

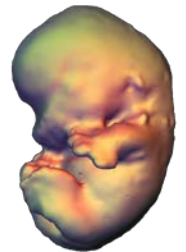
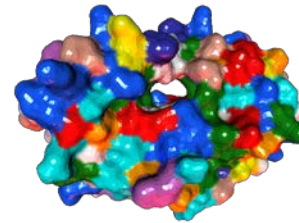
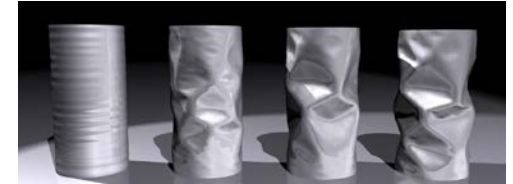
# Mesh Processing and Analysis

COS 526: Advanced Computer Graphics



# Digital Geometry Processing

- Processing of 3D surfaces
  - Creation, acquisition
  - Storage, transmission
  - Editing, animation, simulation
  - Manufacture
  - Analysis
- Applications
  - Movies, games
  - Computer-aided design
  - Medicine, biology
  - Art, history
  - All fields with 3D data



# Mesh Processing Tasks

---

# Polygonal Mesh Processing

- Storage
  - Compression
  - Transmission
- Analysis
  - Parameterization
  - Differential geometry
  - Feature detection
  - Segmentation
- Editing
  - Smoothing, sharpening, etc.
  - Deformation
  - Completion

# Polygonal Mesh Processing

- Storage
  - Compression
    - Transmission
- Analysis
  - Parameterization
  - Differential geometry
  - Feature detection
  - Segmentation
- Editing
  - Smoothing, sharpening, etc.
  - Deformation
  - Completion



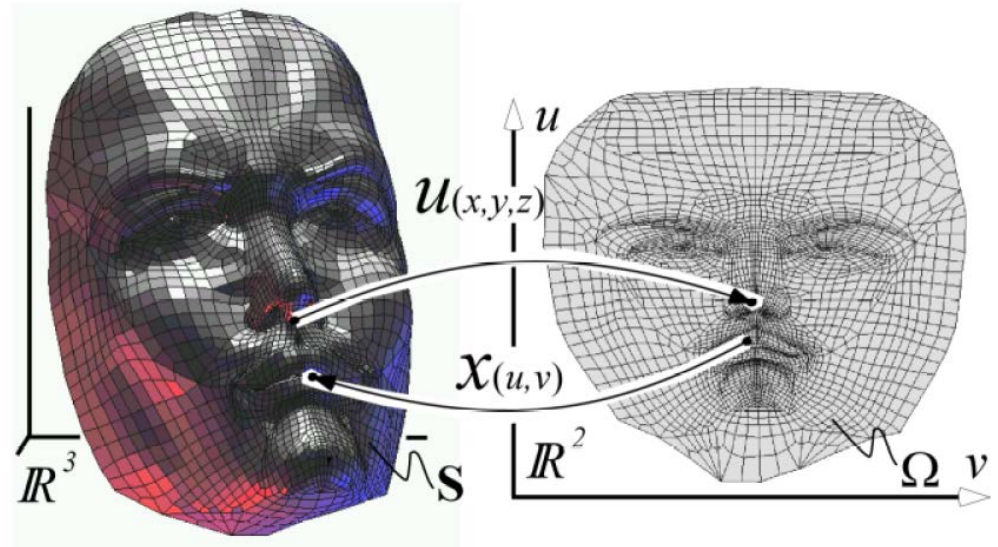
**Lossy Compression  
(Simplification)**

# Polygonal Mesh Processing

- Storage
  - Compression
  - Transmission
- Analysis
  - Parameterization
  - Differential geometry
  - Feature detection
  - Segmentation
- Editing
  - Smoothing, sharpening, etc.
  - Deformation
  - Completion

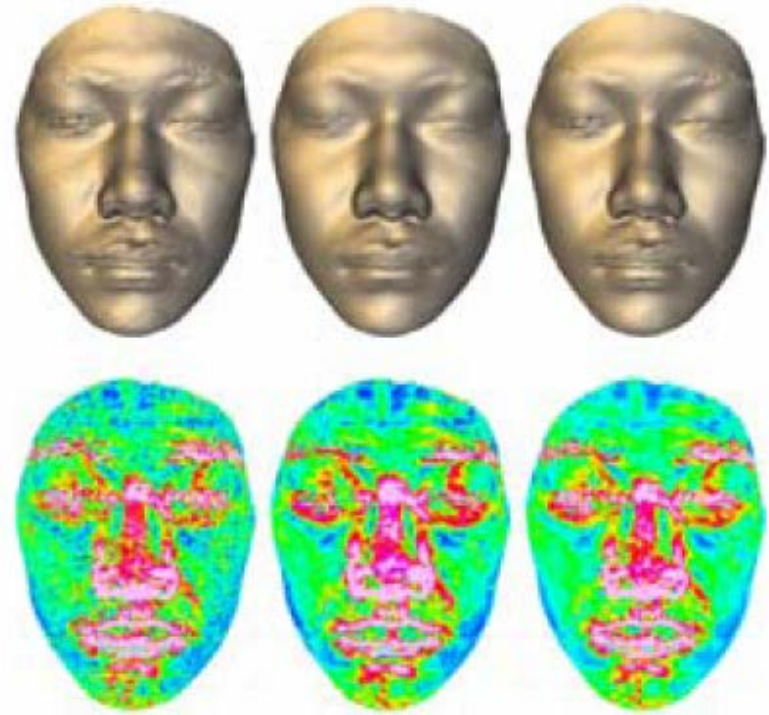
# Polygonal Mesh Processing

- Storage
  - Compression
  - Transmission
- Analysis
  - Parameterization
    - Differential geometry
    - Feature detection
    - Segmentation
- Editing
  - Smoothing, sharpening, etc.
  - Deformation
  - Completion



# Polygonal Mesh Processing

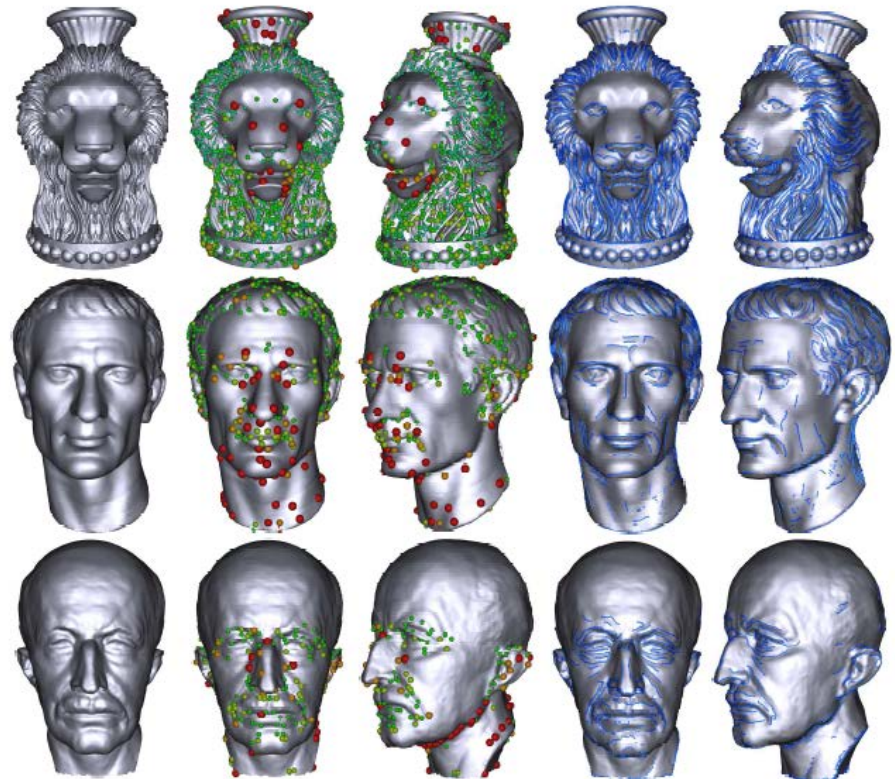
- Storage
  - Compression
  - Transmission
- Analysis
  - Parameterization
  - Differential geometry
  - Feature detection
  - Segmentation
- Editing
  - Smoothing, sharpening, etc.
  - Deformation
  - Completion





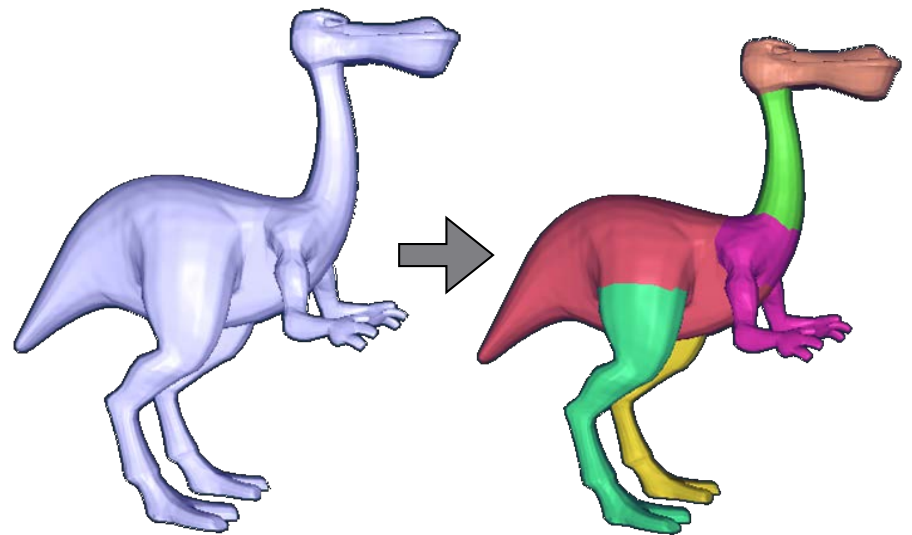
# Polygonal Mesh Processing

- Storage
  - Compression
  - Transmission
- Analysis
  - Parameterization
  - Differential geometry
  - Feature detection
  - Segmentation
- Editing
  - Smoothing, sharpening, etc.
  - Deformation
  - Completion



