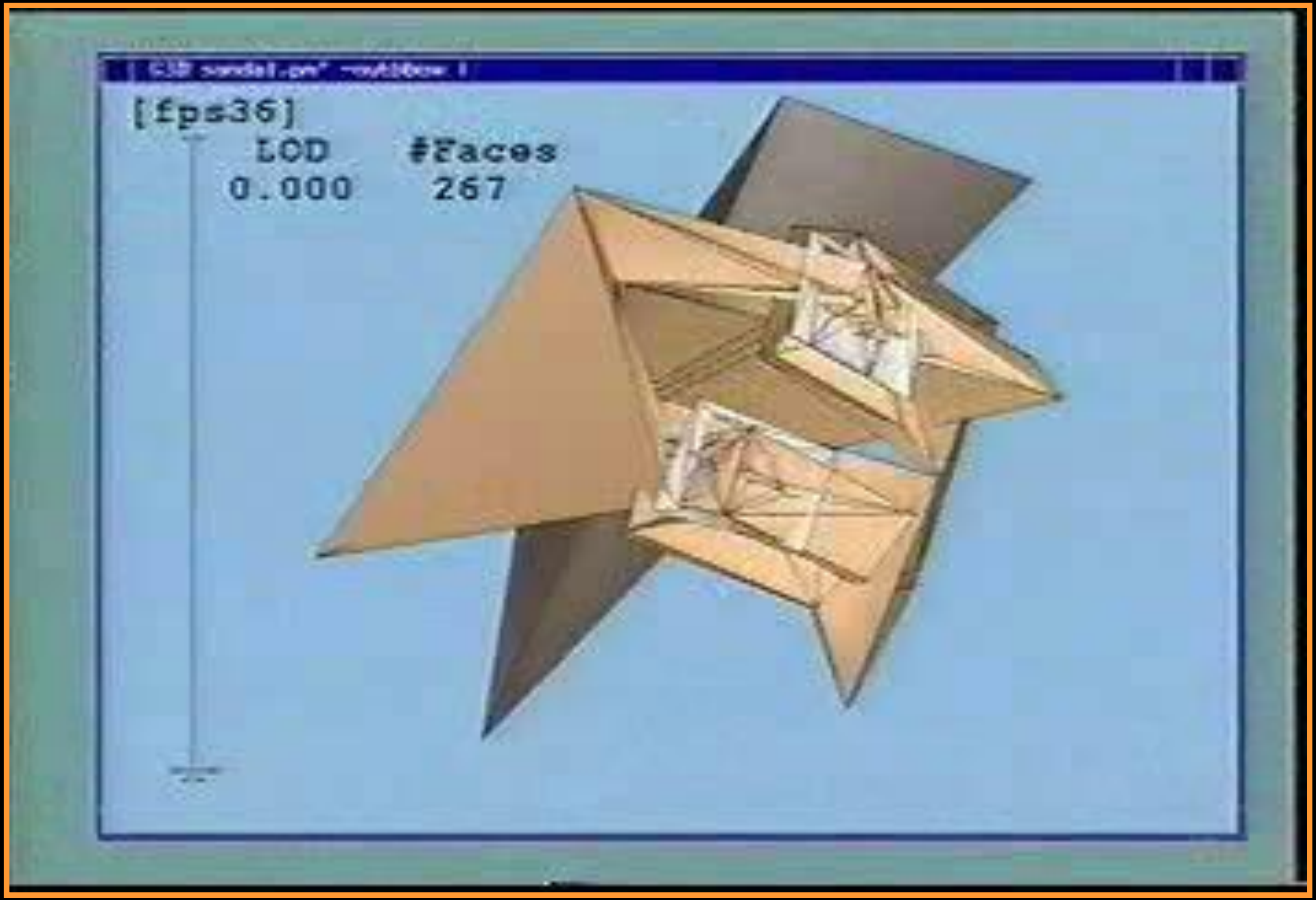


3,478 faces?

Progressive Mesh

Hoppe

Progressive Mesh



Hoppe

Progressive Mesh

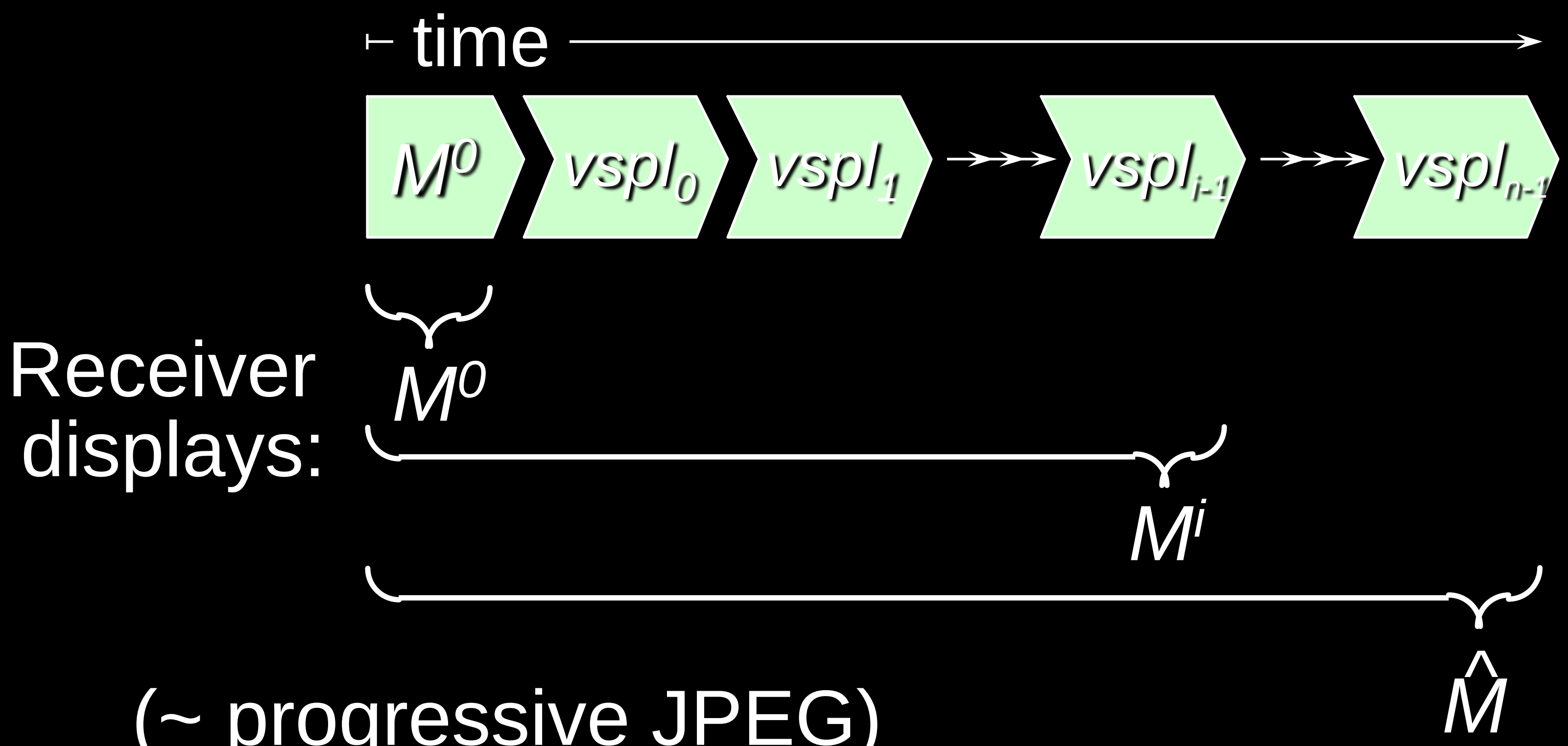
Benefits/Applications:

- Progressive transmission
- Surface compression
- Selective refinement

Progressive Transmission

Slide by Hoppe

Transmit records progressively:



(~ progressive JPEG)

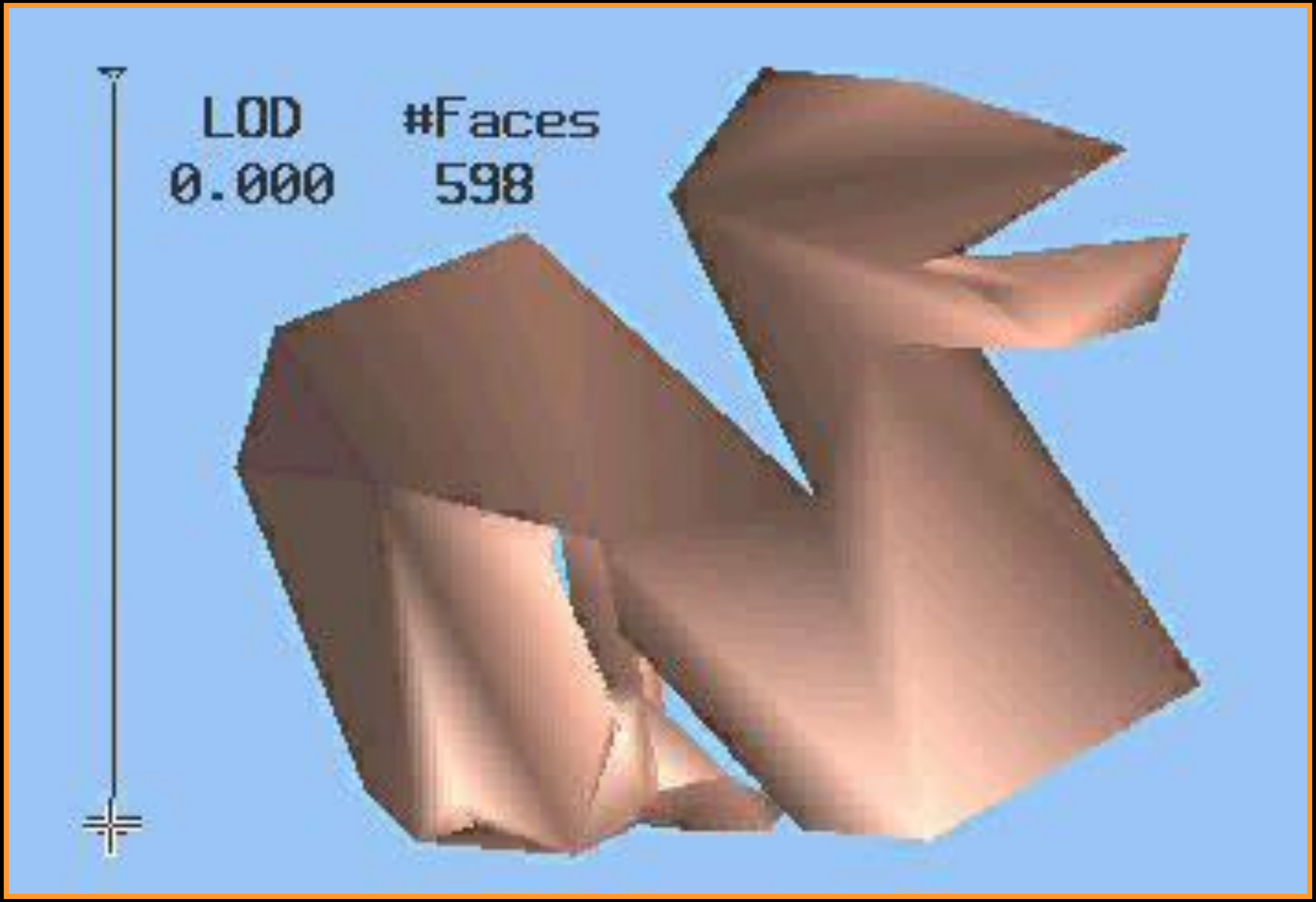
Progressive Transmission

Slide by Southern

Details added while user is browsing.

[Certain *et al.*]

