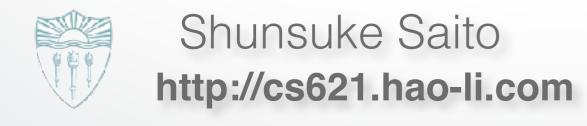
#### **CSCI 621: Digital Geometry Processing**

# Exercise 4. Surface Quality and Smoothing



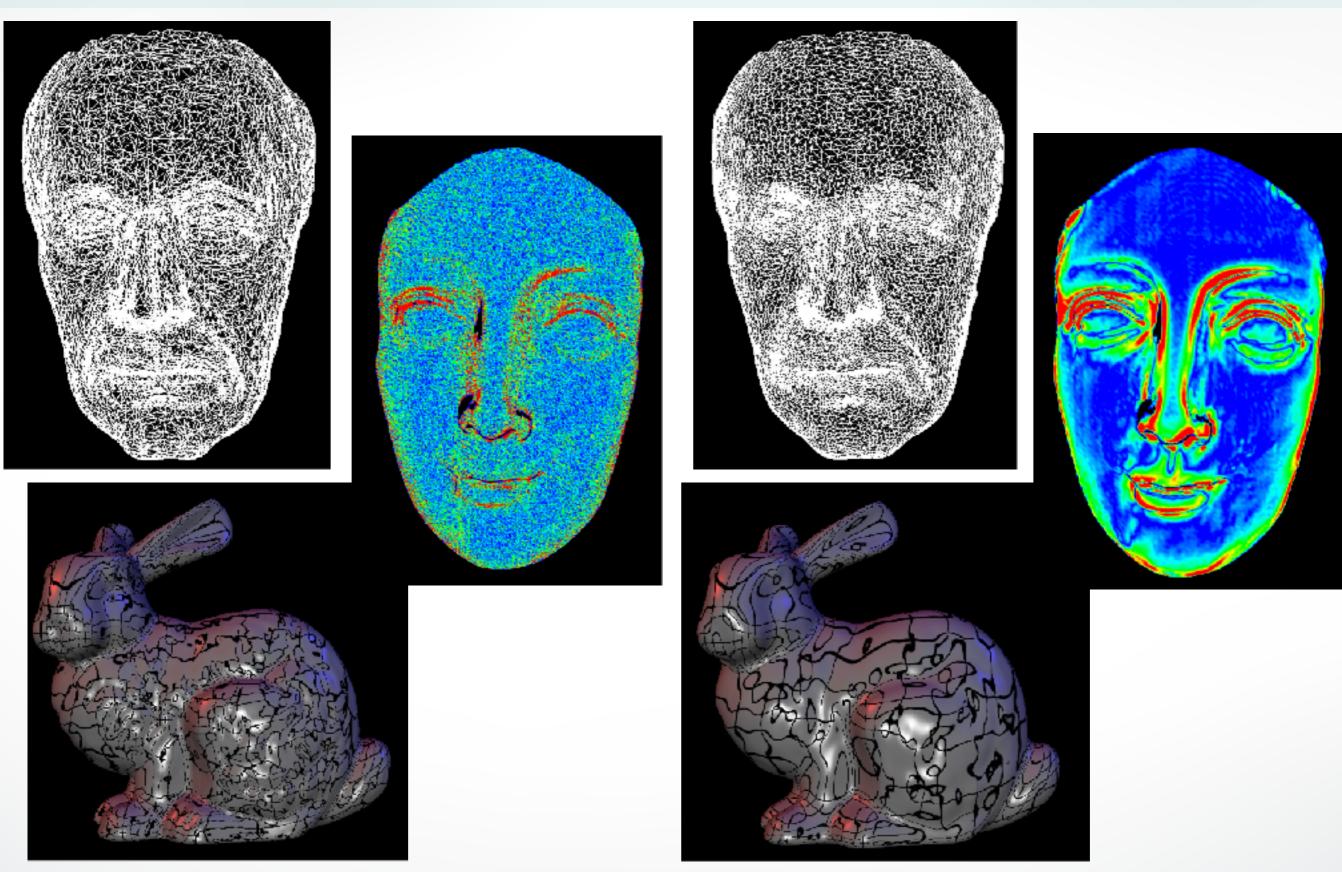
### **Surface Smoothing**

- Spectral analysis
- Diffusion flow
  - Uniform Laplace operator
  - Laplacian-Beltrami operator
- Energy minimization