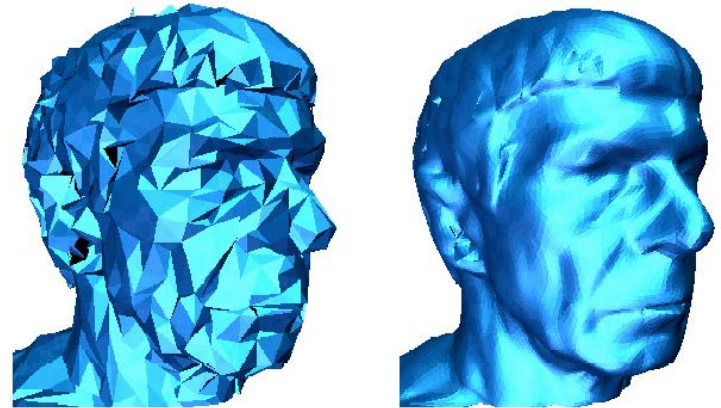
# Polygonal Mesh Processing

- Storage
  - Compression
  - Transmission
- Analysis
  - Parameterization
  - Differential geometry
  - Feature detection
  - Segmentation
- Editing
  - Smoothing, sharpening, etc.
  - Deformation
  - Completion

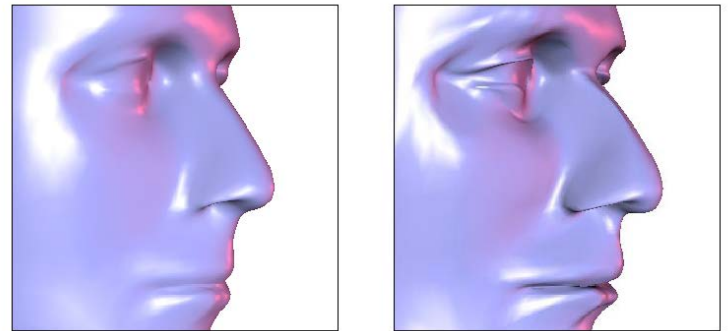


# Polygonal Mesh Processing

- Storage
  - Compression
  - Transmission
- Analysis
  - Parameterization
  - Differential geometry
  - Feature detection
  - Segmentation
- Editing
  - Smoothing, sharpening, etc.
  - Deformation
  - Completion



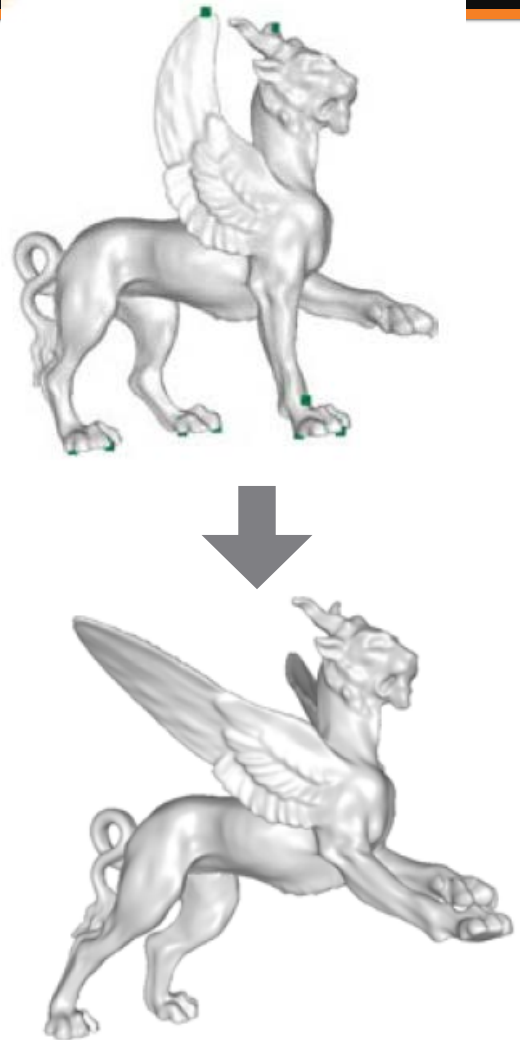
Smoothing



Sharpening

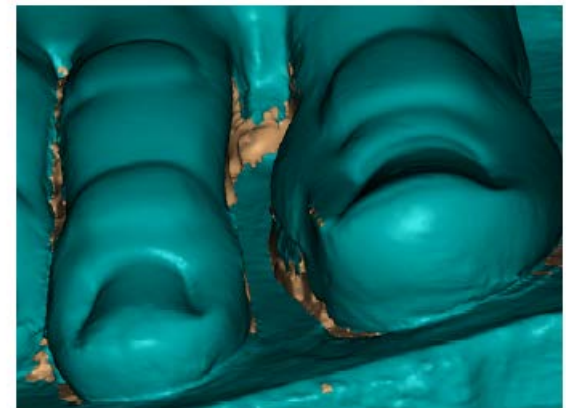
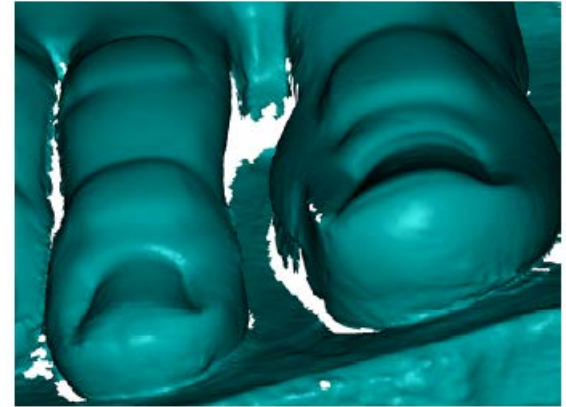
# Polygonal Mesh Processing

- Storage
  - Compression
  - Transmission
- Analysis
  - Parameterization
  - Differential geometry
  - Feature detection
  - Segmentation
- Editing
  - Smoothing, sharpening, etc.
  - Deformation
  - Completion



# Polygonal Mesh Processing

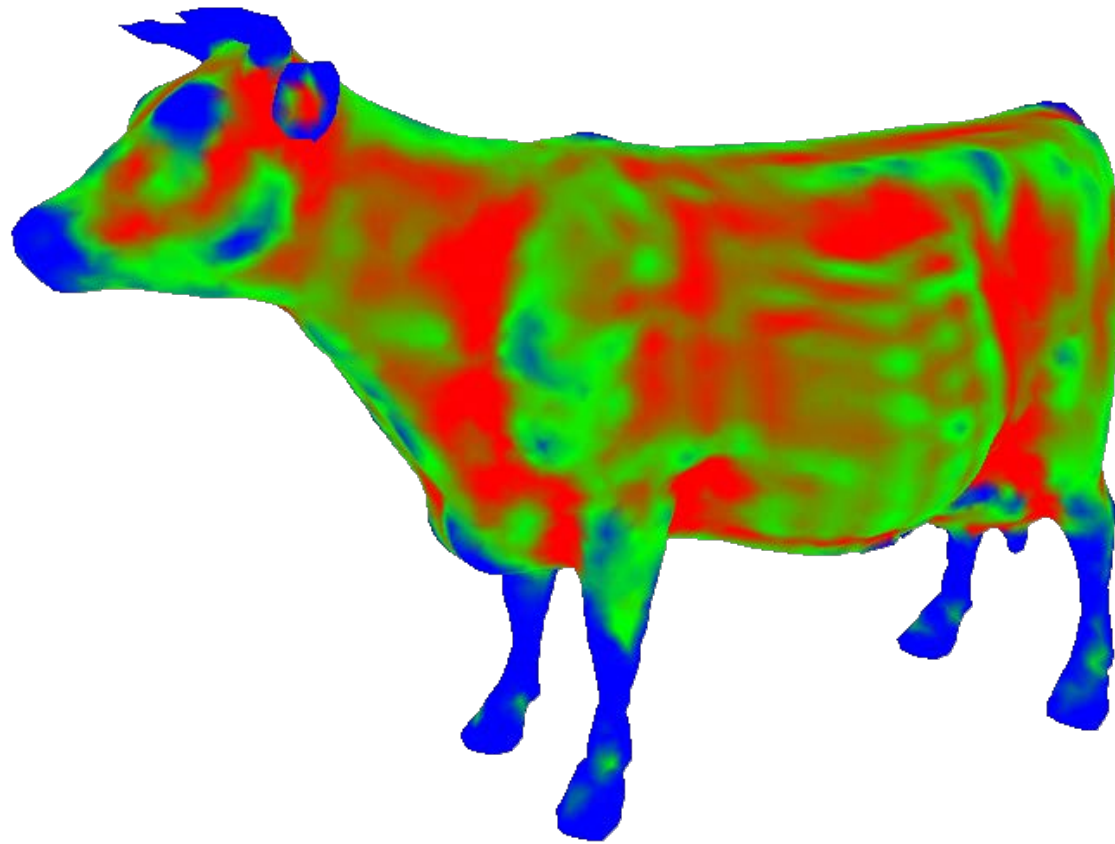
- Storage
  - Compression
  - Transmission
- Analysis
  - Parameterization
  - Differential geometry
  - Feature detection
  - Segmentation
- Editing
  - Smoothing, sharpening, etc.
  - Deformation
  - Completion