Progressive Transmission

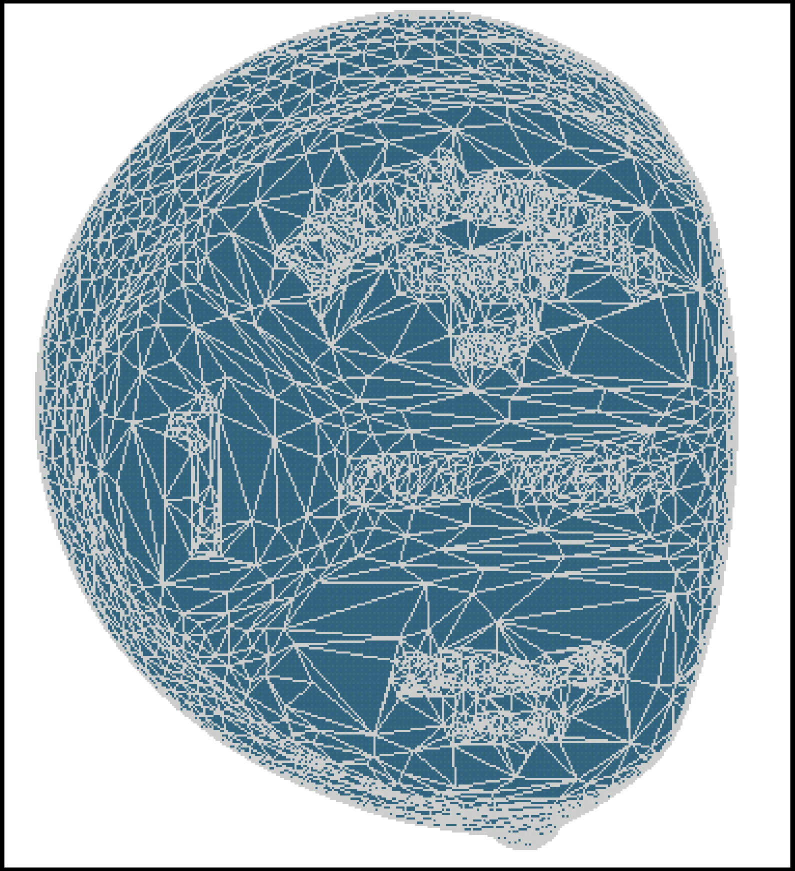


Hoppe

Mesh Compression

Slide by Southern

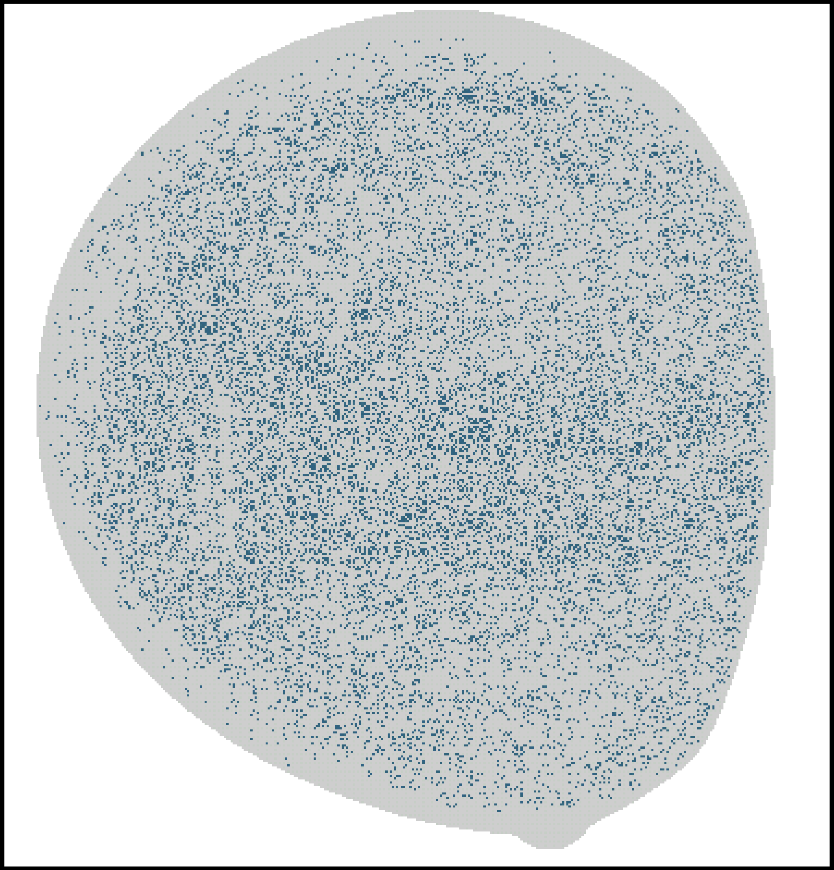
Lossy compression



Mesh Compression

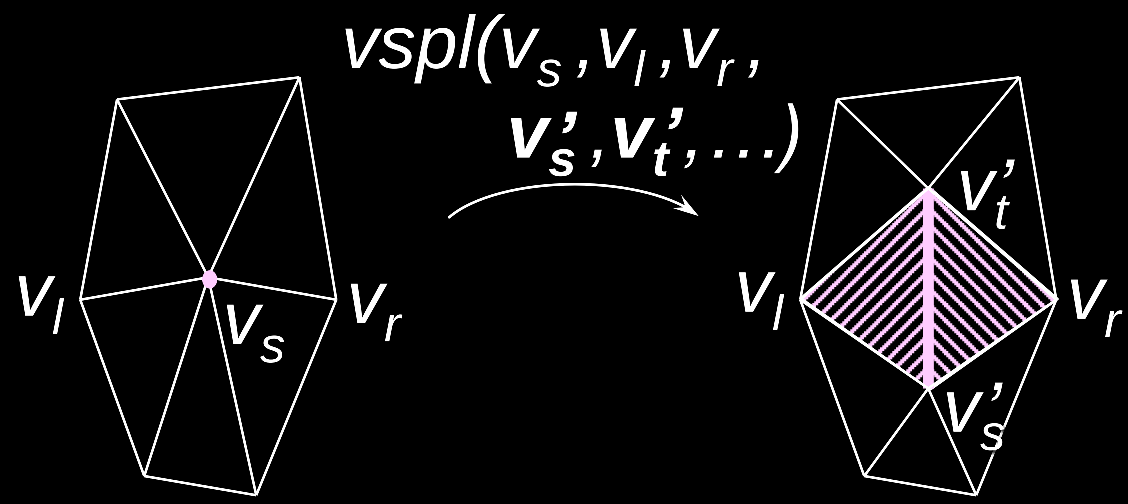
Slide by Southern

Lossless compression



Mesh Compression

Slide by Hoppe



Record deltas:

- $v'_t - v_s$
- $v'_s - v_s$
- …

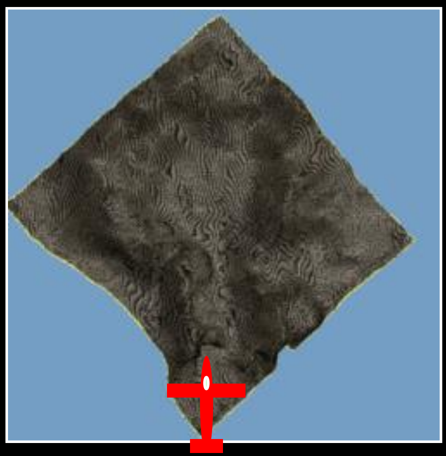
Encoding of *vspl* records:

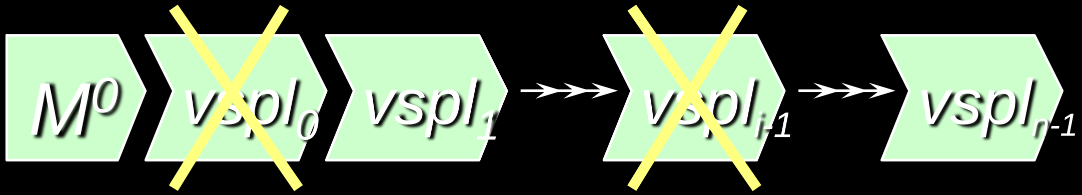
- connectivity: ~ good triangle strips
- attributes: excellent delta-encoding

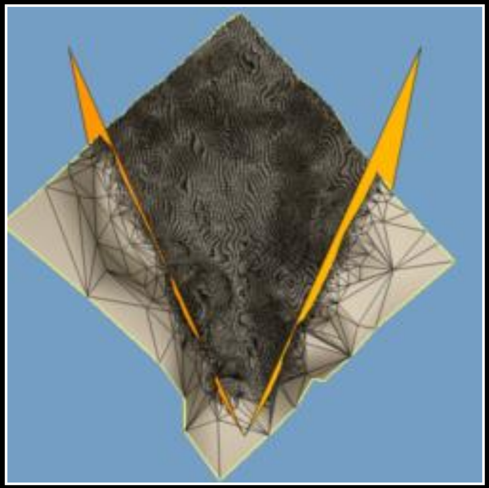
Selective Refinement (VDPM)

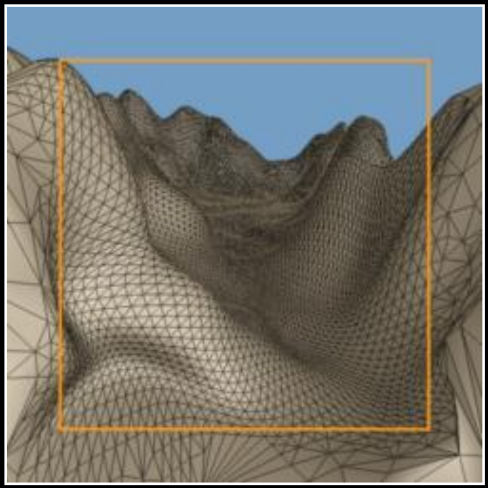
Slide by Hoppe

Refine mesh adaptively based on viewpoint







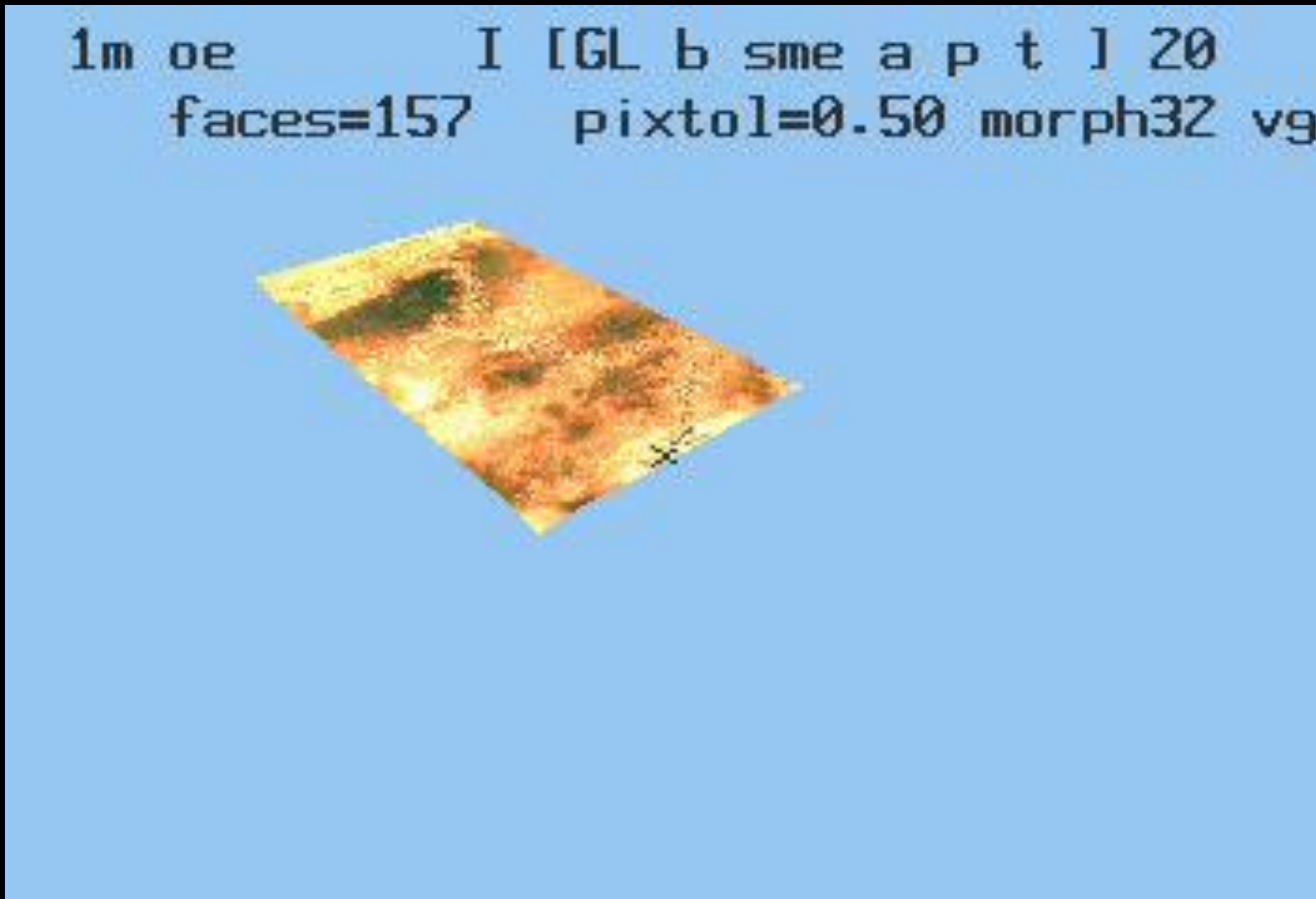


(e.g. view frustum)

Selective Refinement (VDPM)

Hoppe

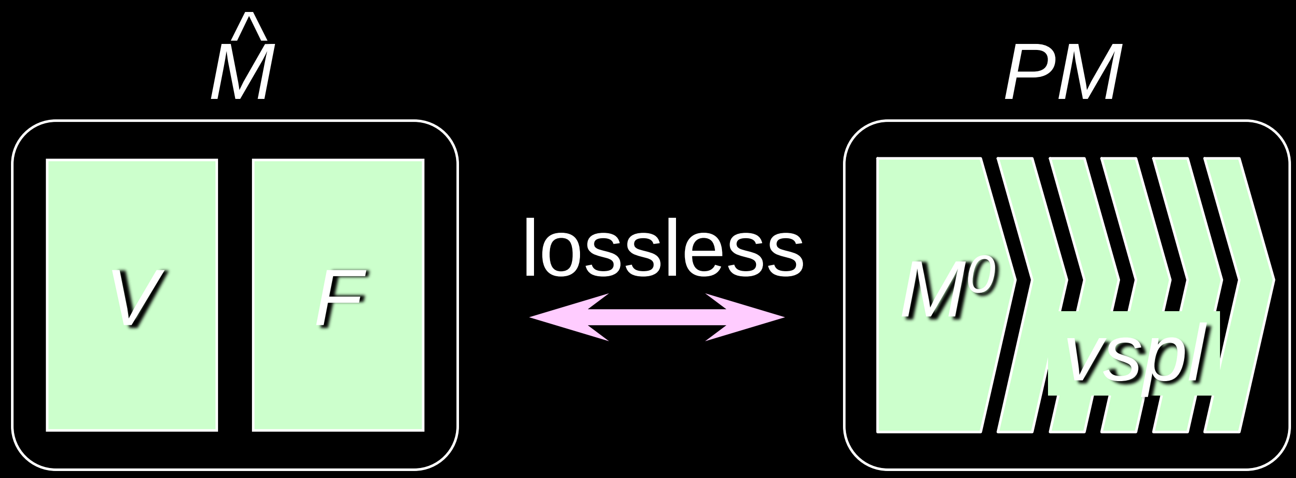
Selective Refinement (VDPM)



Hoppe

Progressive Mesh Summary

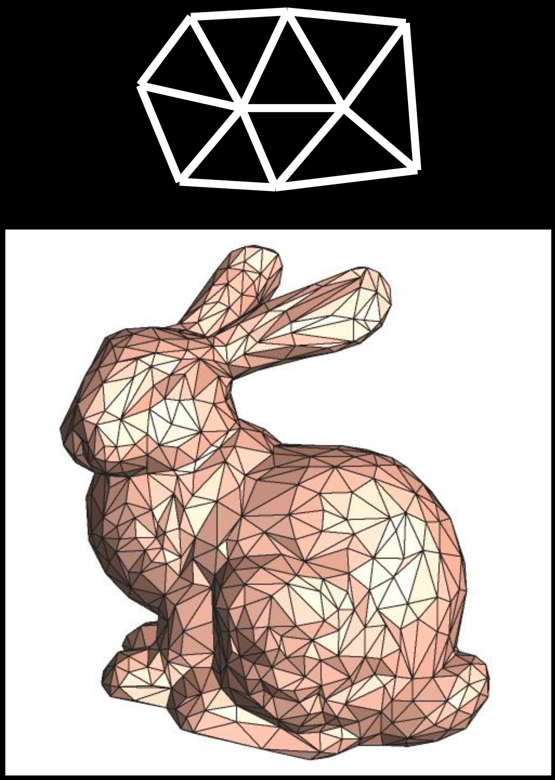
Slide by Hoppe



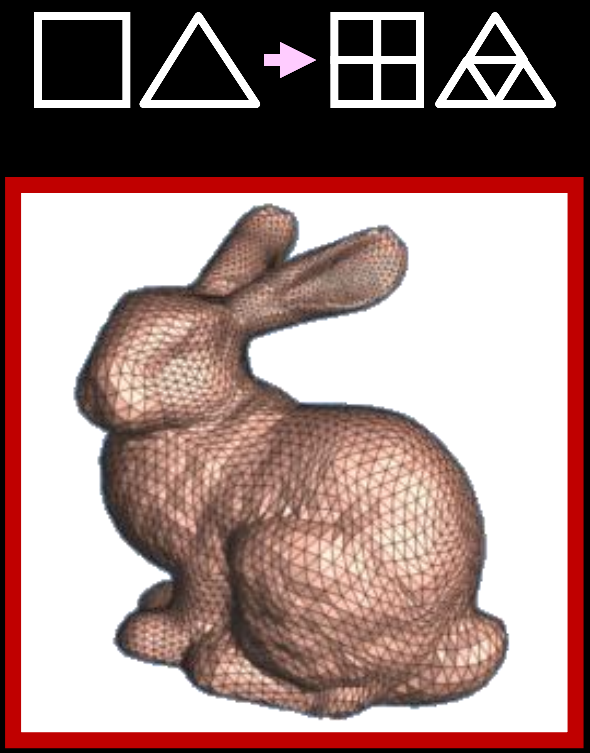
- single resolution

- continuous-resolution
- smooth LOD
- space-efficient
- progressive

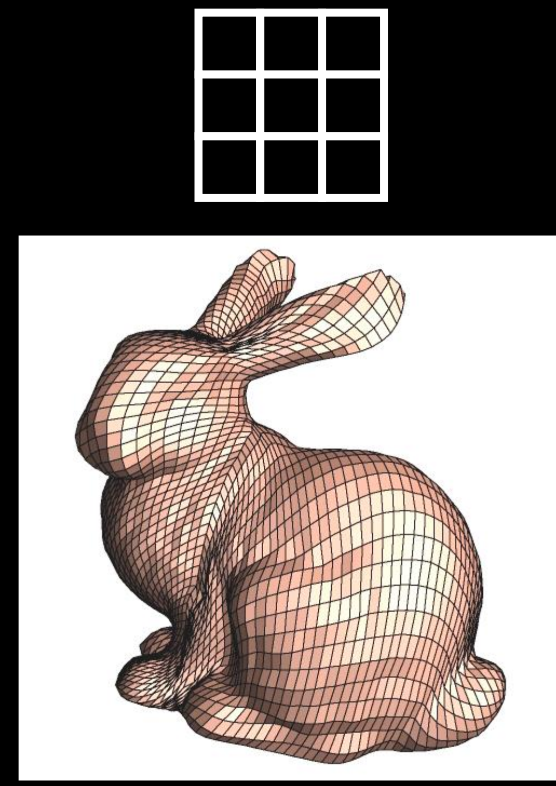
Multiresolution Meshes



Irregular



Semi-regular

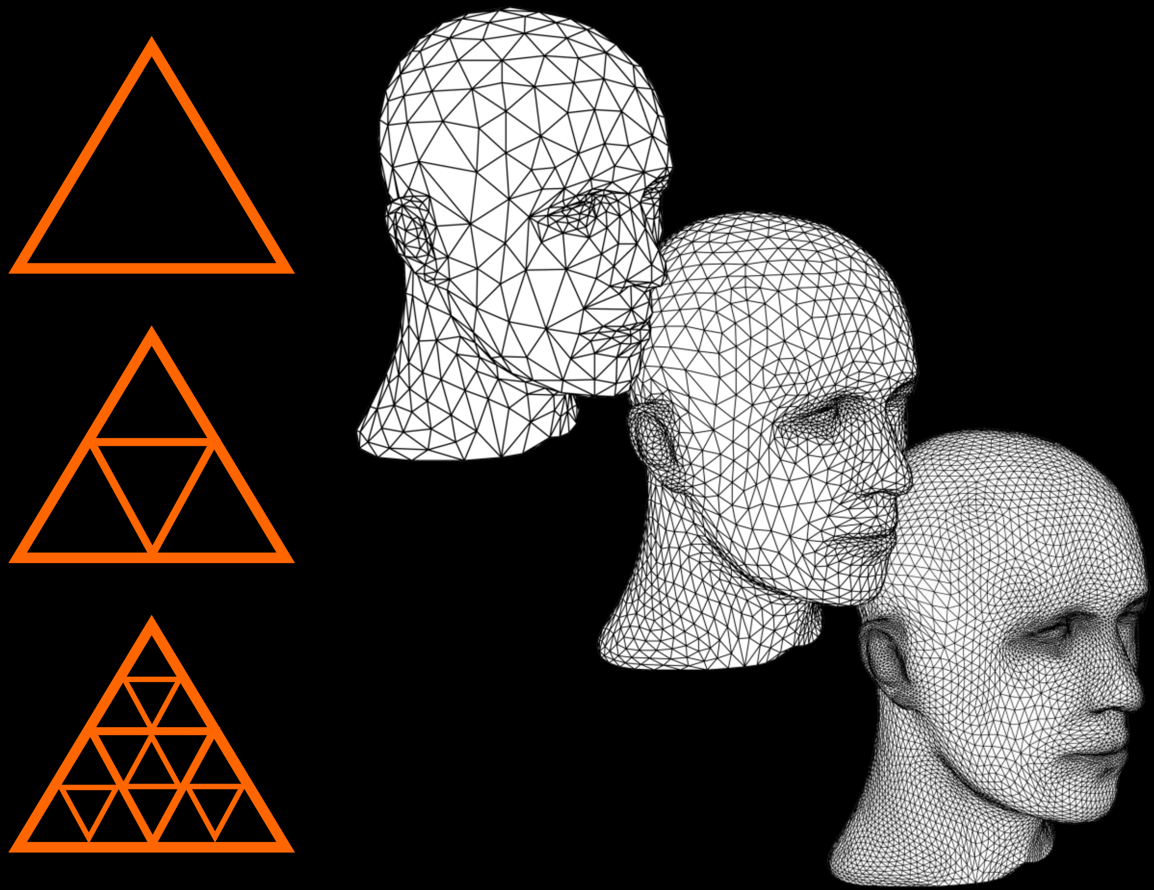


Completely regular

[Hoppe]

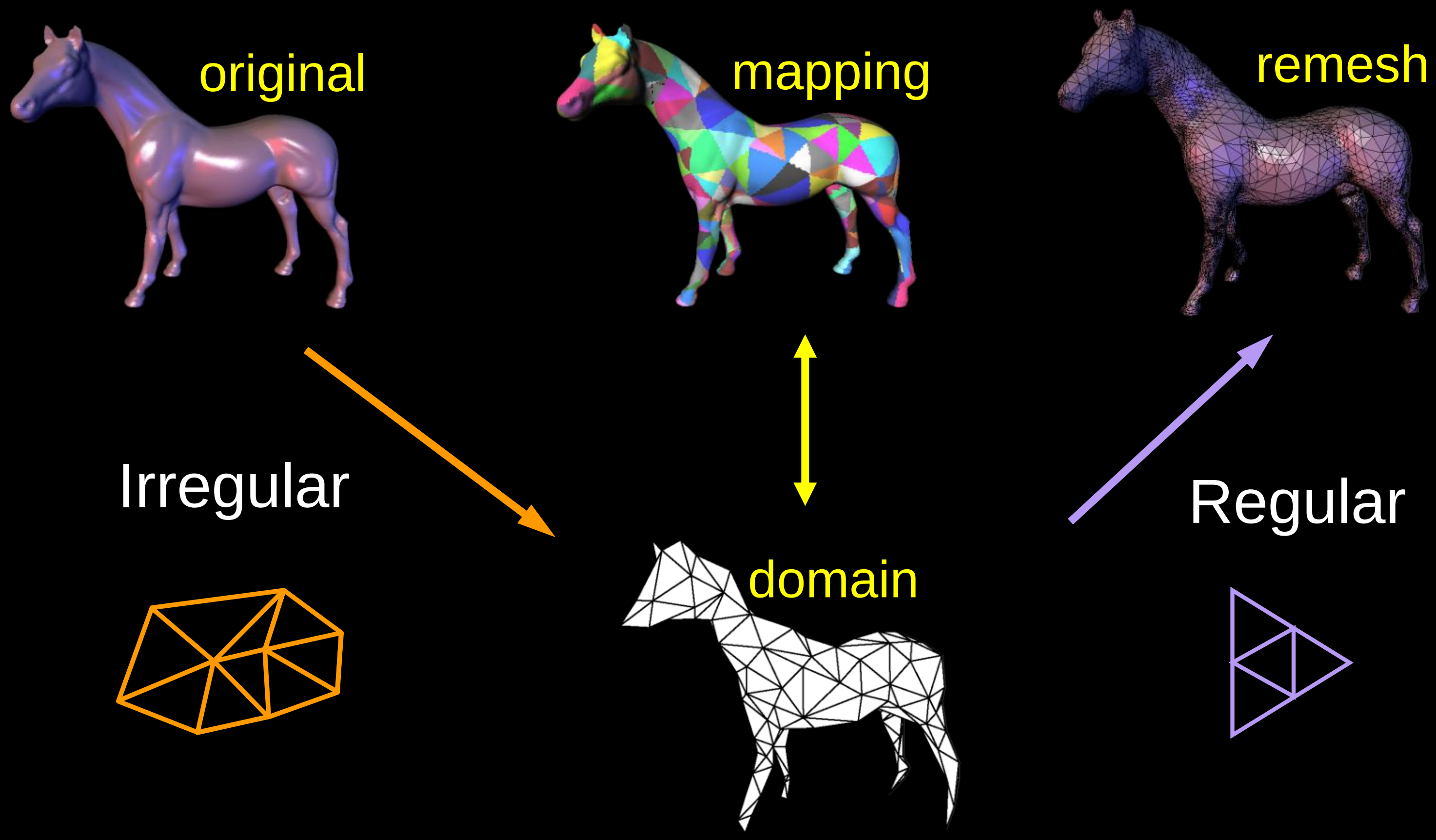
Semi-Regular Mesh

Arbitrary base mesh + refinement via subdivision



[Hoppe]

Multiresolution Analysis



[Guskov *et al.*]

Multiresolution Analysis

step 1: construct a simple domain mesh K

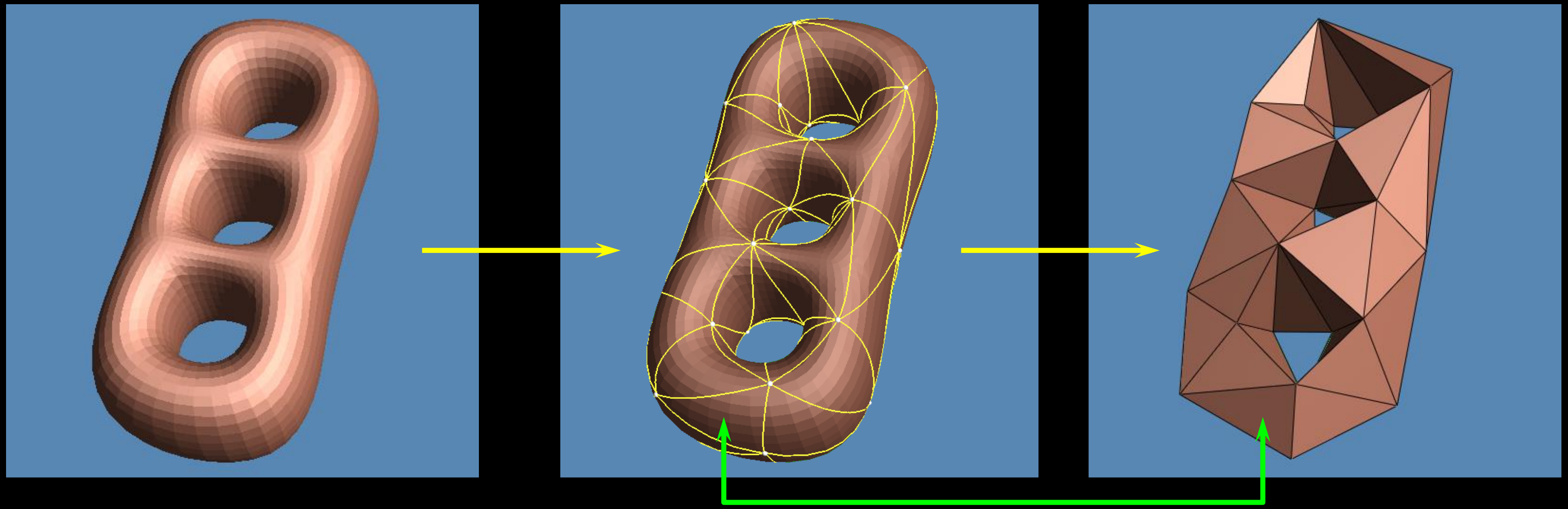
step 2: construct a parametrization r of M over K

step 3: remesh

Multiresolution Analysis

Step 1: construct simple base domain

- topological type of K = topological type of M
- small number of triangular regions
- smooth and straight boundaries



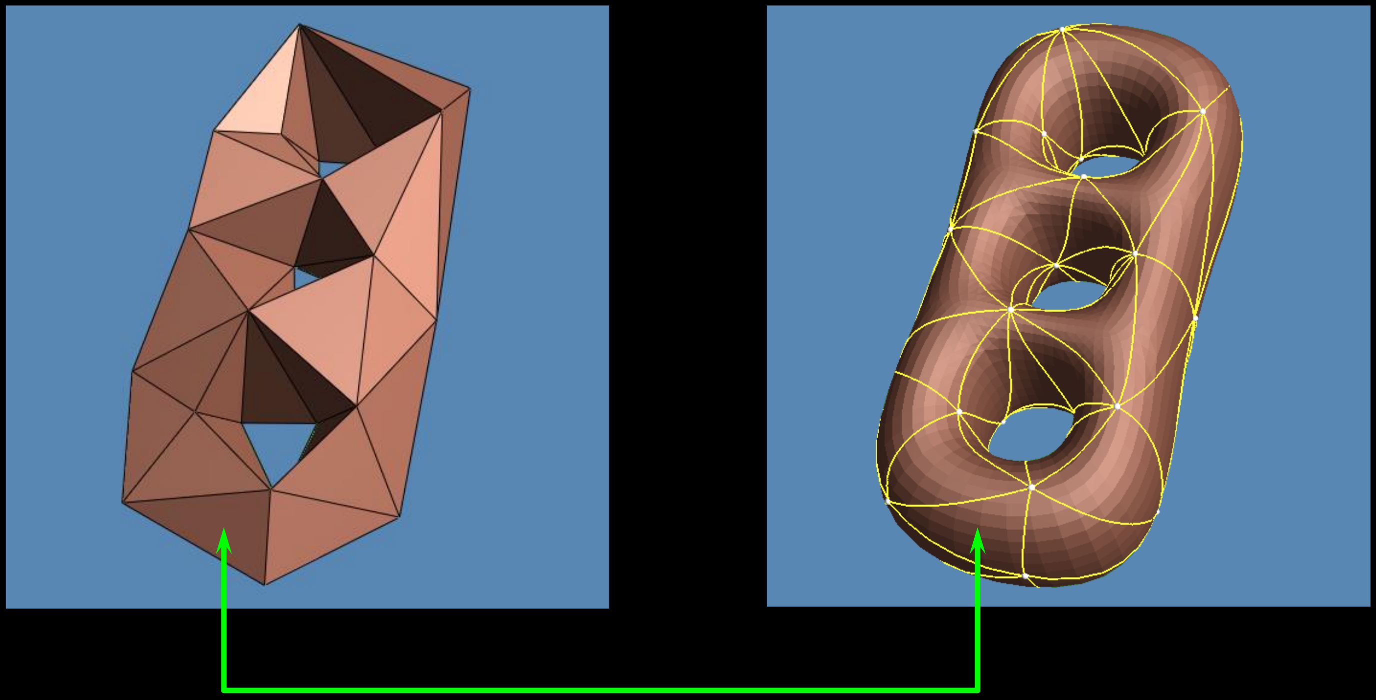
mesh M *partition* *domain mesh K*

[Lounsberry *et al.*]