# Mesh Analysis: Surface Properties

---

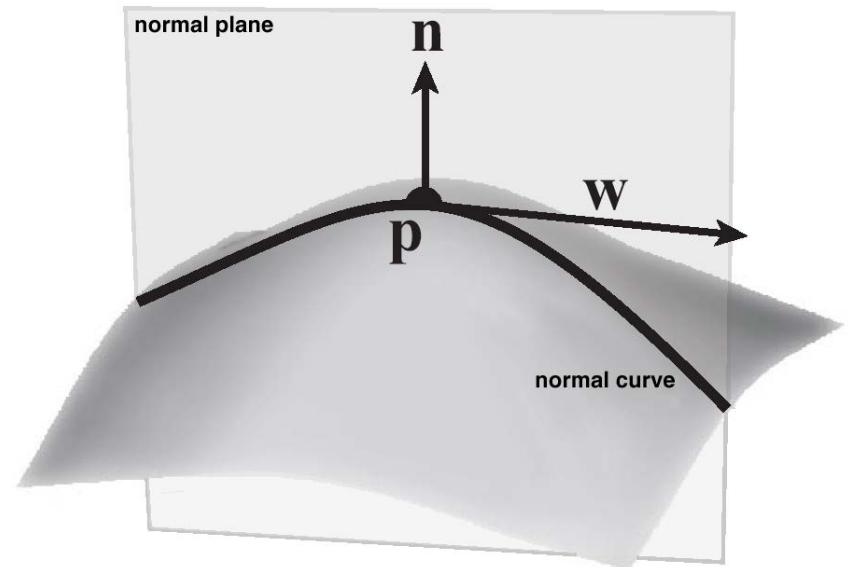
# Curvature





# Curvature

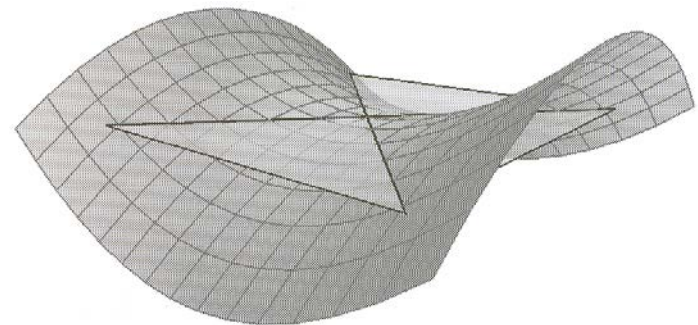
- Curvature  $\kappa$  of a curve is reciprocal of radius of circle that best approximates it
- Defined at a point  $\mathbf{p}$  in a direction  $\mathbf{w}$
- *Line has  $\kappa = 0$*



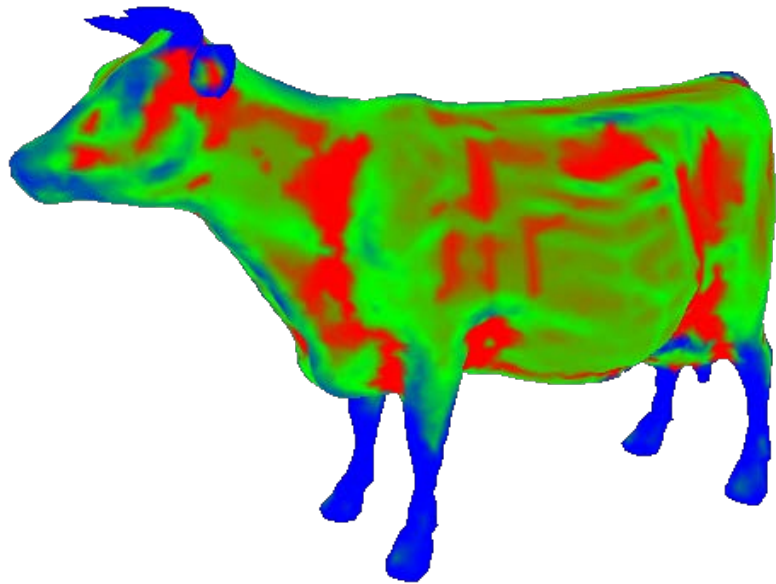


# Principal Curvatures

- The curvature at a point varies between some minimum and maximum – these are the *principal curvatures*  $\kappa_1$  and  $\kappa_2$
- They occur in the *principal directions*  $d_1$  and  $d_2$ , which are perpendicular to each other

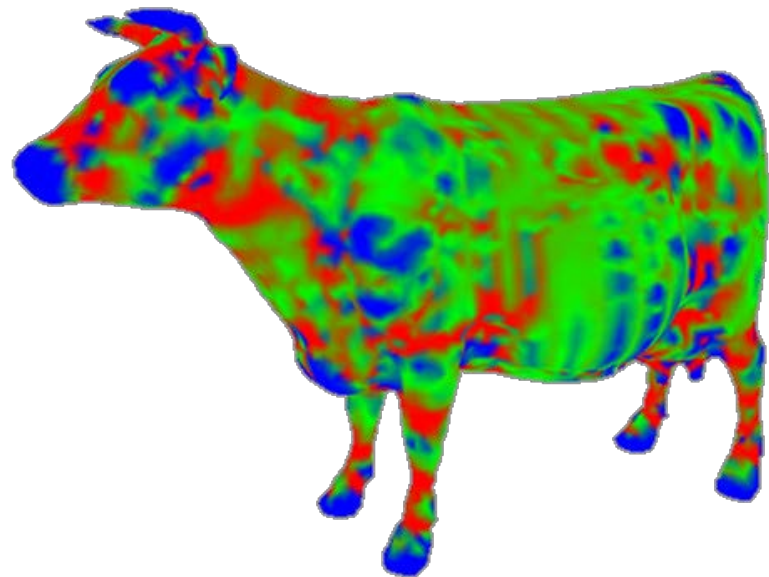


# Principal Curvatures



Minimum Curvature

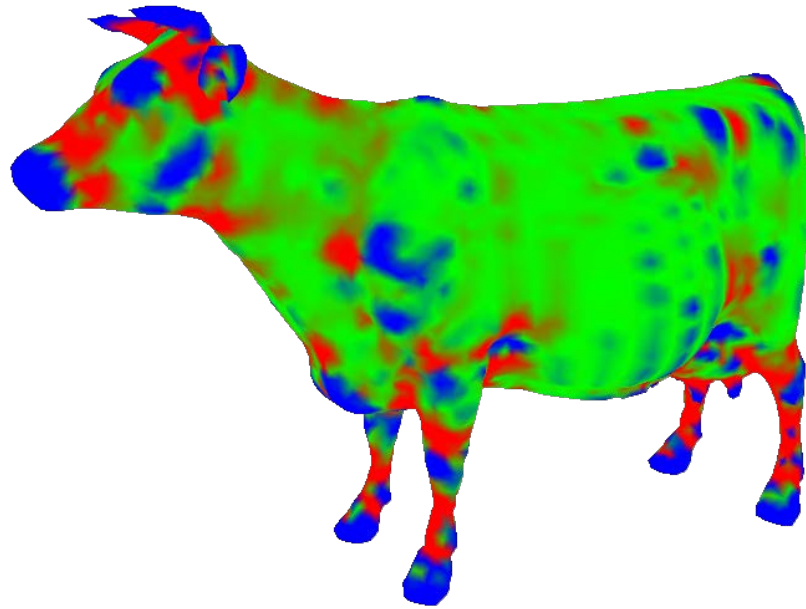
$\kappa_1$



Maximum Curvature

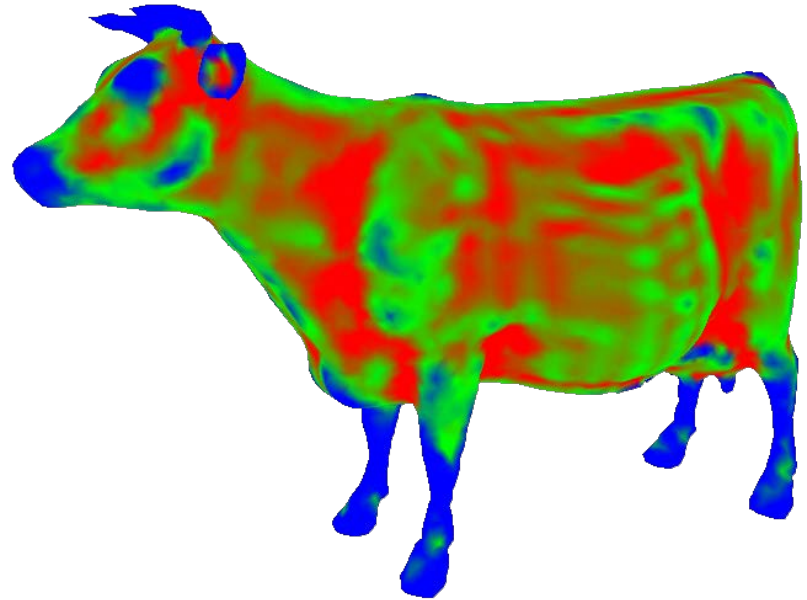
$\kappa_2$

# Gaussian and Mean Curvature



Gaussian Curvature

$$K = \kappa_1 \kappa_2$$



Mean Curvature

$$H = \frac{1}{2} (\kappa_1 + \kappa_2)$$

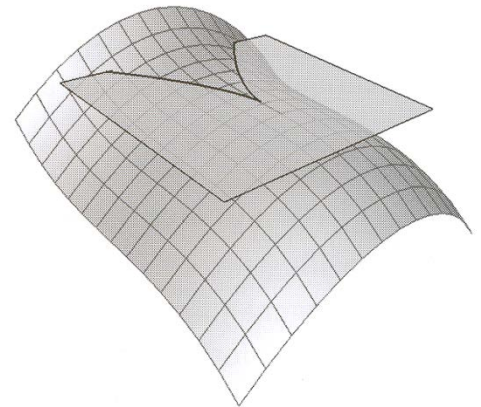
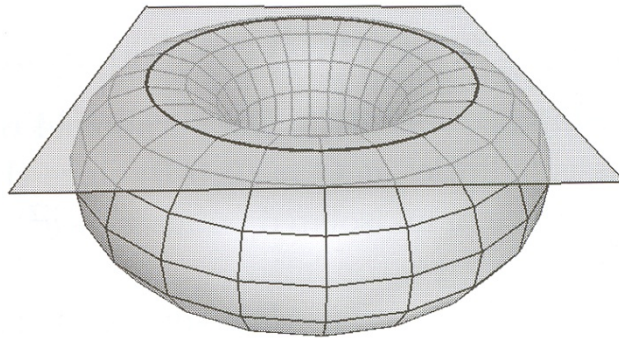
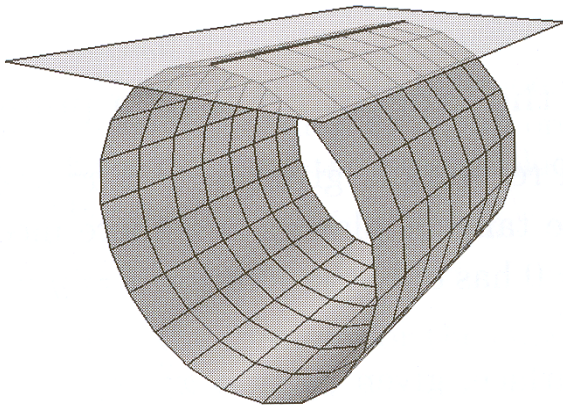
# What Does Curvature Tell Us?

---

- Planar points:
  - Zero Gaussian curvature and zero mean curvature
  - Tangent plane intersects surface at infinitely-many points

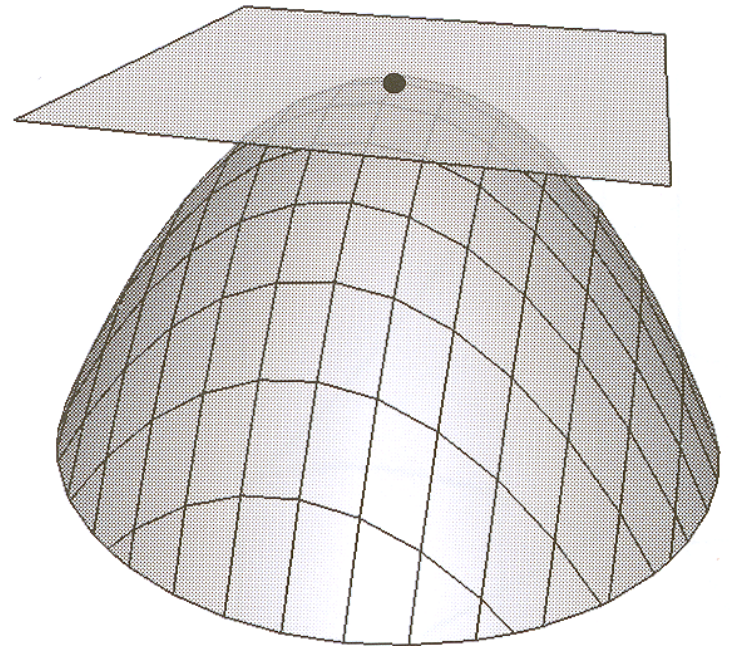
# What Does Curvature Tell Us?

- Parabolic points:
  - Zero Gaussian curvature, non-zero mean curvature
  - Tangent plane intersects surface along a curve



# What Does Curvature Tell Us?

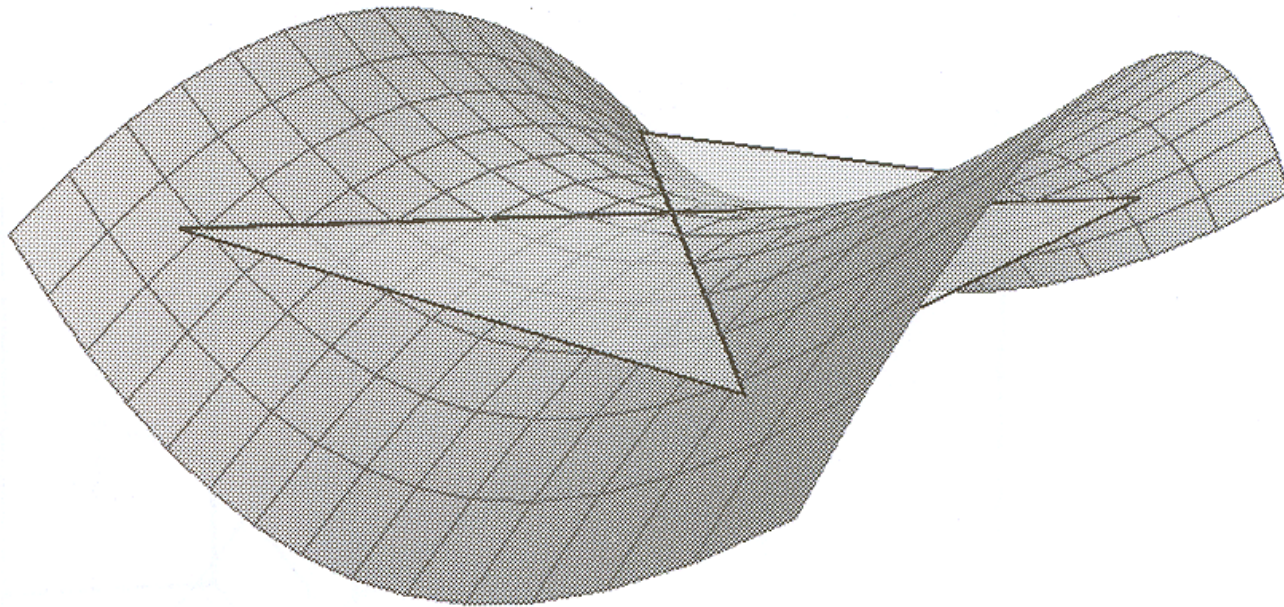
- Elliptical points:
  - Positive Gaussian curvature
  - Convex/concave depending on sign of mean curvature
  - Tangent plane intersects surface at 1 point





# What Does Curvature Tell Us?

- Hyperbolic points:
  - Negative Gaussian curvature
  - Tangent plane intersects surface along 2 curves



# What Does Curvature Tell Us?

- Mesh Saliency:
  - Motivated by models of perceptual salience
  - Difference between mean curvature blurred with  $\sigma$  and blurred with  $2\sigma$





# Principal Component Analysis (PCA)

- Based on covariance of points  $\{q\}$ : sum of  $qq^T$ 
  - Analyze eigenvalues and eigenvectors of  $M$  (via SVD)
  - Eigenvectors are Principal Axes

$$\mathbf{M} = \frac{1}{n} \sum_{i=1}^n \begin{bmatrix} q_i^x q_i^x & q_i^x q_i^y & q_i^x q_i^z \\ q_i^y q_i^x & q_i^y q_i^y & q_i^y q_i^z \\ q_i^z q_i^x & q_i^z q_i^y & q_i^z q_i^z \end{bmatrix}$$

Covariance Matrix

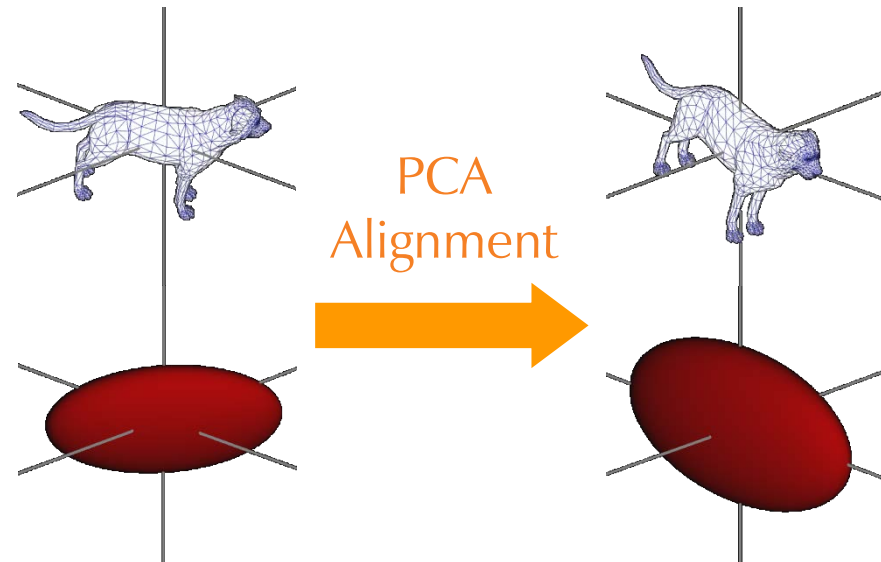
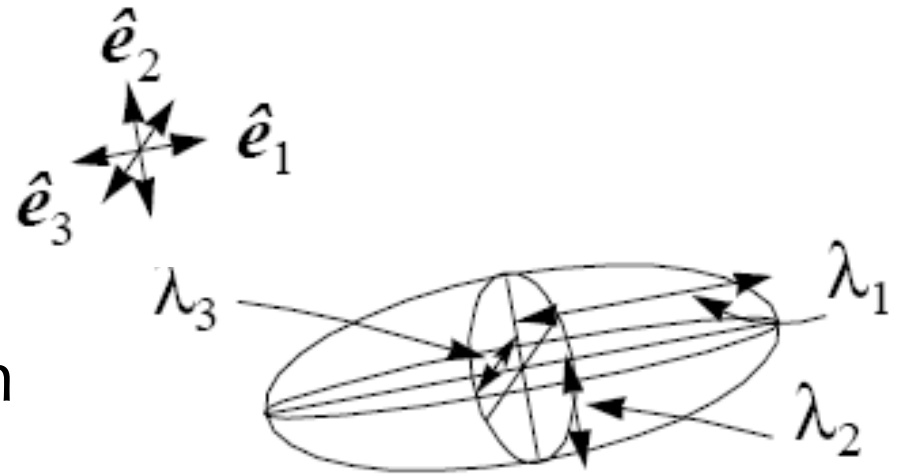
$$\mathbf{M} = \mathbf{U} \mathbf{S} \mathbf{U}^t$$

$$\mathbf{S} = \begin{bmatrix} \lambda_a & 0 & 0 \\ 0 & \lambda_b & 0 \\ 0 & 0 & \lambda_c \end{bmatrix} \quad \mathbf{U} = \begin{bmatrix} A_x & A_y & A_z \\ B_x & B_y & B_z \\ C_x & C_y & C_z \end{bmatrix}$$