Multiresolution Analysis

Step 2: construct parameterization

- Map each face of domain mesh to corresponding triangular region

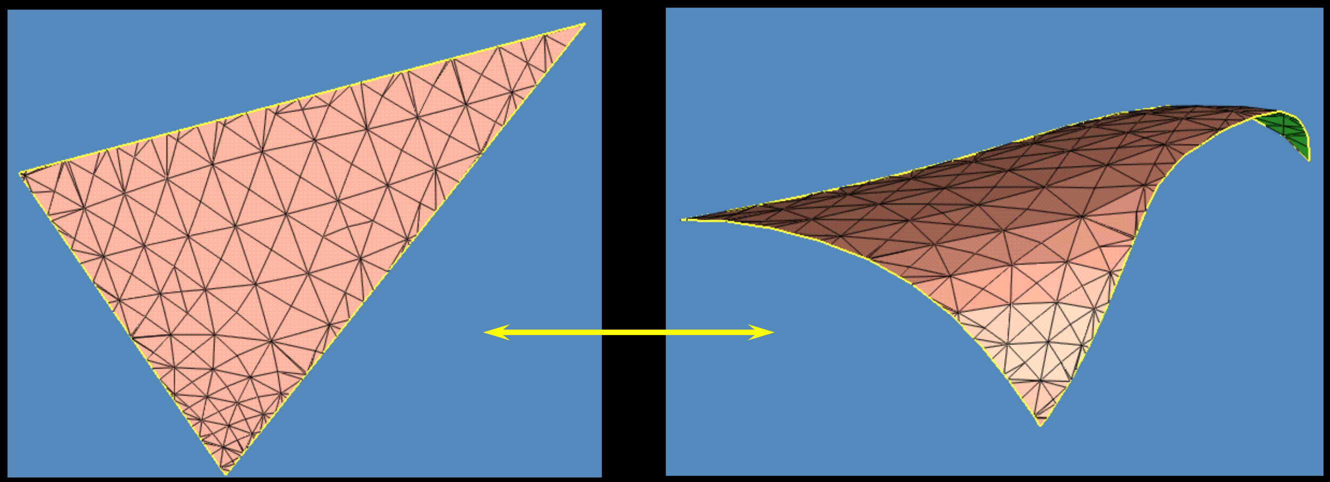


[Lounsberry *et al.*]

Multiresolution Analysis

Step 2: construct parameterization

- Map each face of domain mesh to corresponding triangular region
- Local maps must agree on boundaries and introduce small distortions → harmonic maps



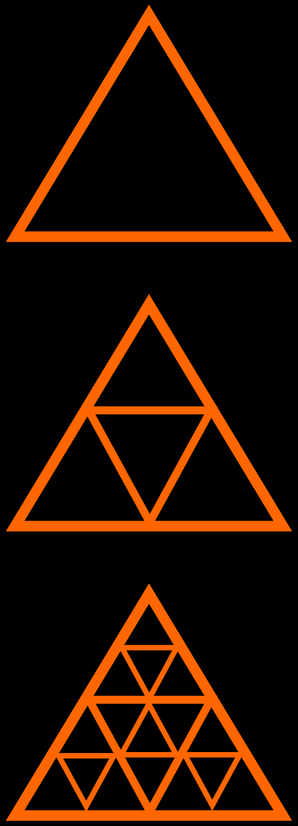
planar triangle *triangular region*

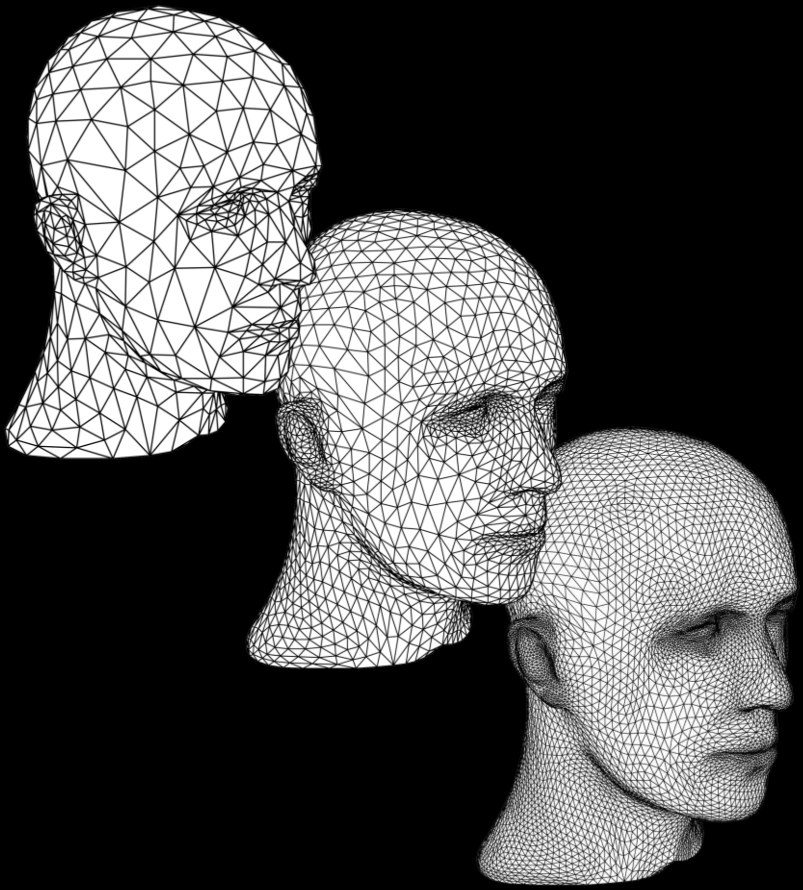
[Lounsberry *et al.*]

Multiresolution Analysis

Step 3: remesh

- Regular subdivision





[Hoppe]

Multiresolution Representation

Wavelet representation

base shape M^{0}

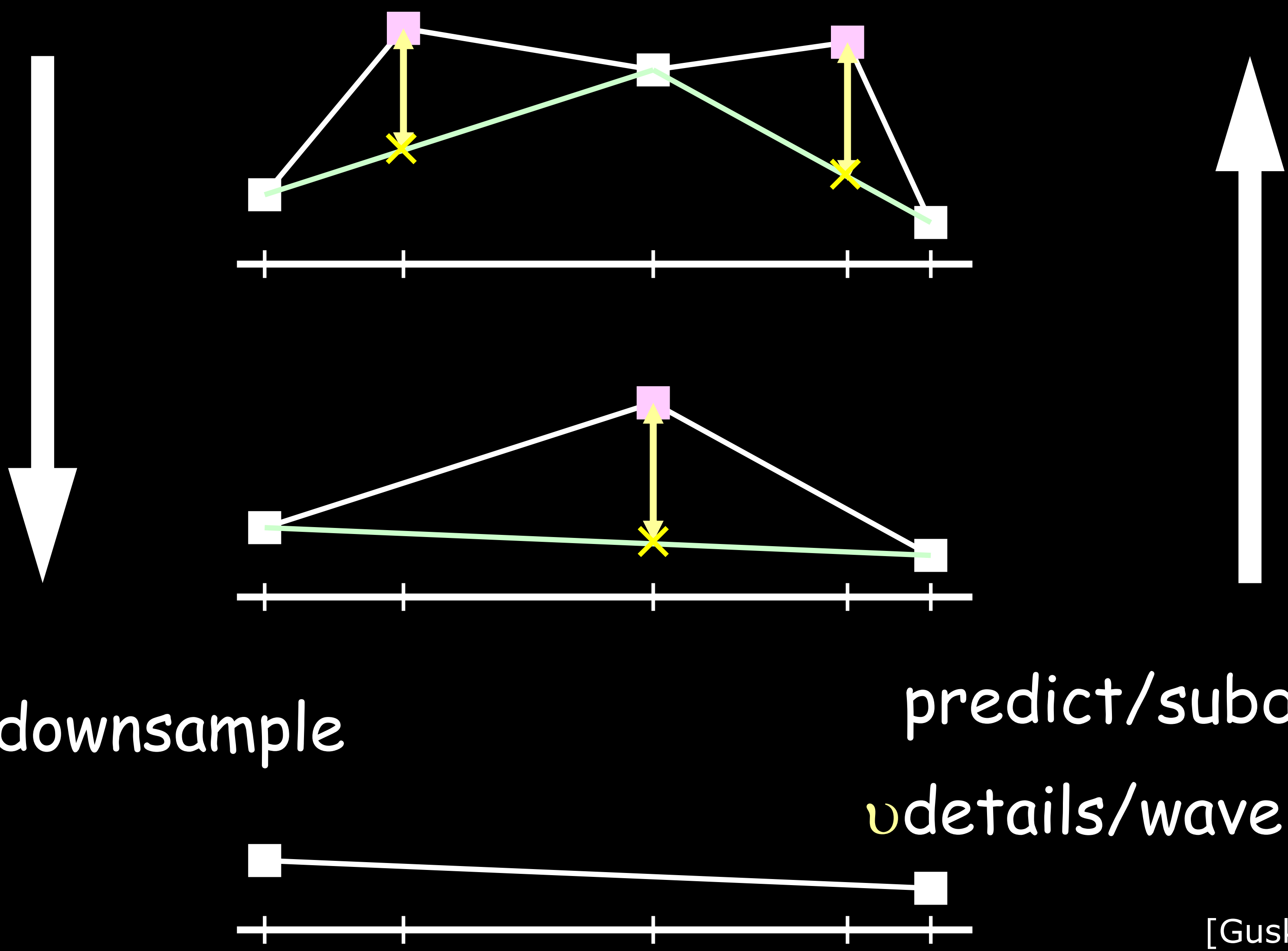
+

sum of local correction terms

(wavelet terms)

[Lounsberry *et al.*]

Multiresolution Representation



υ downsample

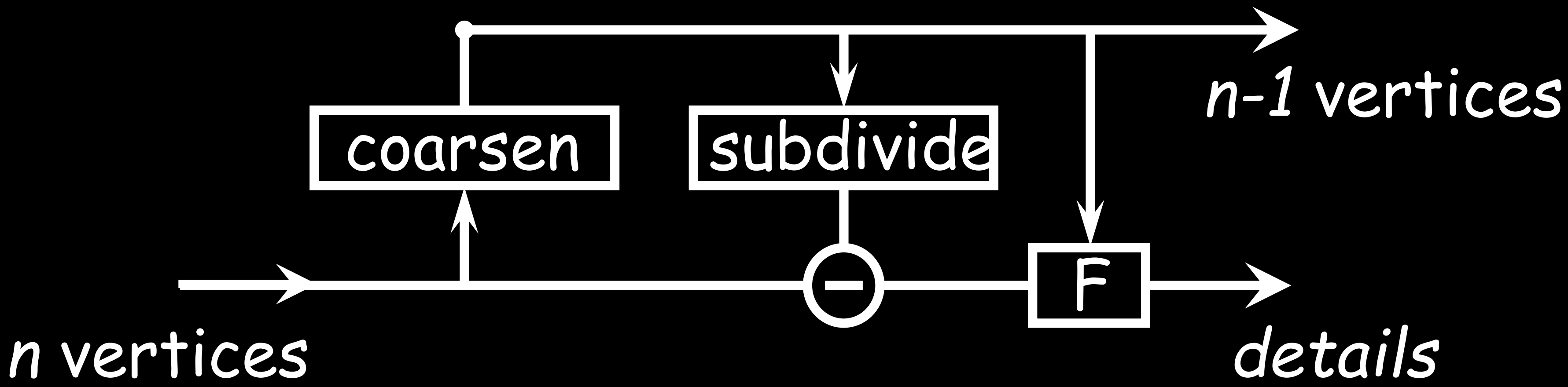
predict/subdivide

υ details/wavelets

[Guskov *et al.*]

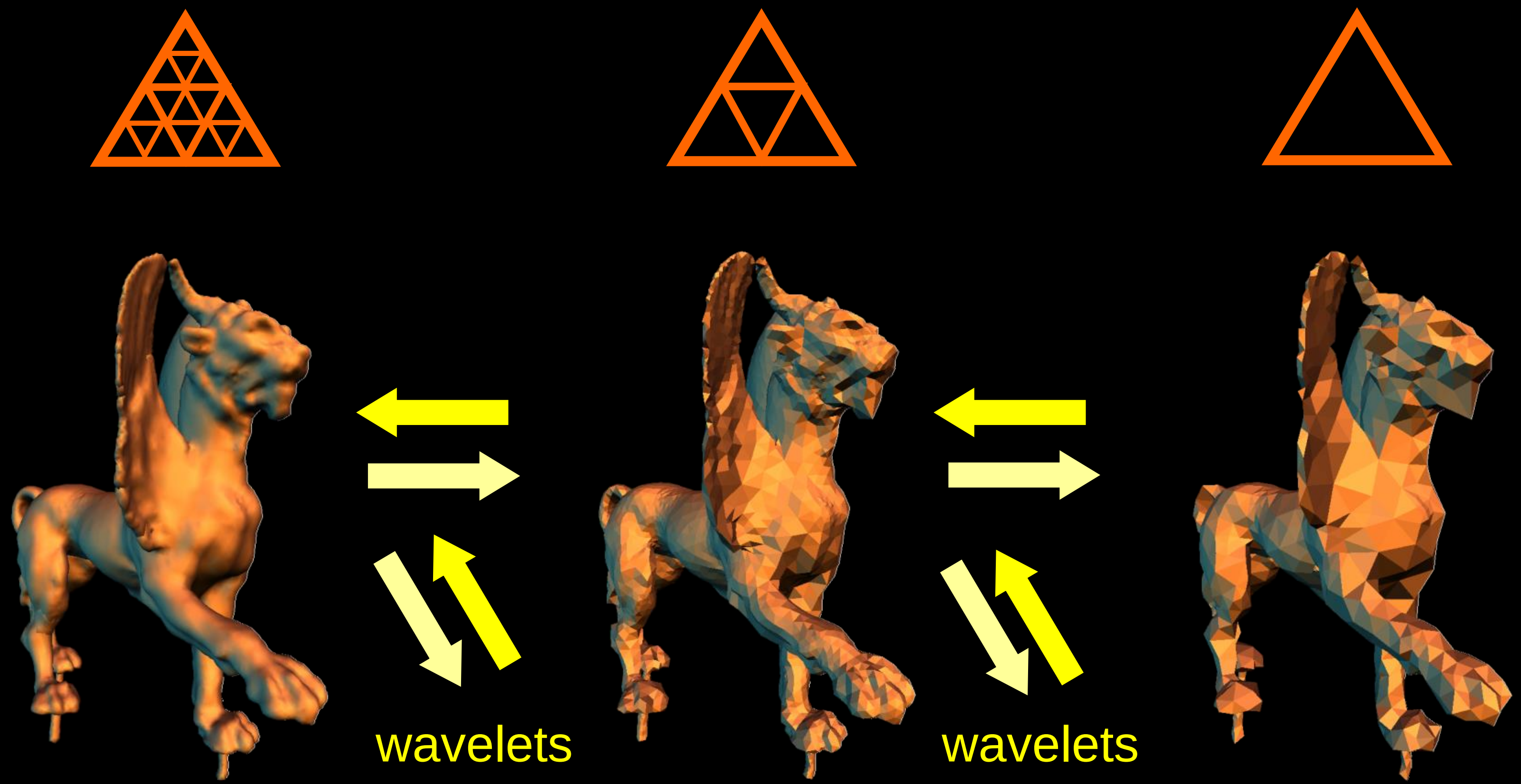
Multiresolution Representation

Burt-Adelson pyramid



[Guskov *et al.*]