Eigenvalues & Eigenvectors

# Global PCA

- Eigenvectors are “Principal Axes of Inertia”
- Eigenvalues are variances of the point distribution in those directions
- Useful for alignment



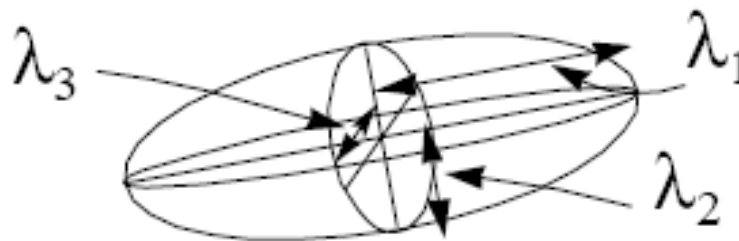
# Local PCA

- Provides estimate of normal direction
  - Eigenvector (principal axis) associated with smallest eigenvalue



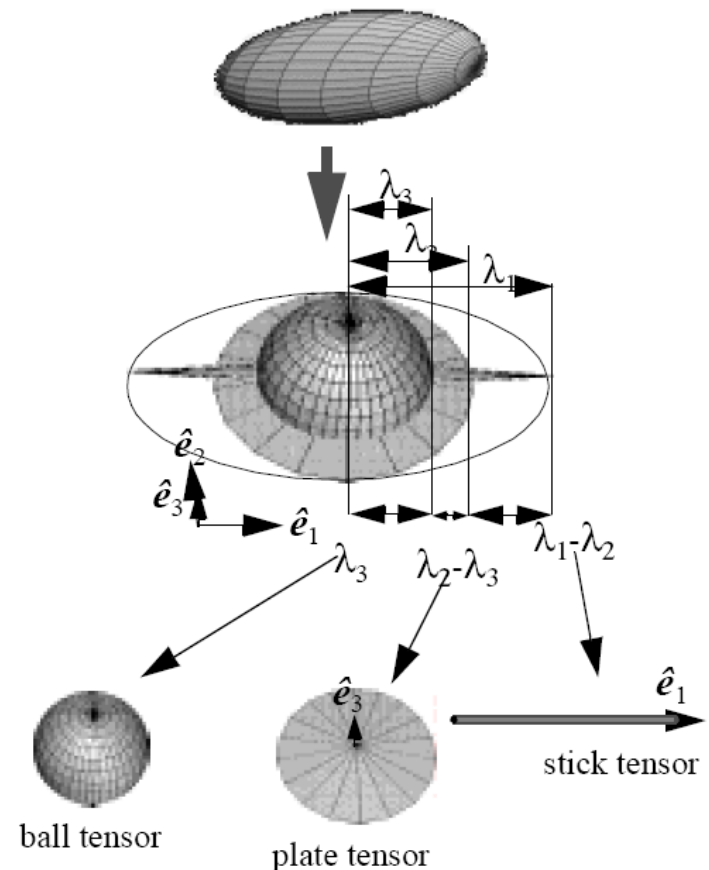
# Local PCA

- Helps us construct a local coordinate frame for every point
  - Map  $\hat{e}_1$  to X axis
  - Map  $\hat{e}_2$  to Y axis
  - Map  $\hat{e}_3$  to Z axis



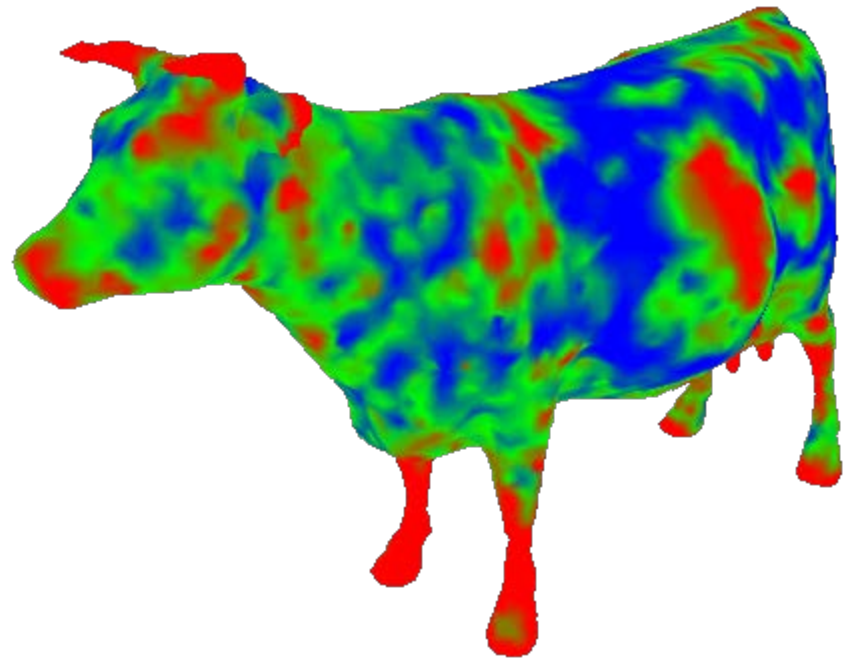
# Local PCA

- Helps differentiate nearly plane-like, from stick-like, from sphere-like, etc.



# Local PCA

- Helps differentiate nearly plane-like, from stick-like, from sphere-like, etc.



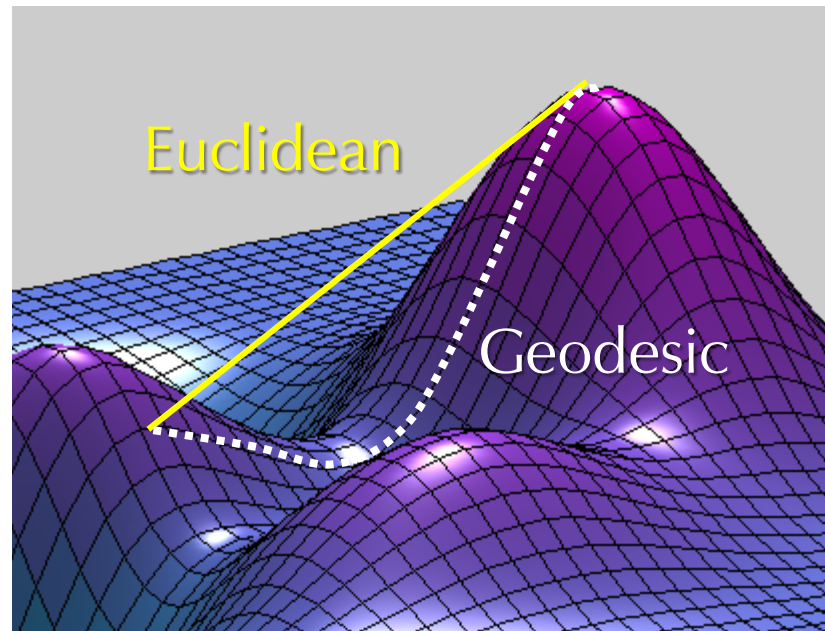
$$\lambda_2 / (\lambda_1 + \lambda_2 + \lambda_3)$$

# Statistics of Distances

- Distances can be along surface (geodesic) or as a crow flies (Euclidean)