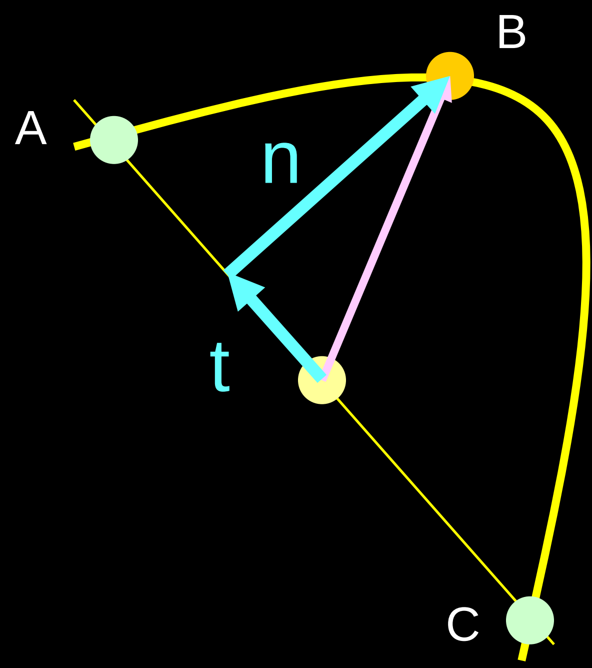
Multiresolution Representation



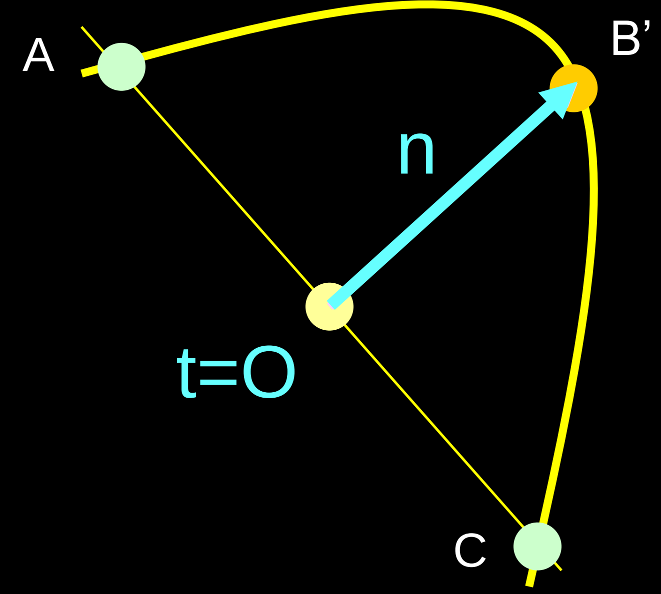
[Guskov *et al.*]

Multiresolution Representation

Two scalar displacement (t,n)



One scalar (normal mesh)

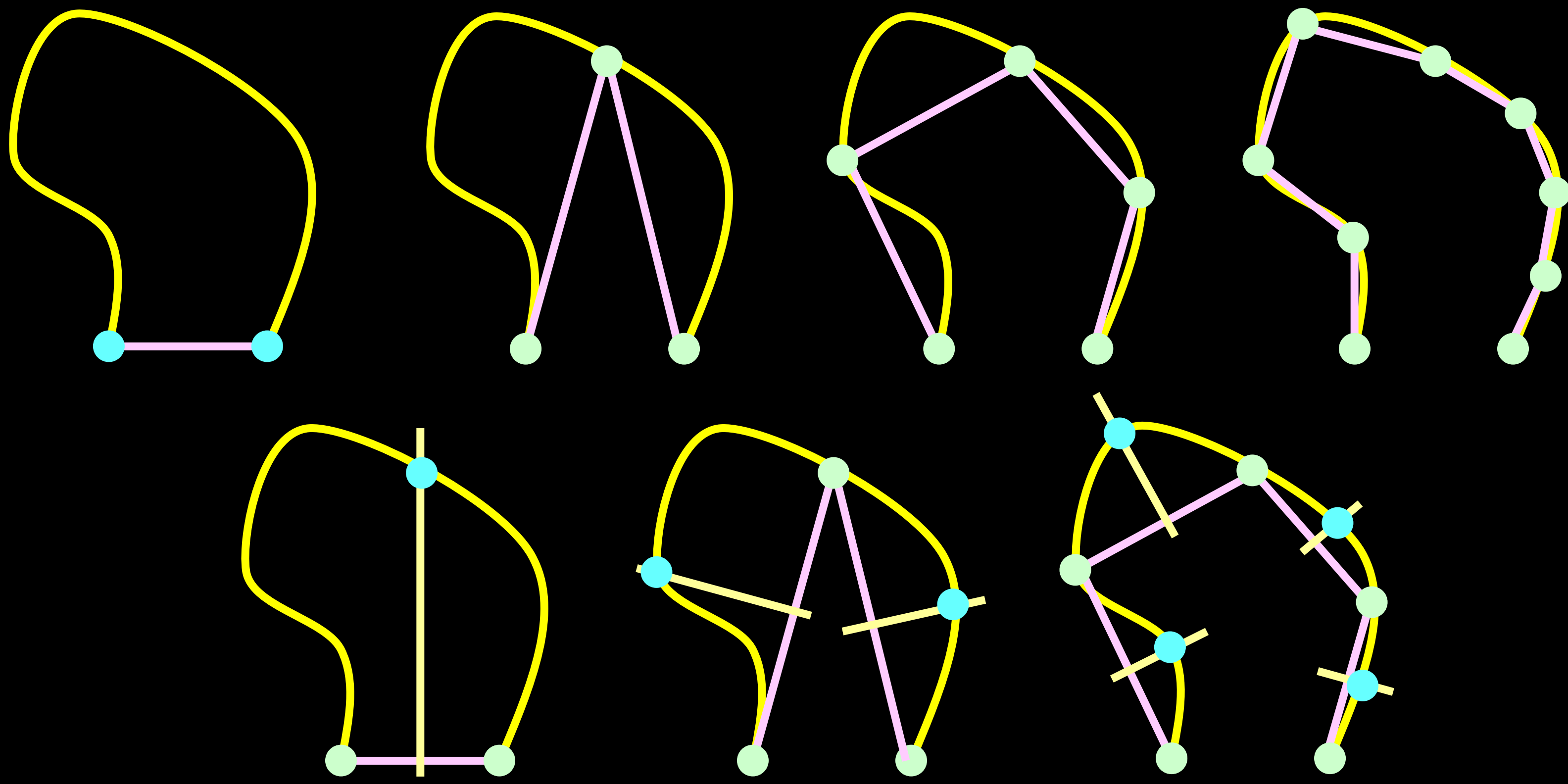


Normal Mesh

[Guskov *et al.*]

Multiresolution Representation

Normal mesh



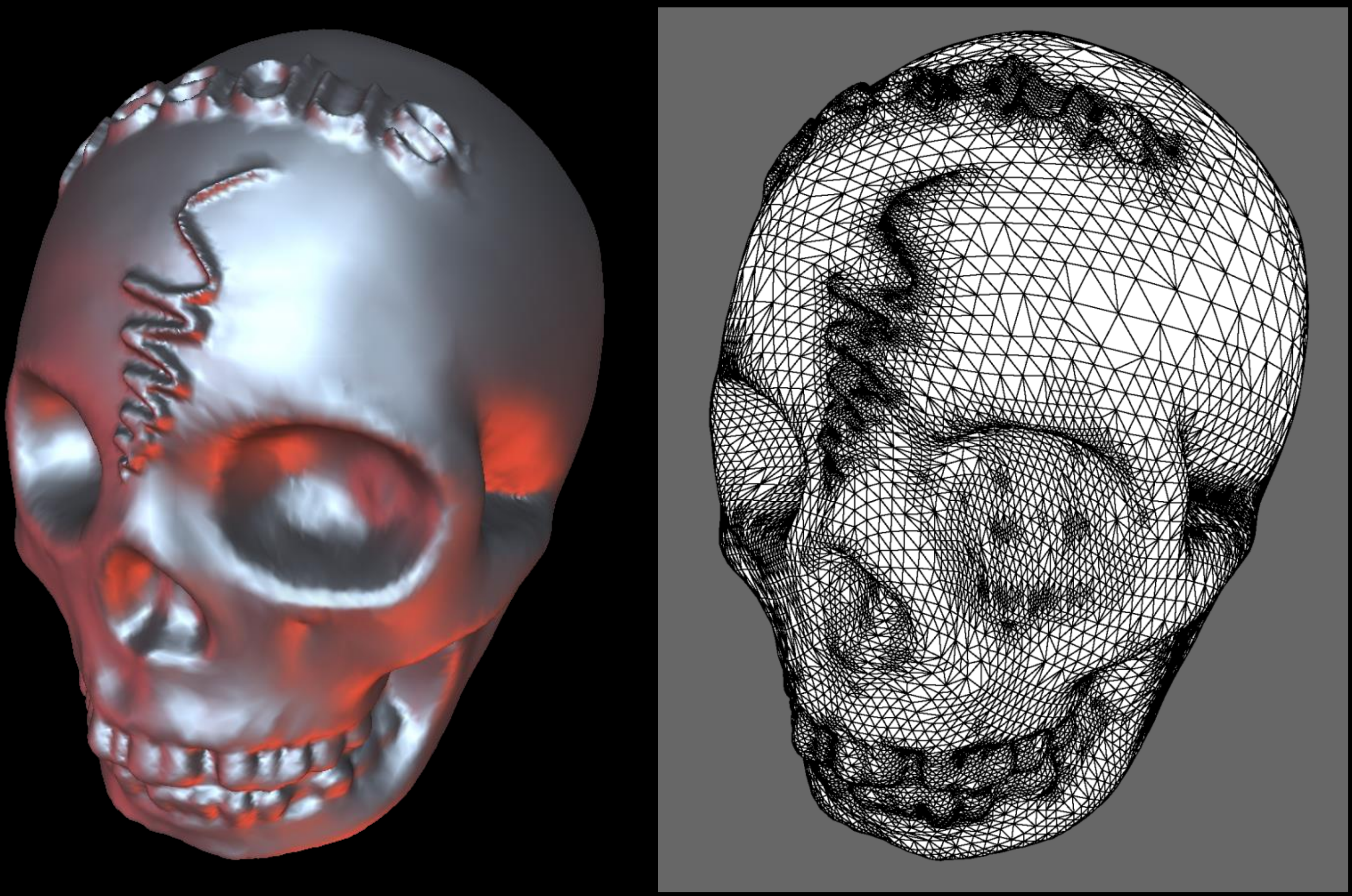
[Guskov *et al.*]

Multiresolution Meshes

Applications:

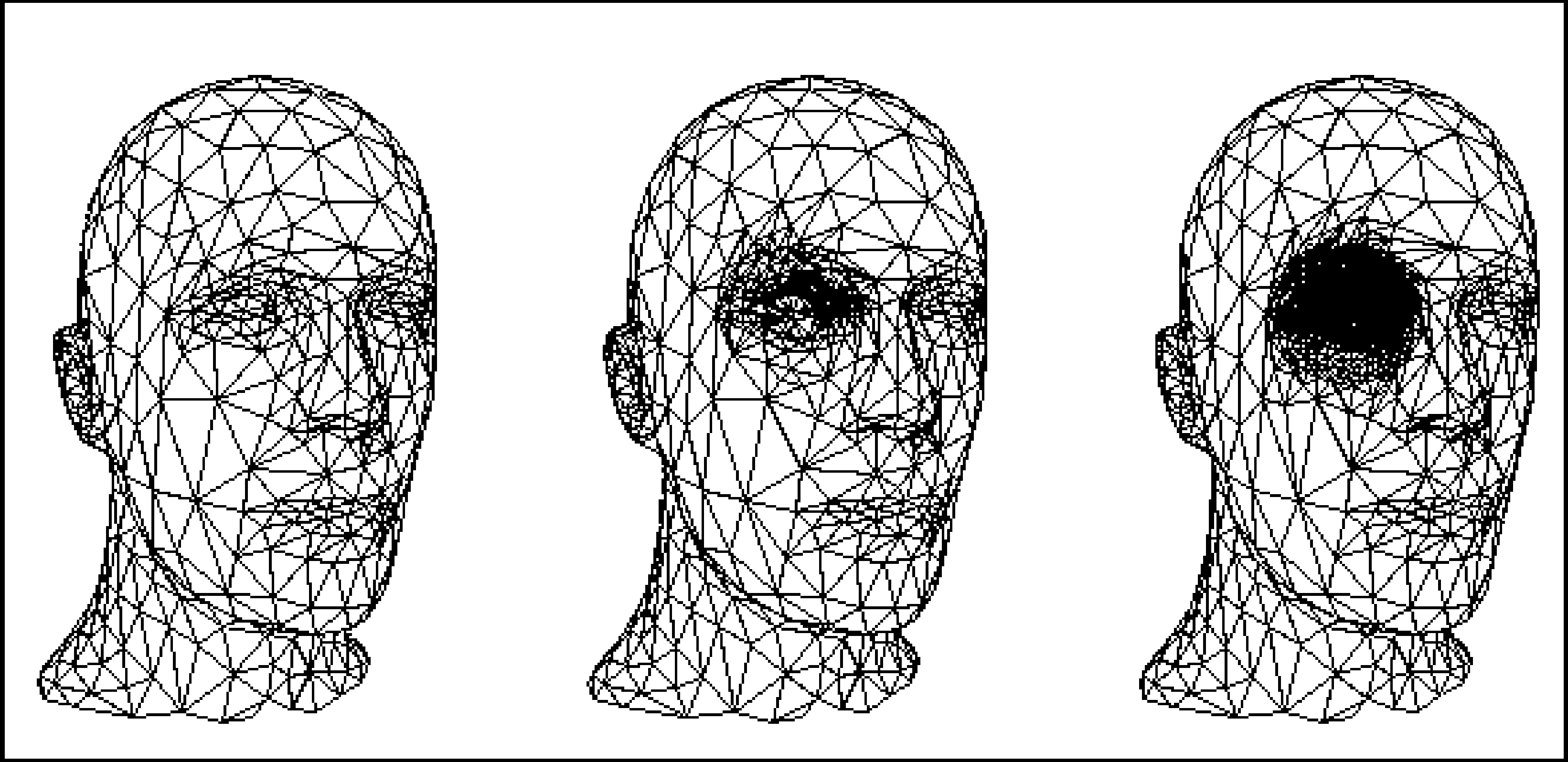
- Adaptive remeshing
- Compression
- Filtering
- Editing
- Morphing