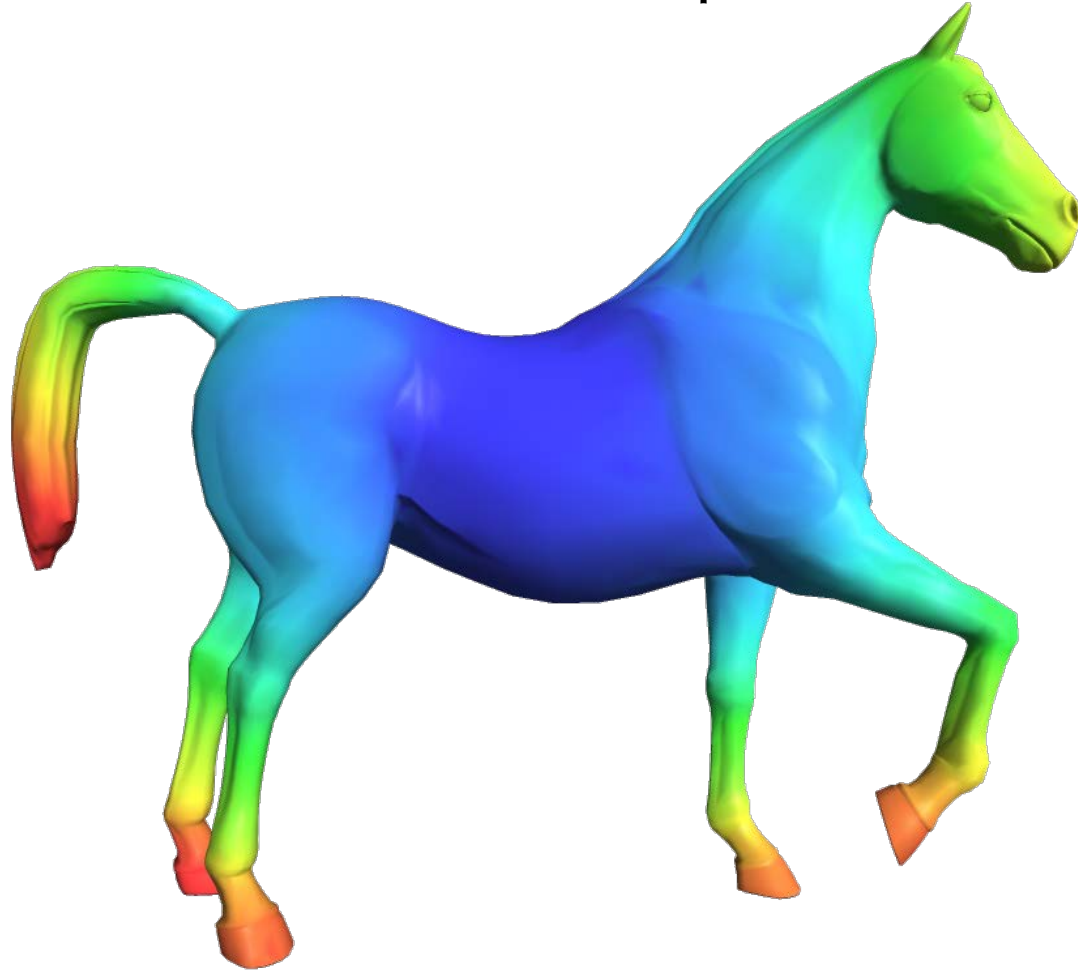
Geodesic distance to point



Geodesic vs. Euclidean distance

# Statistics of Distances

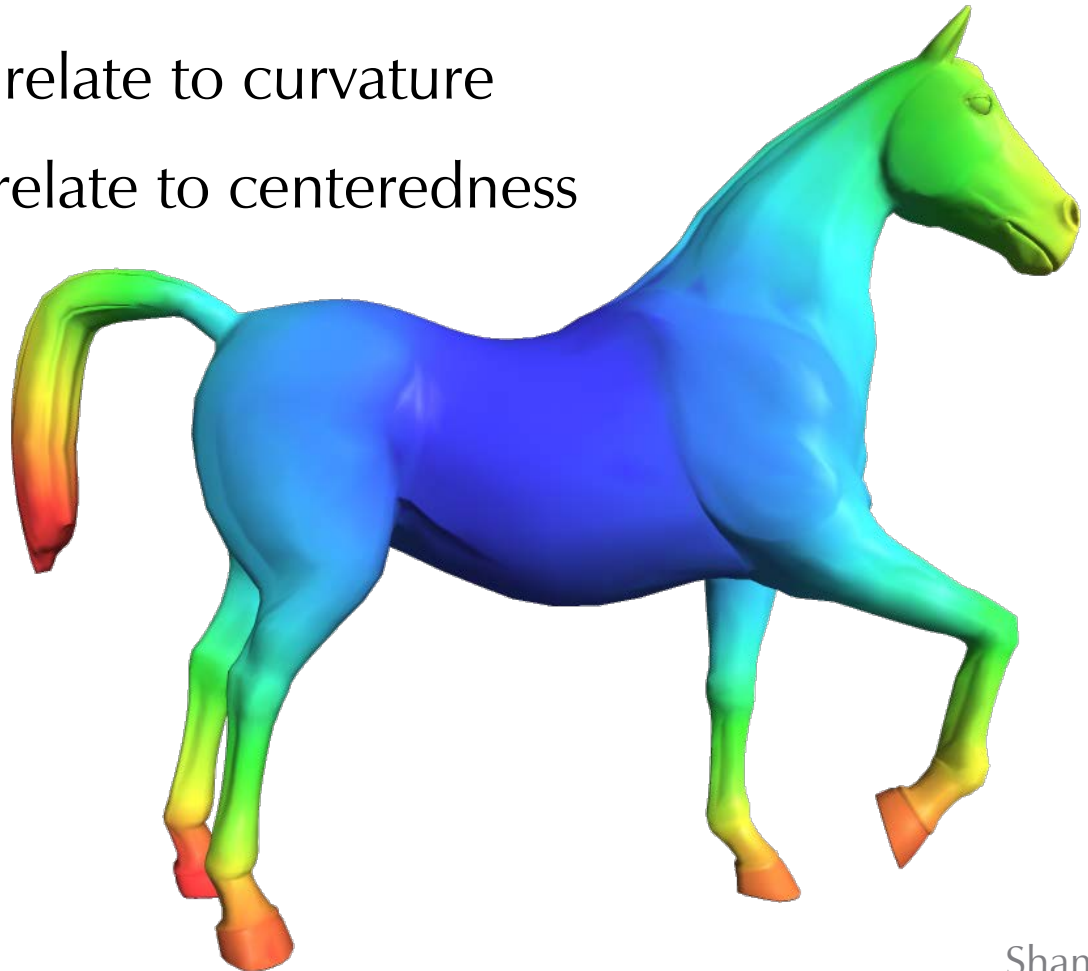
- Average geodesic distance to other points on surface





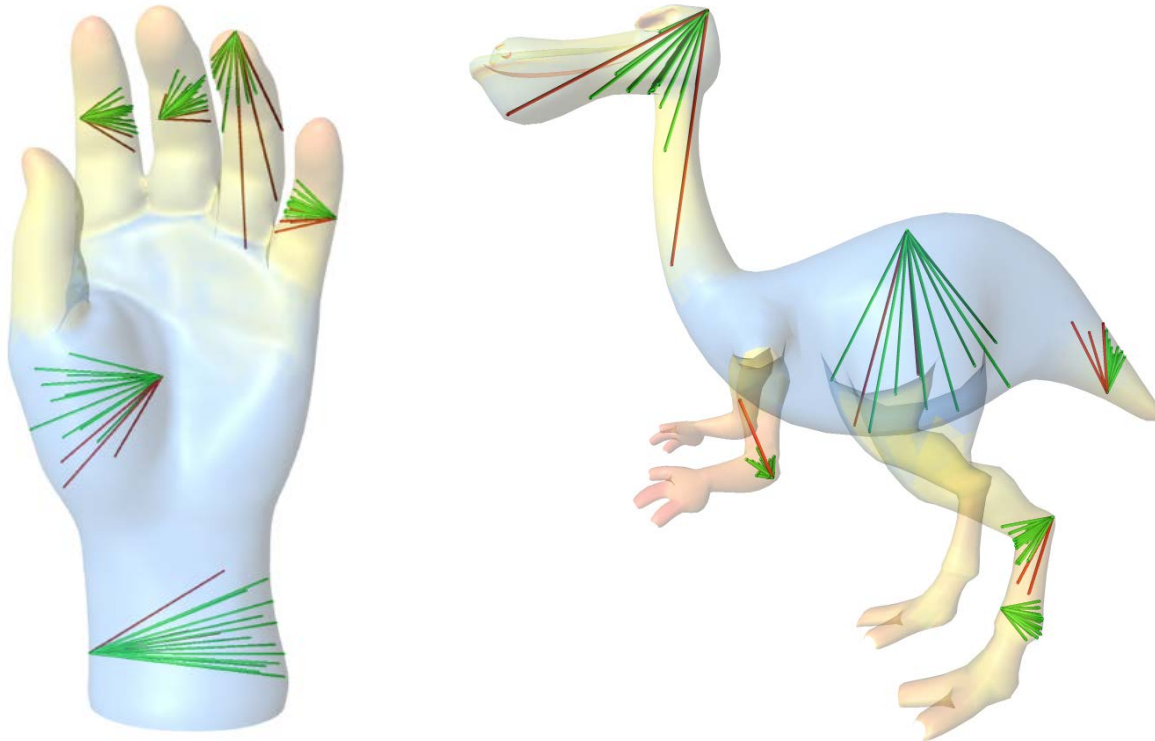
# What Do Statistics of Distance Tell Us?

- Histograms of geodesic distances
  - Small distances relate to curvature
  - Long distances relate to centeredness



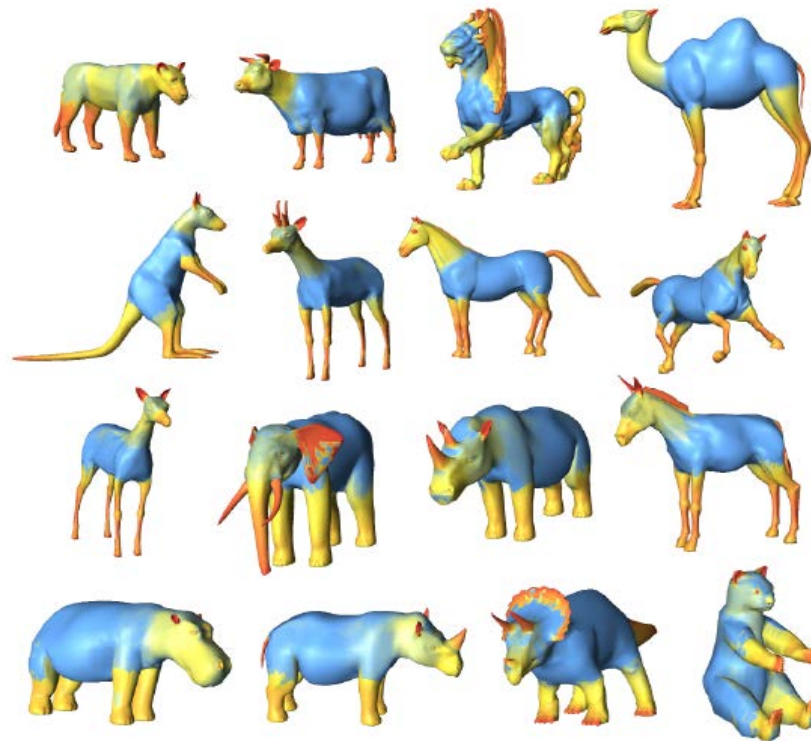
# Shape Diameter Function

- Median distance along sampling of rays through interior



# Shape Diameter Function

- Distinguish between thin and thick parts in a model
- Sharp changes often correlate with part boundaries