Adaptive Remeshing



[Guskov *et al.*]

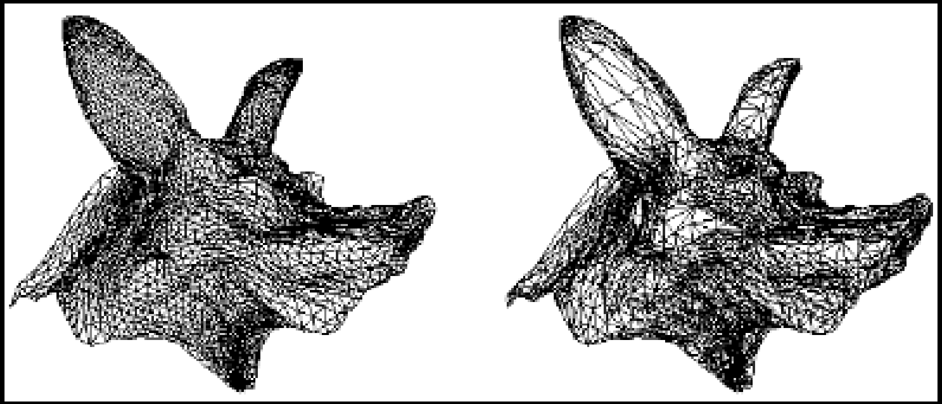
Adaptive Remeshing

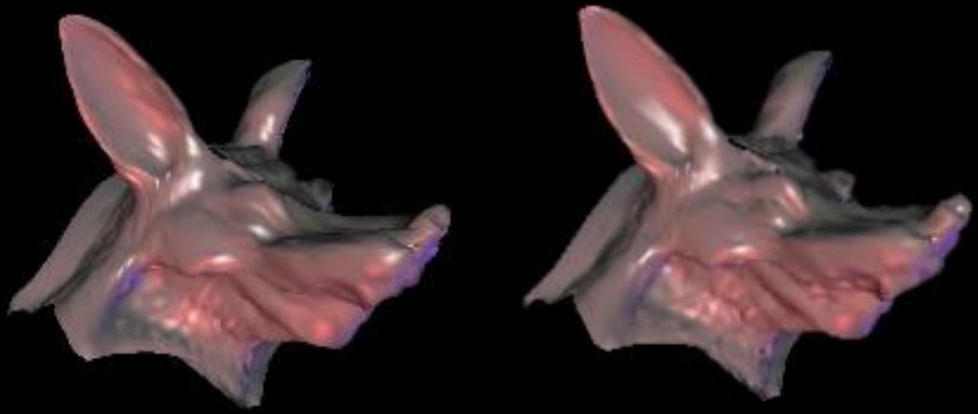


[Zorin *et al.*]

Adaptive Remeshing

Both 11K triangles





Uniform Adaptive

[Zorin *et al.*]

Multiresolution Meshes

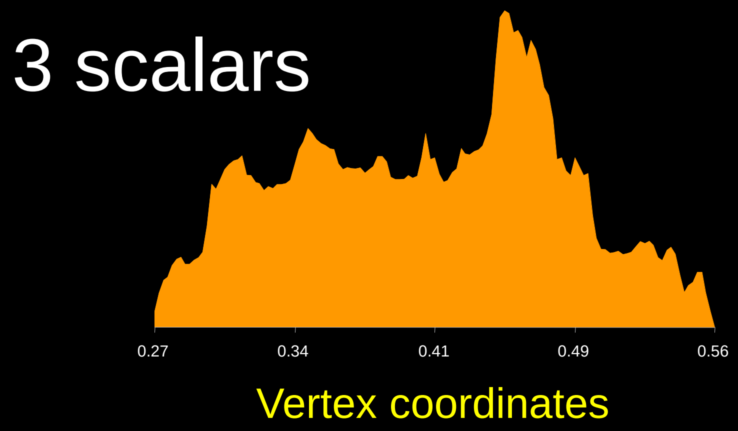
Applications:

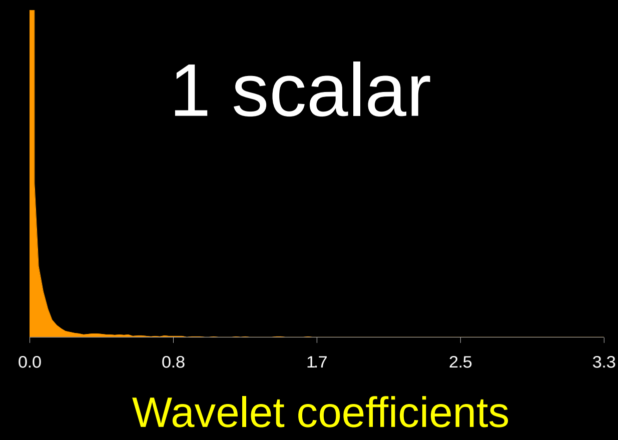
- Adaptive remeshing
- ➢ Compression
- Filtering
- Editing
- Morphing

Mesh Compression

Effect of wavelet transform

- changes distribution of coefficients
  - almost all coefficients close to zero





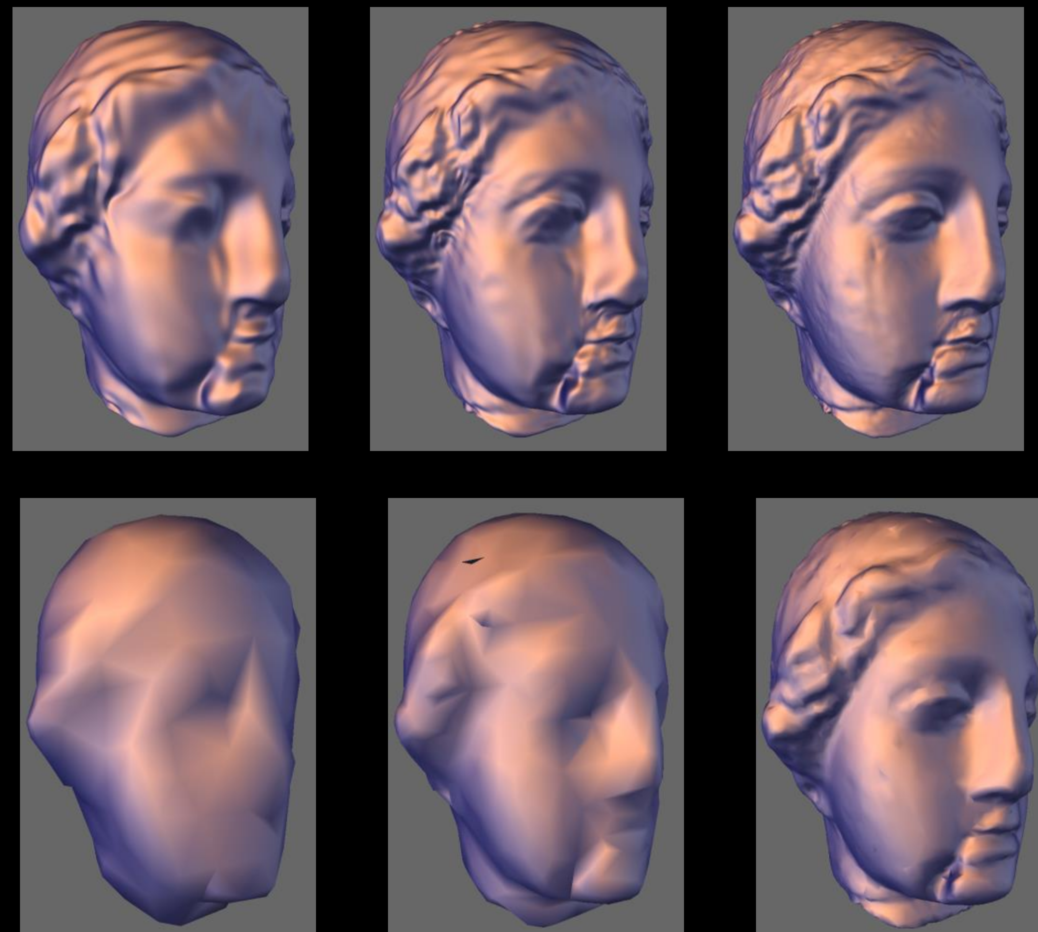
[Guskov *et al.*]

Mesh Compression

Fixed file size

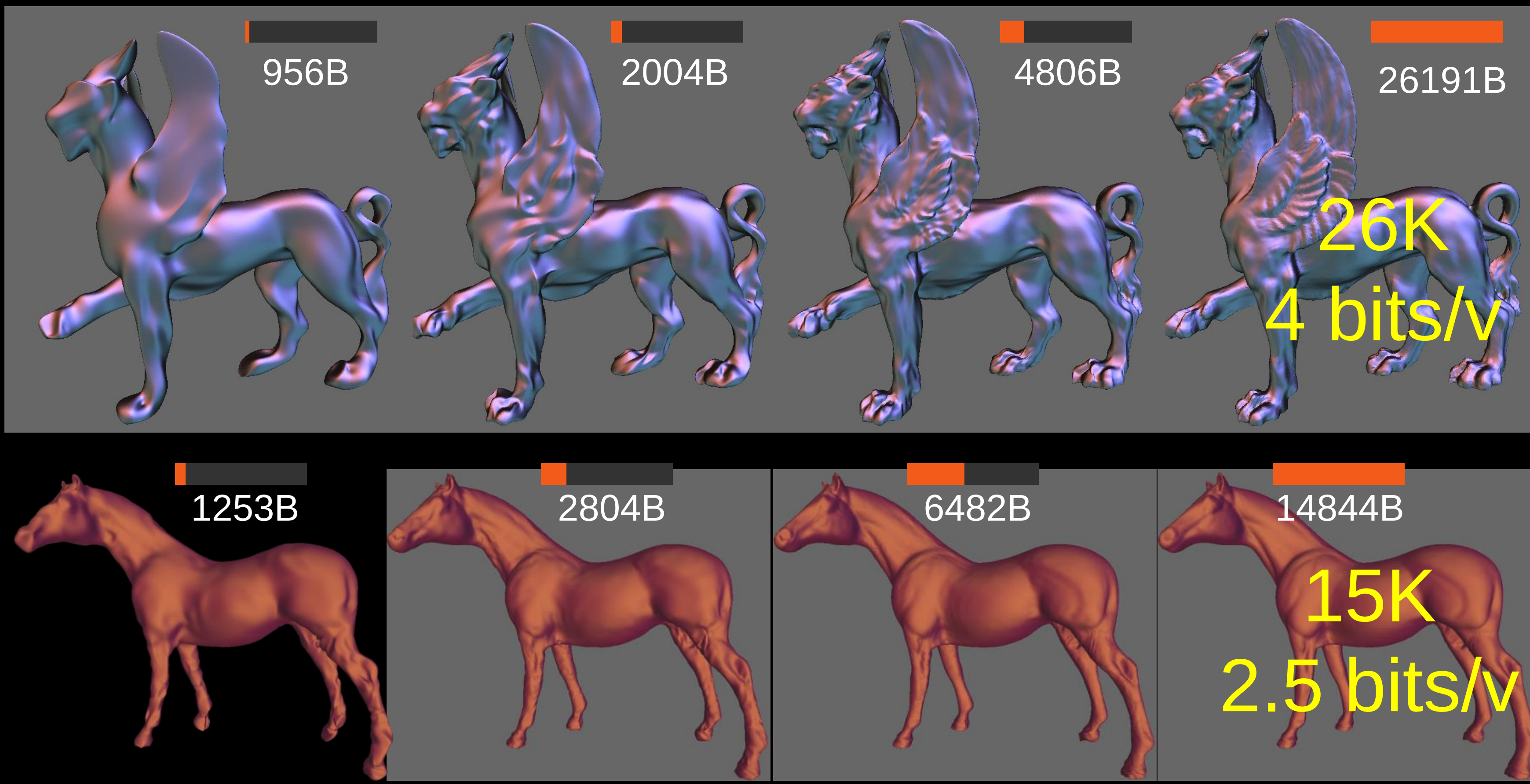
Normal Meshes:

CPM:



[Guskov *et al.*]

Mesh Compression



[Guskov *et al.*]

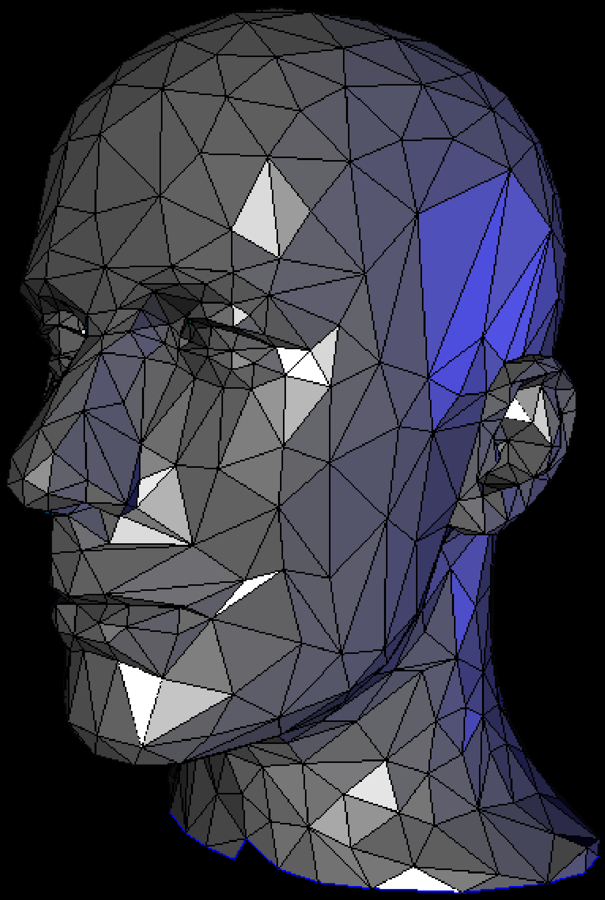
Multiresolution Meshes

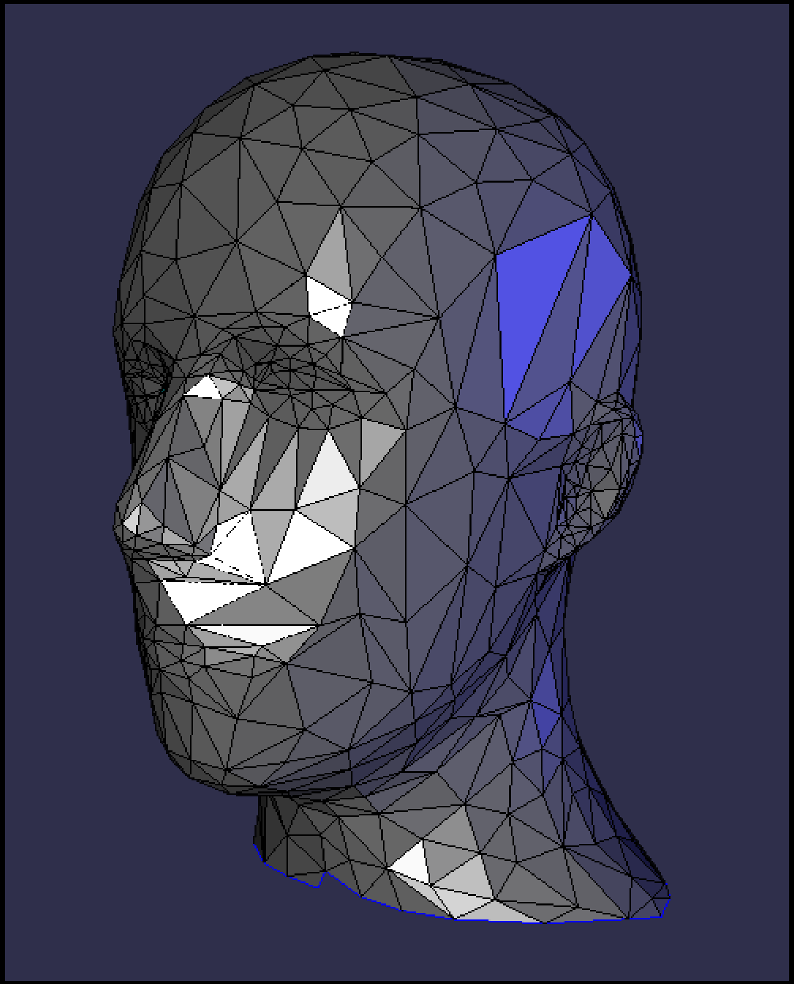
Applications:

- Adaptive remeshing
- Compression
- ➢ Filtering
- Editing
- Morphing

Multiresolution Mesh Processing

Smoothing

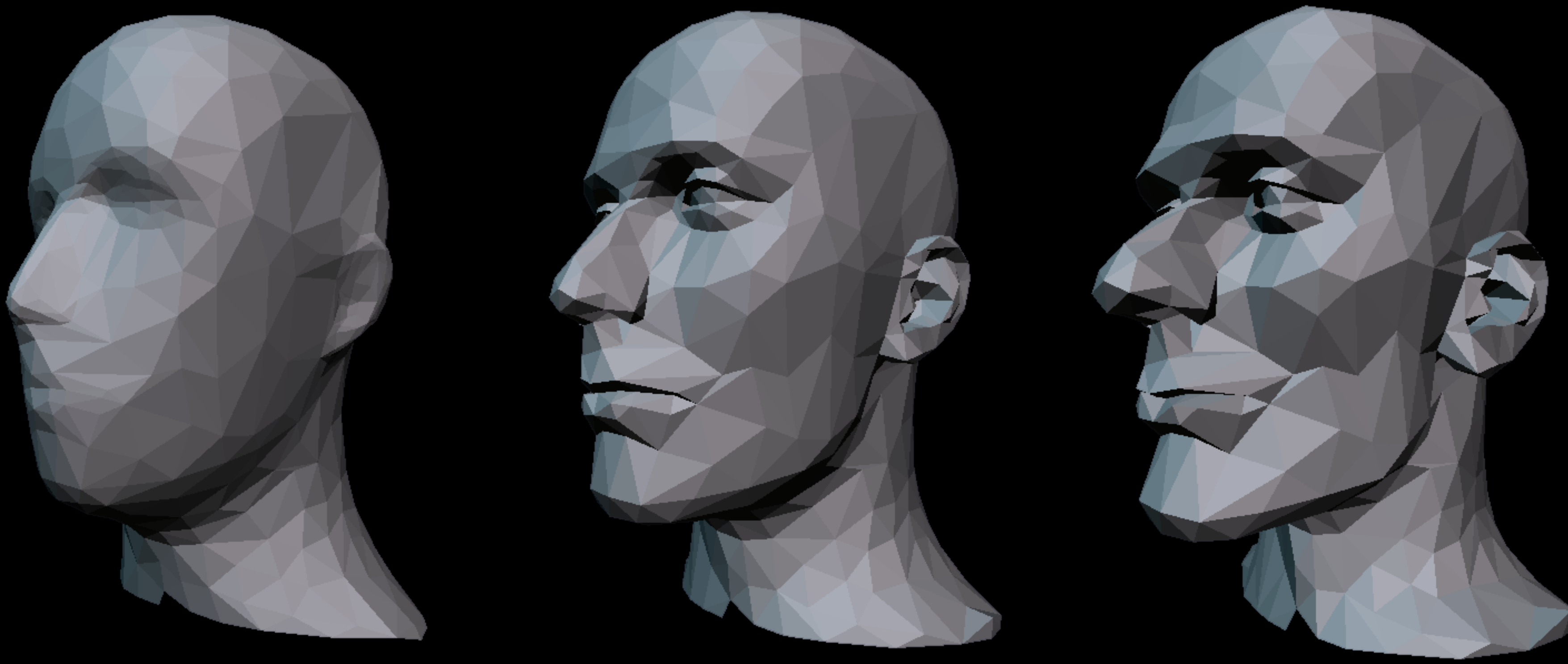




[Guskov *et al.*]

Multiresolution Mesh Processing

Enhancing

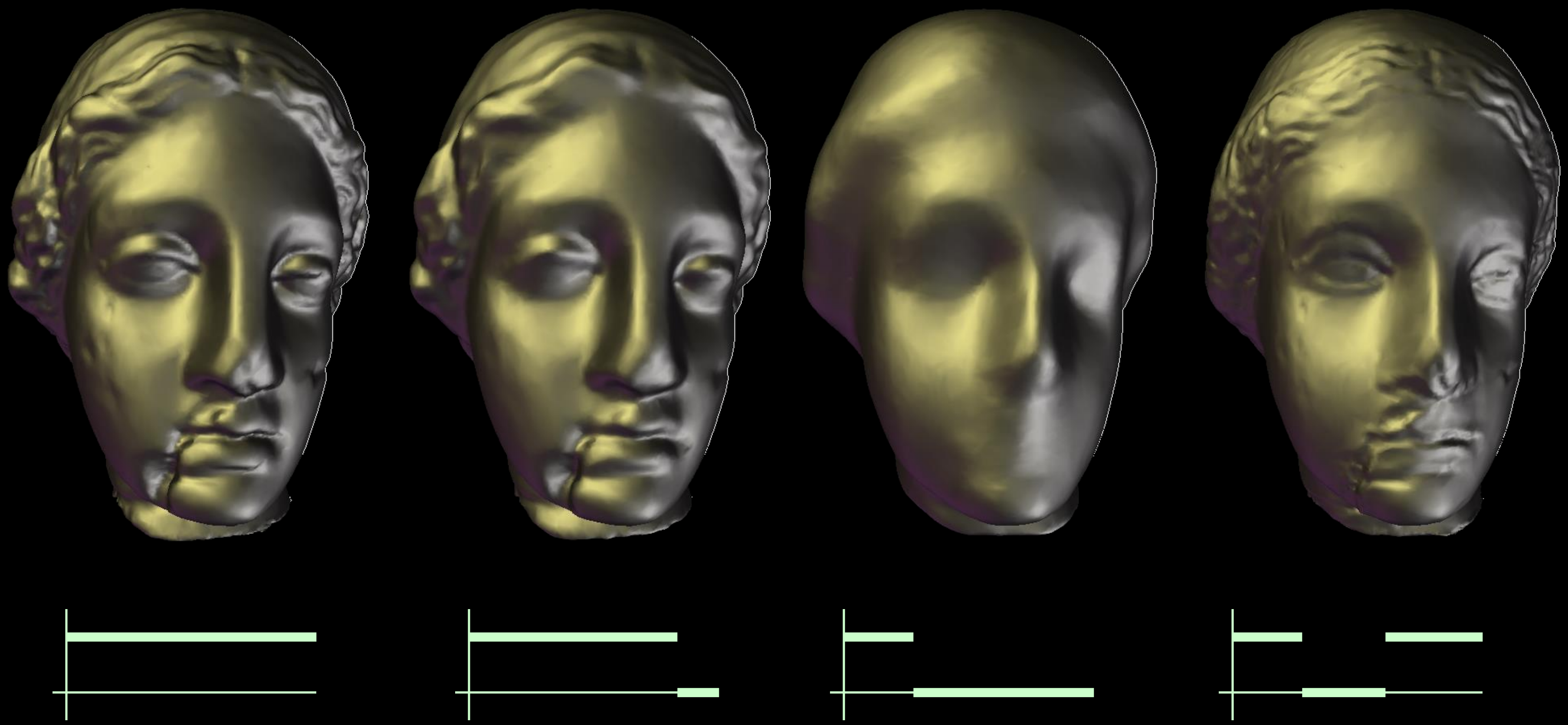


smoothed + 2 * (original - smoothed) = enhanced

[Guskov *et al.*]

Multiresolution Mesh Processing

Filtering



[Guskov *et al.*]

Multiresolution Meshes

Applications:

- Adaptive remeshing
- Compression
- Filtering
- ➢ Editing
- Morphing

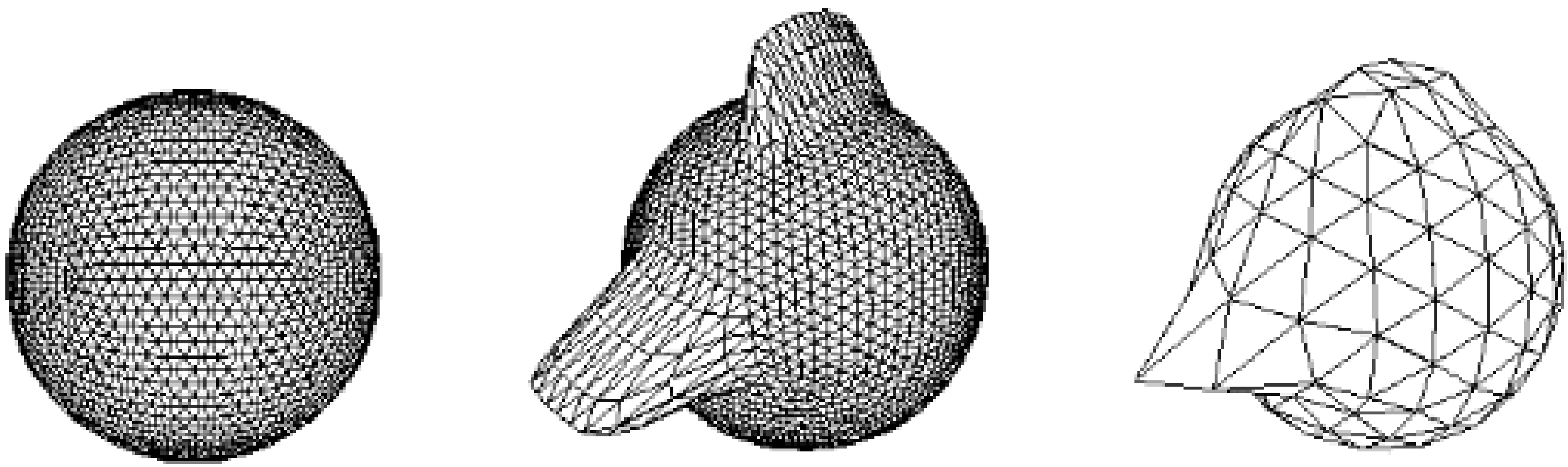
Multiresolution Mesh Editing

Goal: edit surface with operations at various resolutions

[Guskov *et al.*]

Multiresolution Mesh Editing

When edit at fine resolution,
update higher levels of multiresolution hierarchy



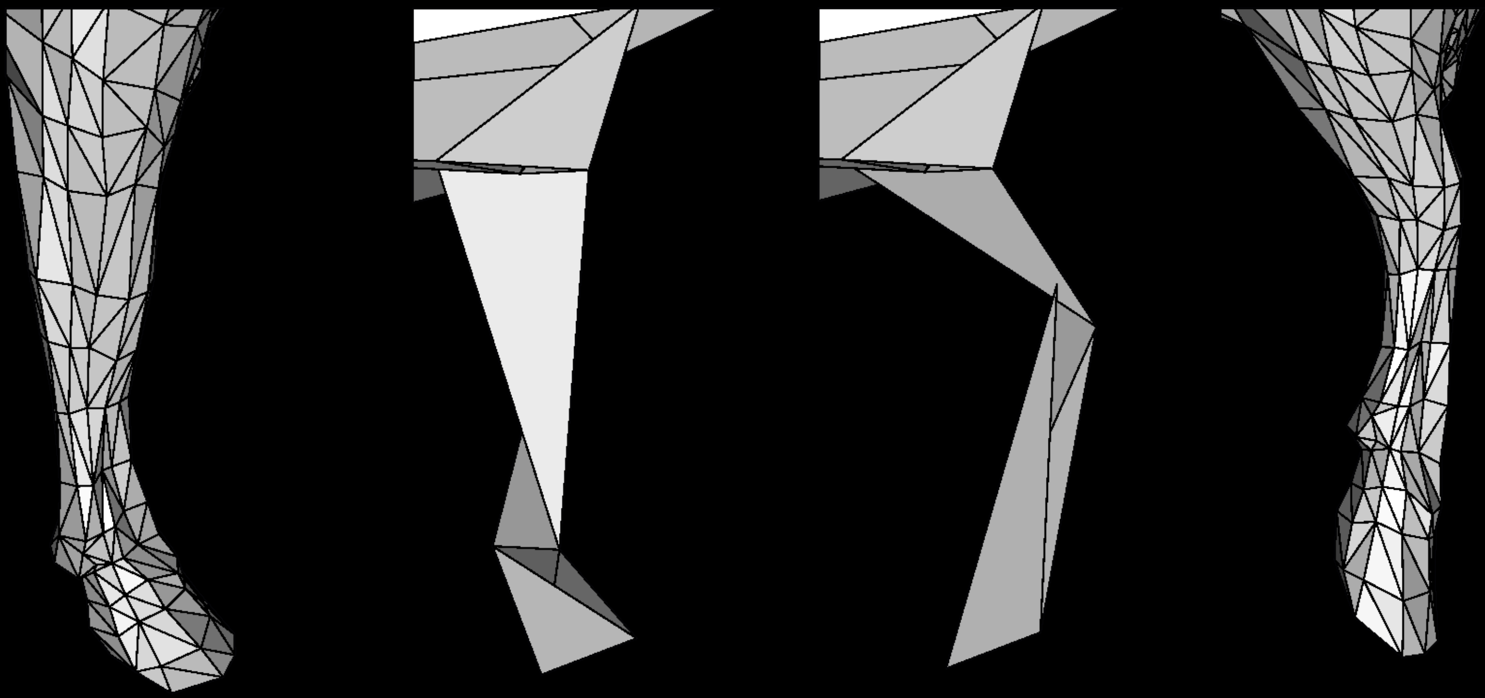
Input
at level 3

Edit
on level 3

Effect of edit
on level 2

[Zorin *et al.*]