# Mesh Analysis: Applications

---

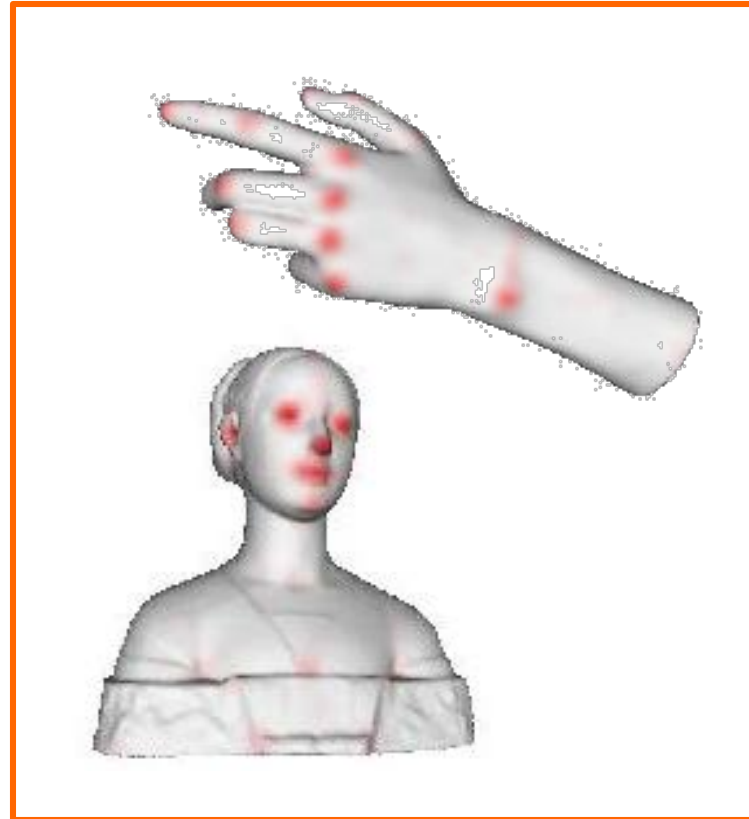
# Mesh Analysis

---

- Feature detection
- Segmentation
- Labeling
- Registration
- Matching
- Retrieval
- Recognition
- Classification
- Clustering
- Functionality

# Mesh Analysis

- Feature detection
- Segmentation
- Labeling
- Registration
- Matching
- Retrieval
- Recognition
- Classification
- Clustering
- Functionality

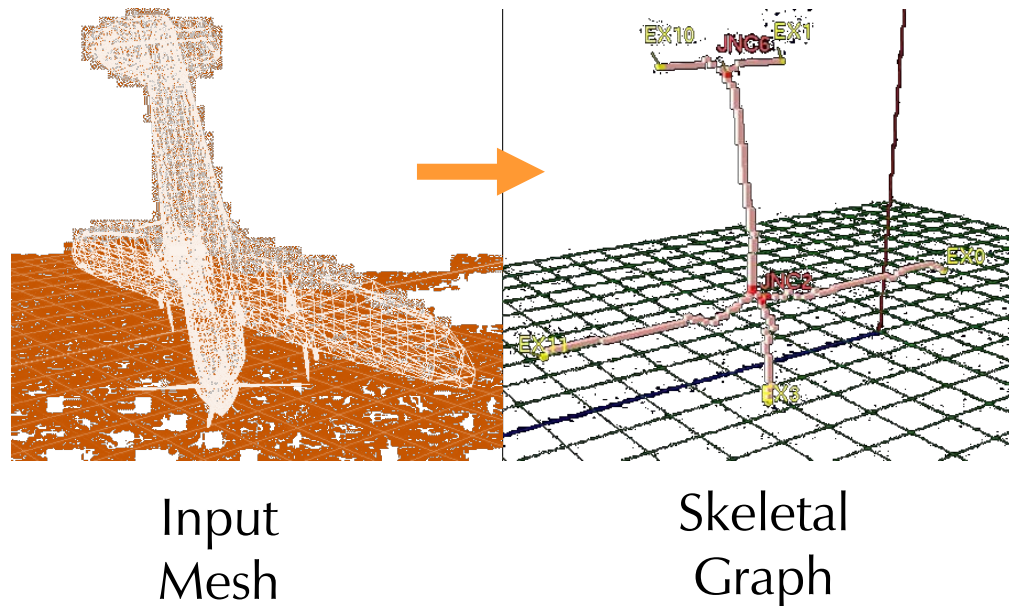


Schelling Points

“How can we find significant geometric features robustly?”

# Mesh Analysis

- Feature detection
- Segmentation
- Labeling
- Registration
- Matching
- Retrieval
- Recognition
- Classification
- Clustering
- Functionality

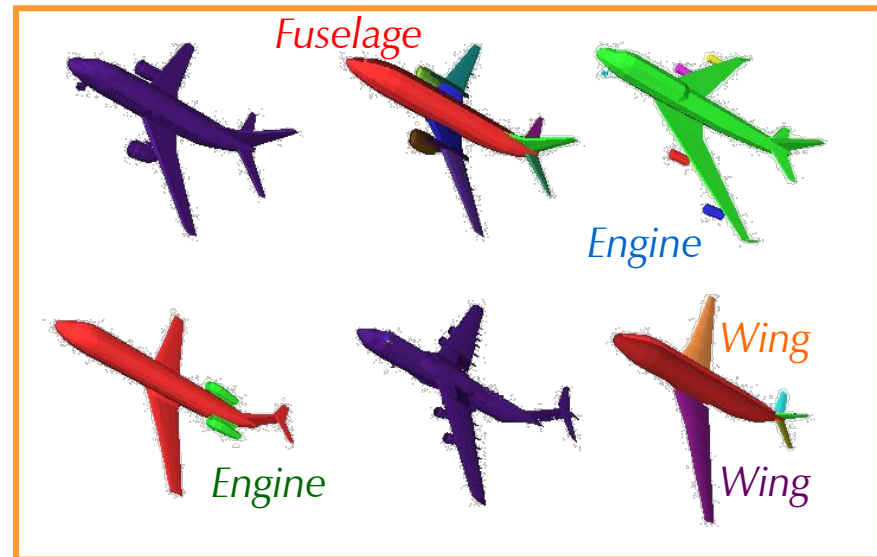


“How can we decompose a 3D model into its parts?”

# Mesh Analysis

Images courtesy of  
Ayellet Tal, Technion &  
Princeton University

- Feature detection
- Segmentation
- Labeling
- Registration
- Matching
- Retrieval
- Recognition
- Classification
- Clustering
- Functionality



Semantic Labels

(Golovinskiy, Lee, et al.)

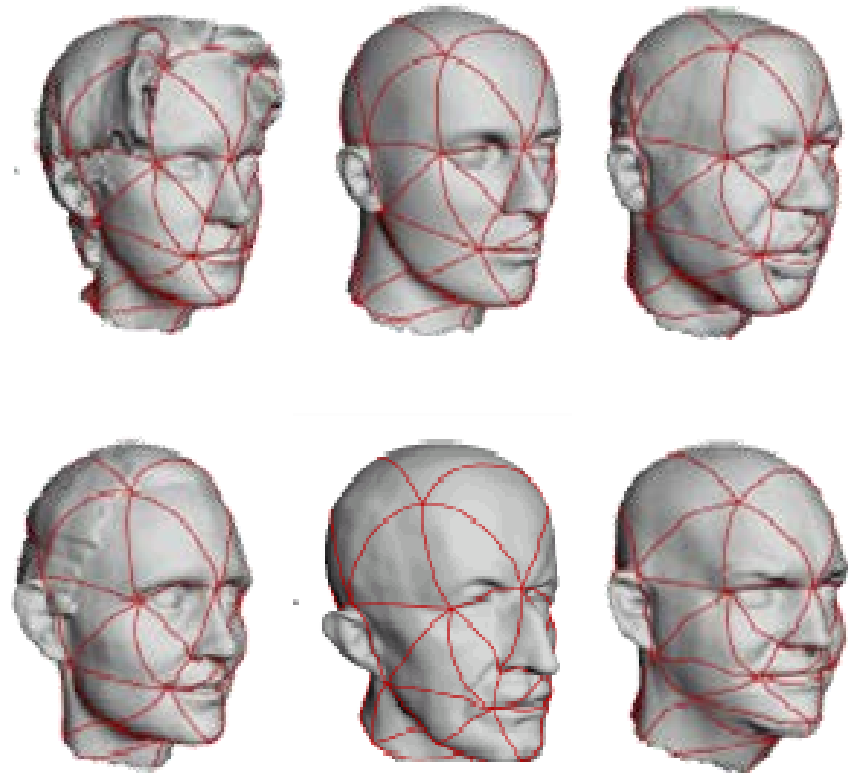
“How can we decompose a 3D model into its parts?”



# Mesh Analysis

Images courtesy of  
Emil Praun

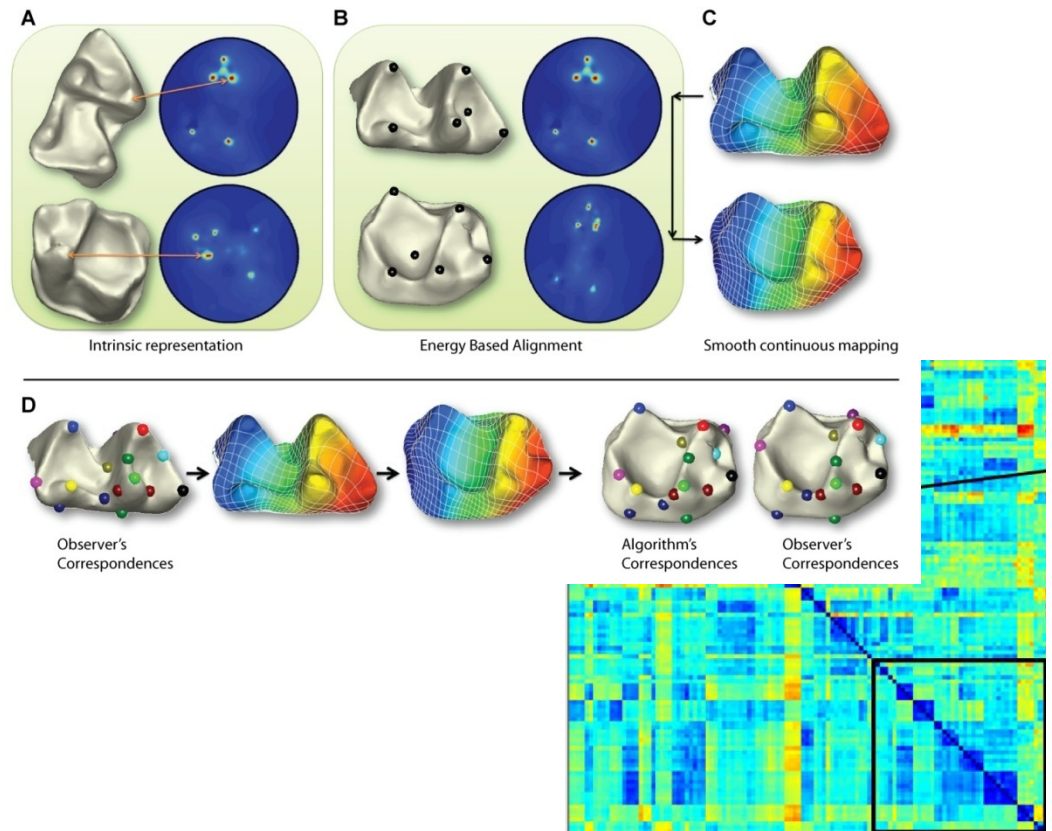
- Feature detection
- Segmentation
- Labeling
- Registration
- Matching
- Retrieval
- Recognition
- Classification
- Clustering
- Functionality



“How can we align features of 3D models?”