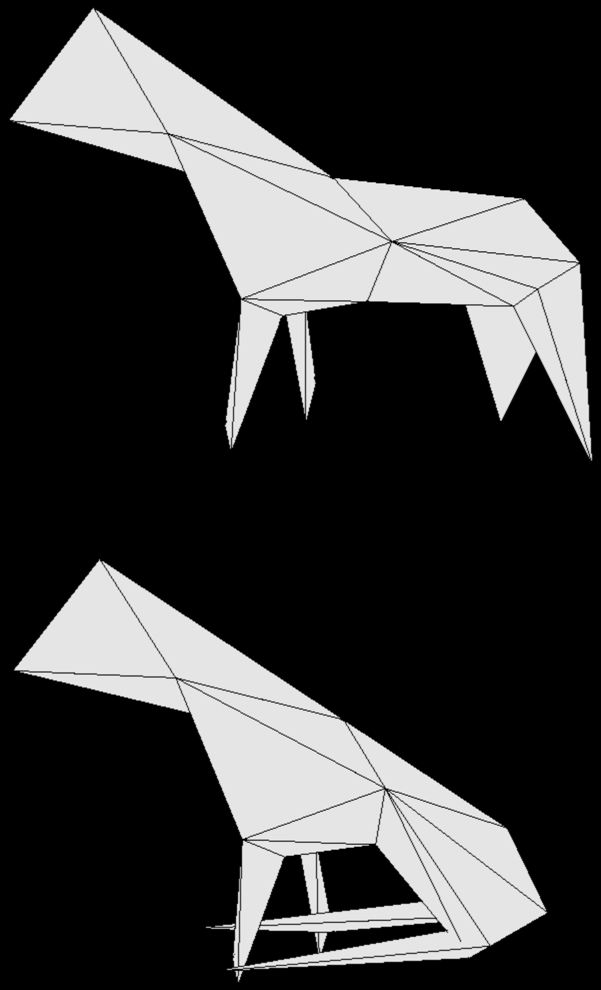
Multiresolution Mesh Editing



original coarse edit coarse edit fine

[Guskov *et al.*]

Multiresolution Mesh Editing



[Guskov *et al.*]

Multiresolution Mesh Editing

[Zorin *et al.*]

Multiresolution Mesh Editing

[Zorin *et al.*]

Multiresolution Mesh Editing

[Zorin *et al.*]

Multiresolution Mesh Editing

[Zorin *et al.*]

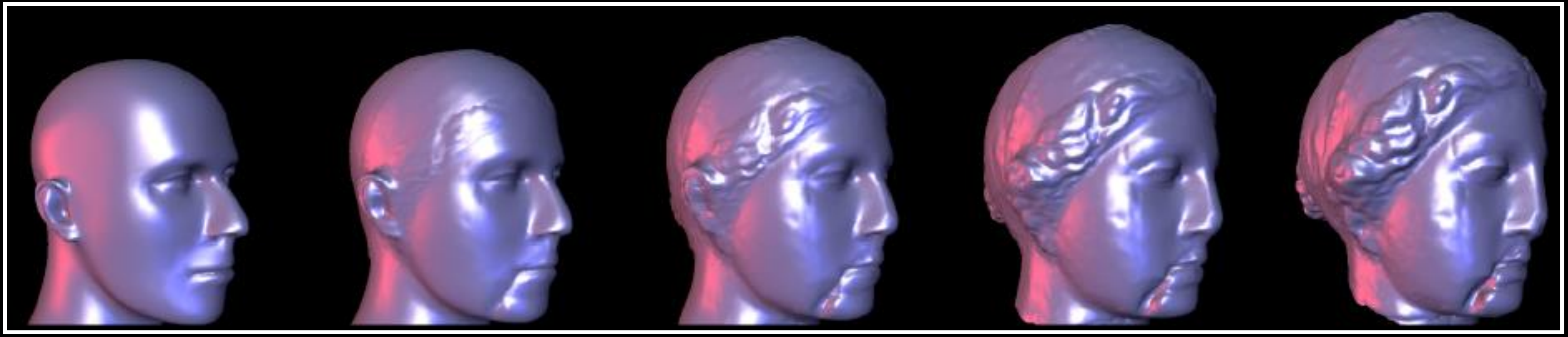
Multiresolution Meshes

Applications:

- Adaptive remeshing
- Compression
- Filtering
- Editing
- ➢ Morphing

Multiresolution Mesh Morphing

Goal: interpolate surfaces

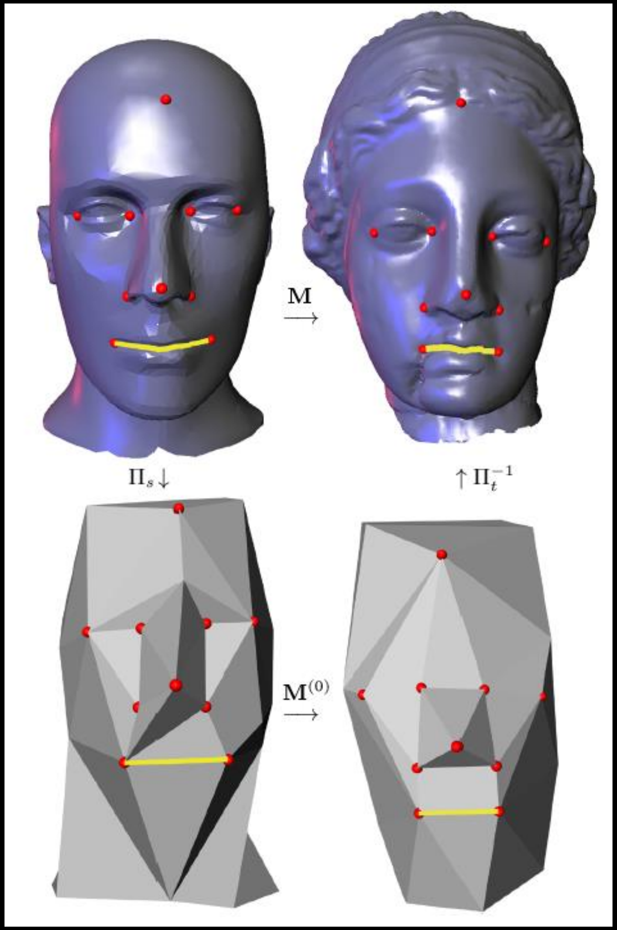


[Lee *et al.*]

Multiresolution Mesh Morphing

Common parameterization

- If two semi-regular meshes have the same base domain, then they share a common parameterization



Multiresolution Mesh Morphing

[Lee *et al.*]

Multiresolution Mesh Morphing

[Lee *et al.*]

Multiresolution Mesh Morphing

[Lee *et al.*]

Multiresolution Mesh Morphing

Multiresolution

- Can morph different multiresolution levels at different rates

Multiresolution Mesh Morphing

[Lee *et al.*]

Multiresolution Mesh Morphing

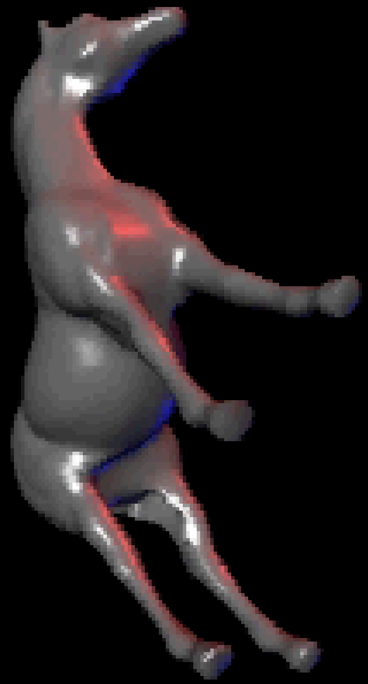
with Spatial Control

[Lee *et al.*]

Multiresolution Mesh Morphing

[Lee *et al.*]

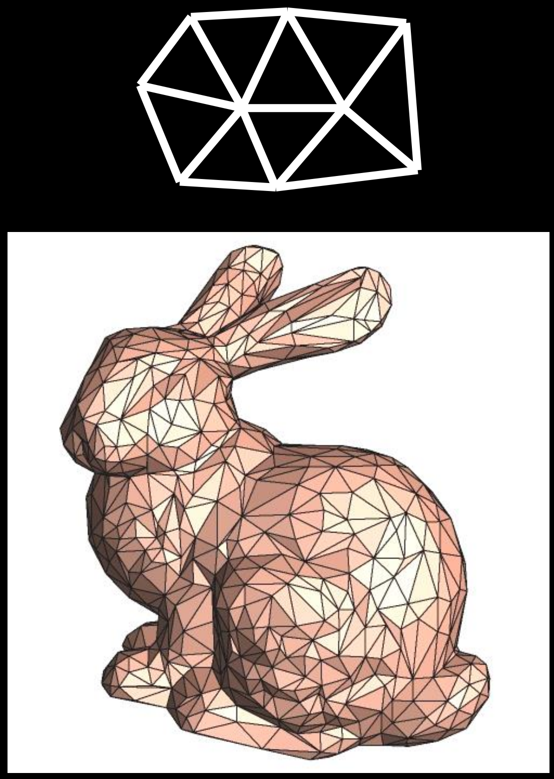
Multiresolution Mesh Morphing



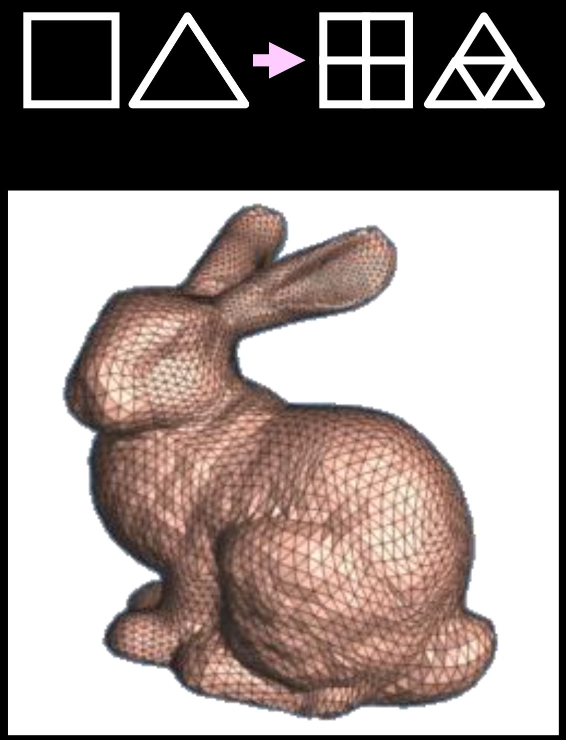
with Spatial Control

[Lee *et al.*]

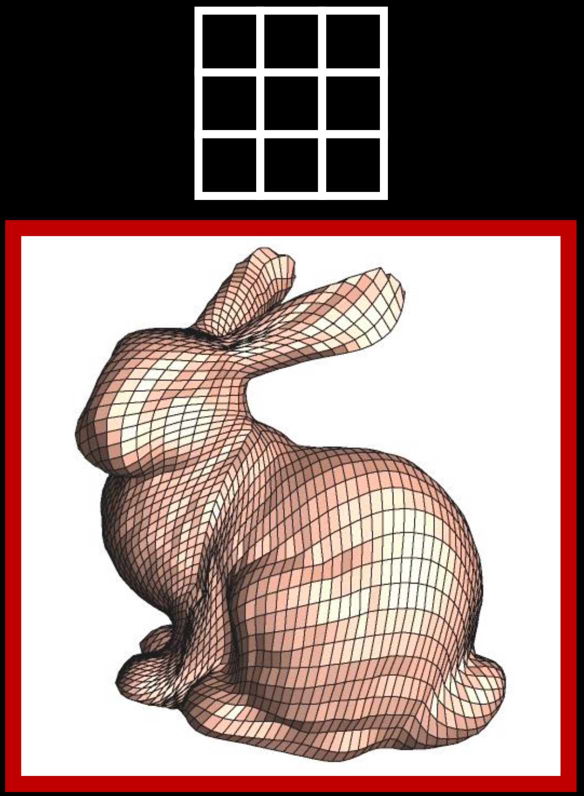
Multiresolution Meshes



Irregular



Semi-regular



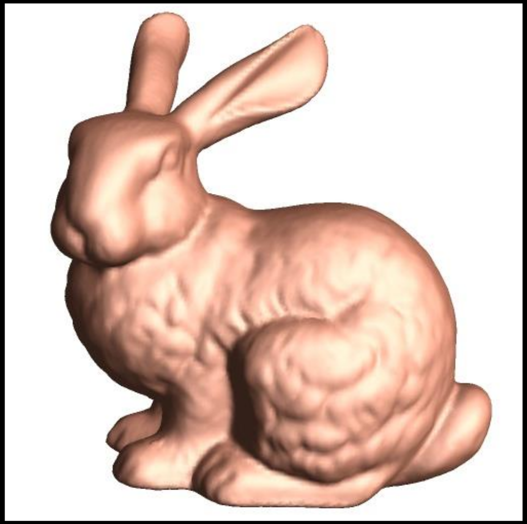
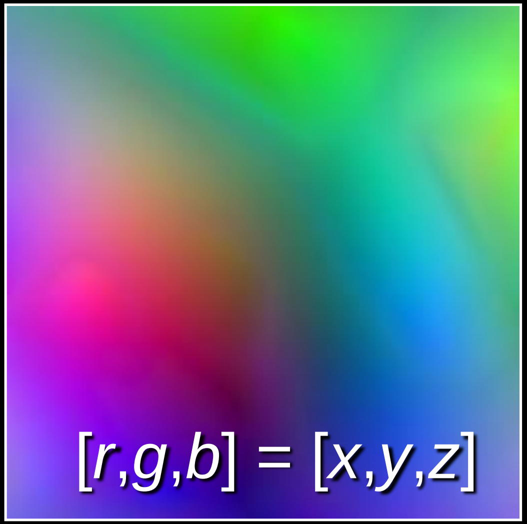
Completely regular

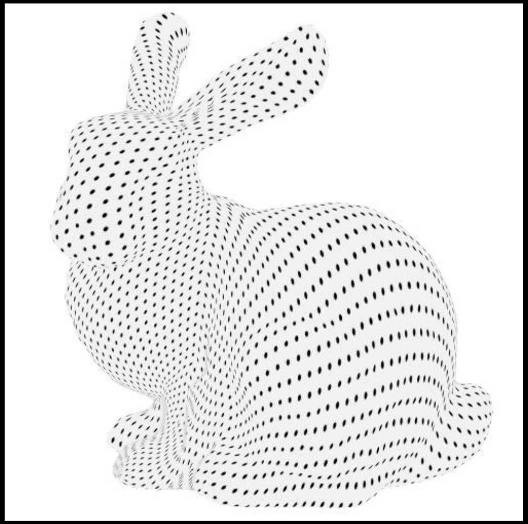
[Hoppe]

Completely Regular Mesh

Slide by Hoppe

Regular sampling of parameter domain



Geometry Image

Multiresolution Meshes

Key ideas

- Multiresolution analysis provides parameterization
- Different resolutions represent different frequencies
- Can map operations in parameter domain to operations on mesh (e.g., smoothing, morphing, etc.)

Acknowledgements

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