# Mesh Analysis

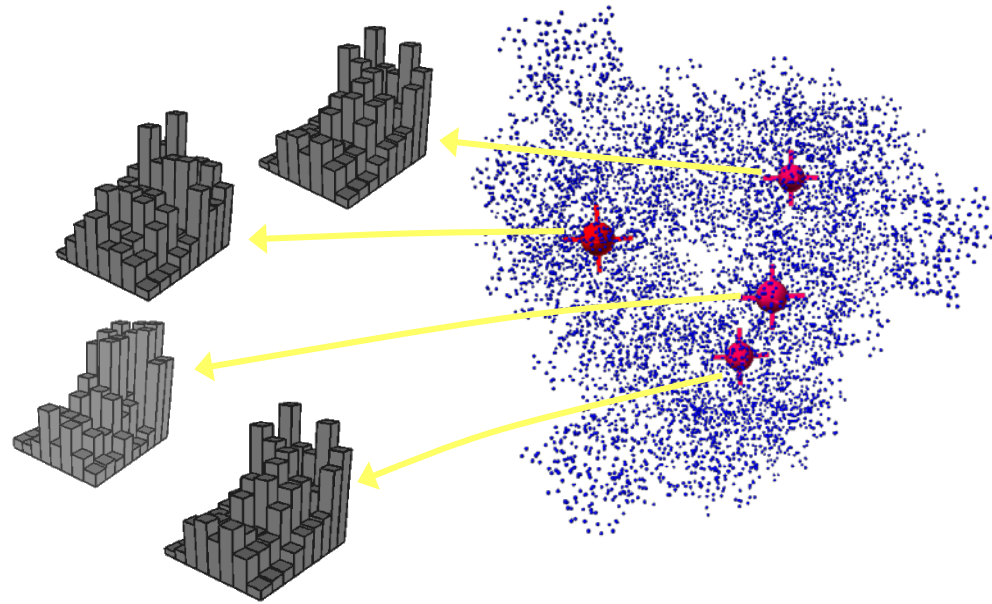
- Feature detection
- Segmentation
- Labeling
- Registration
- Matching
- Retrieval
- Recognition
- Classification
- Clustering
- Functionality



“How can we compute a measure of geometric similarity?”

# Mesh Analysis

- Feature detection
- Segmentation
- Labeling
- Registration
- Matching
- Retrieval
- Recognition
- Classification
- Clustering
- Functionality



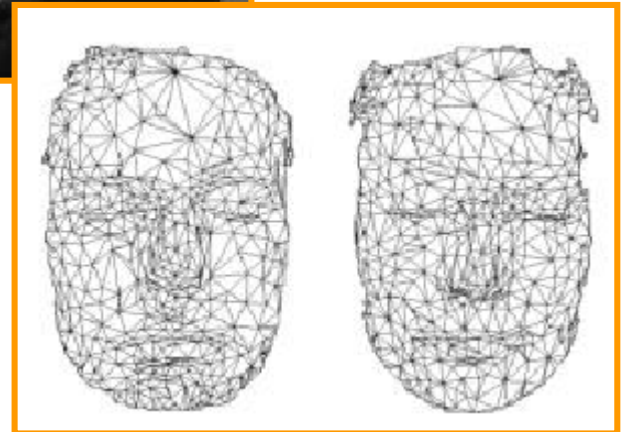
Harmonic Shape Descriptors

“How can we find similar 3D shapes in a database?”

# Mesh Analysis

Images courtesy of  
Florida State Univ.

- Feature detection
- Segmentation
- Labeling
- Registration
- Matching
- Retrieval
- Recognition
- Classification
- Clustering
- Functionality

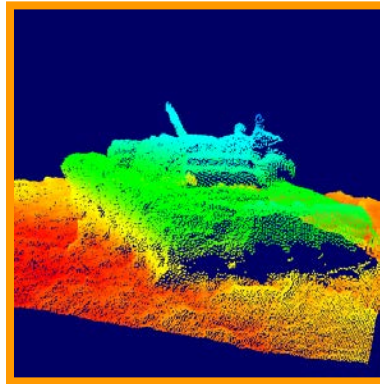


“How can we find a given 3D model in a large database?”

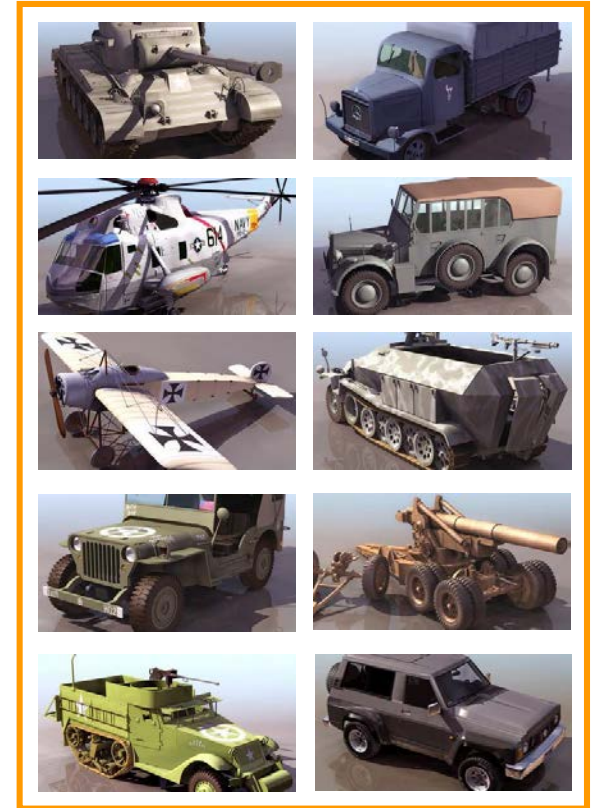
# Mesh Analysis

Images courtesy of  
Darpa E3D Project

- Feature detection
- Segmentation
- Labeling
- Registration
- Matching
- Retrieval
- Recognition
- Classification
- Clustering
- Functionality



Query



Classes

“How can we determine the class of a 3D model?”

# Mesh Analysis

Images courtesy of  
Viewpoint

- Feature detection
- Segmentation
- Labeling
- Registration
- Matching
- Retrieval
- Recognition
- Classification
- Clustering
- Functionality

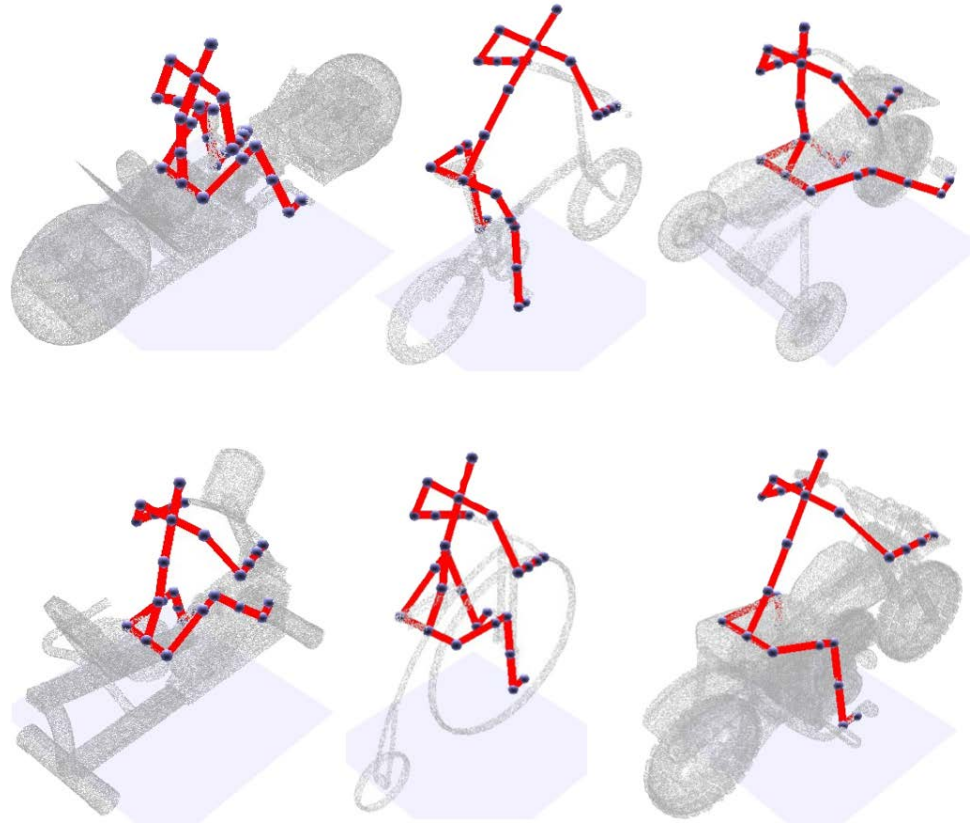


“How can we learn classes of 3D models automatically?”



# Mesh Analysis

- Feature detection
- Segmentation
- Labeling
- Registration
- Matching
- Retrieval
- Recognition
- Classification
- Clustering
- Functionality



“Can we predict how an object might be used?”