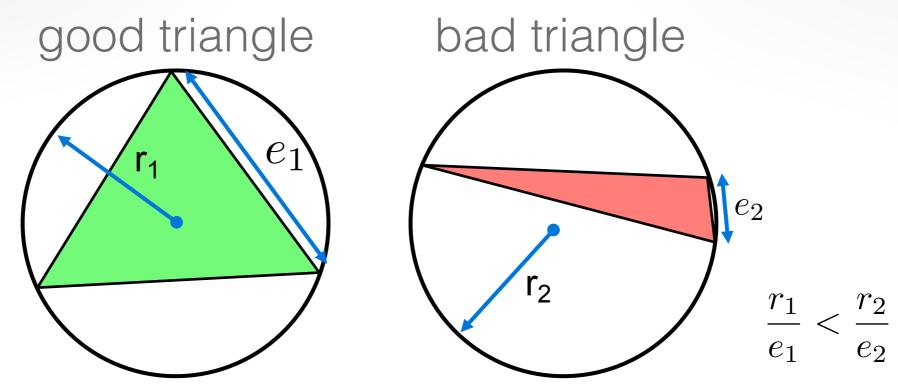
#### **Uniform Laplacian Surface Smoothing**

- Uniform Laplace operator  $L_U(v) = (\frac{1}{n}\sum_i v_i) v$  Mesh smoothing  $v' = v + \frac{1}{2} \cdot L_U(v)$
- Implement uniform Laplace operator in QualityViewer::calc uniform mean curvat ure () in QualityViewer.cc
- Implement uniform Laplacian smoothing SmoothViewer::uniform smooth() in Smooth Viewer.cc

## **Uniform Laplacian Surface Smoothing**



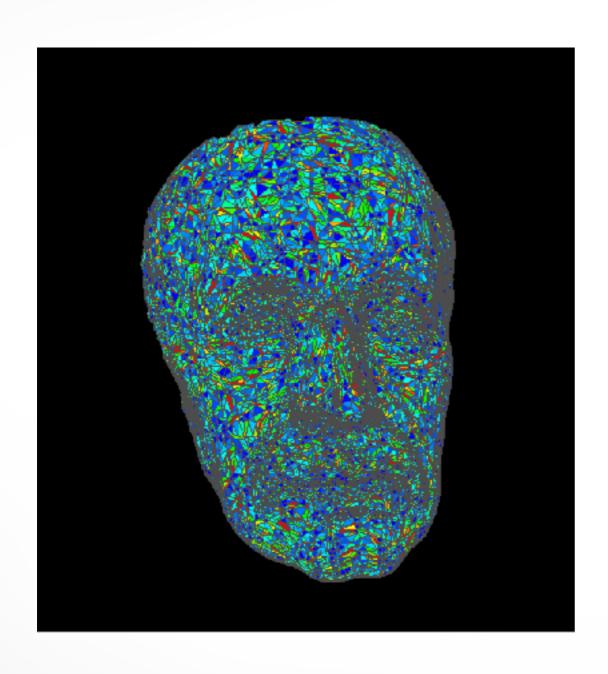
#### **Triangle Quality**

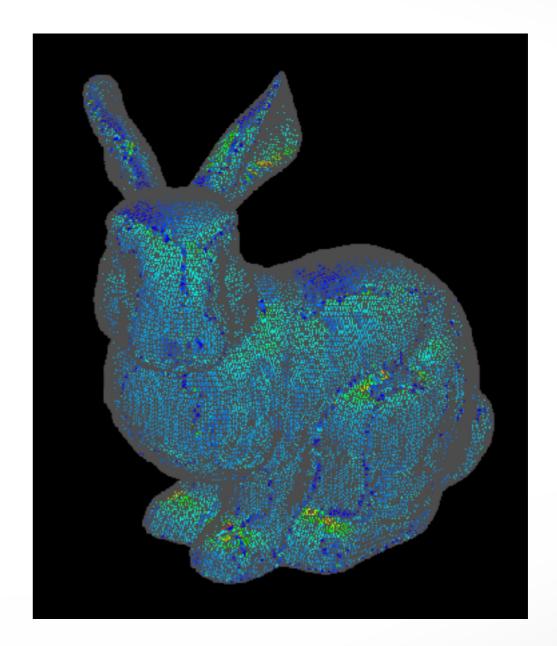


- Assess triangle quality by the circumradius to the minimum edge length ratio
- Circumradius is computed by  $A = \frac{|a| \cdot |b| \cdot |c|}{4 \cdot r} = \frac{|a \times b|}{2}$
- Implement in QualityViewer::

  calc triangle quality() in QualityViewer.cc

## **Triangle Quality**





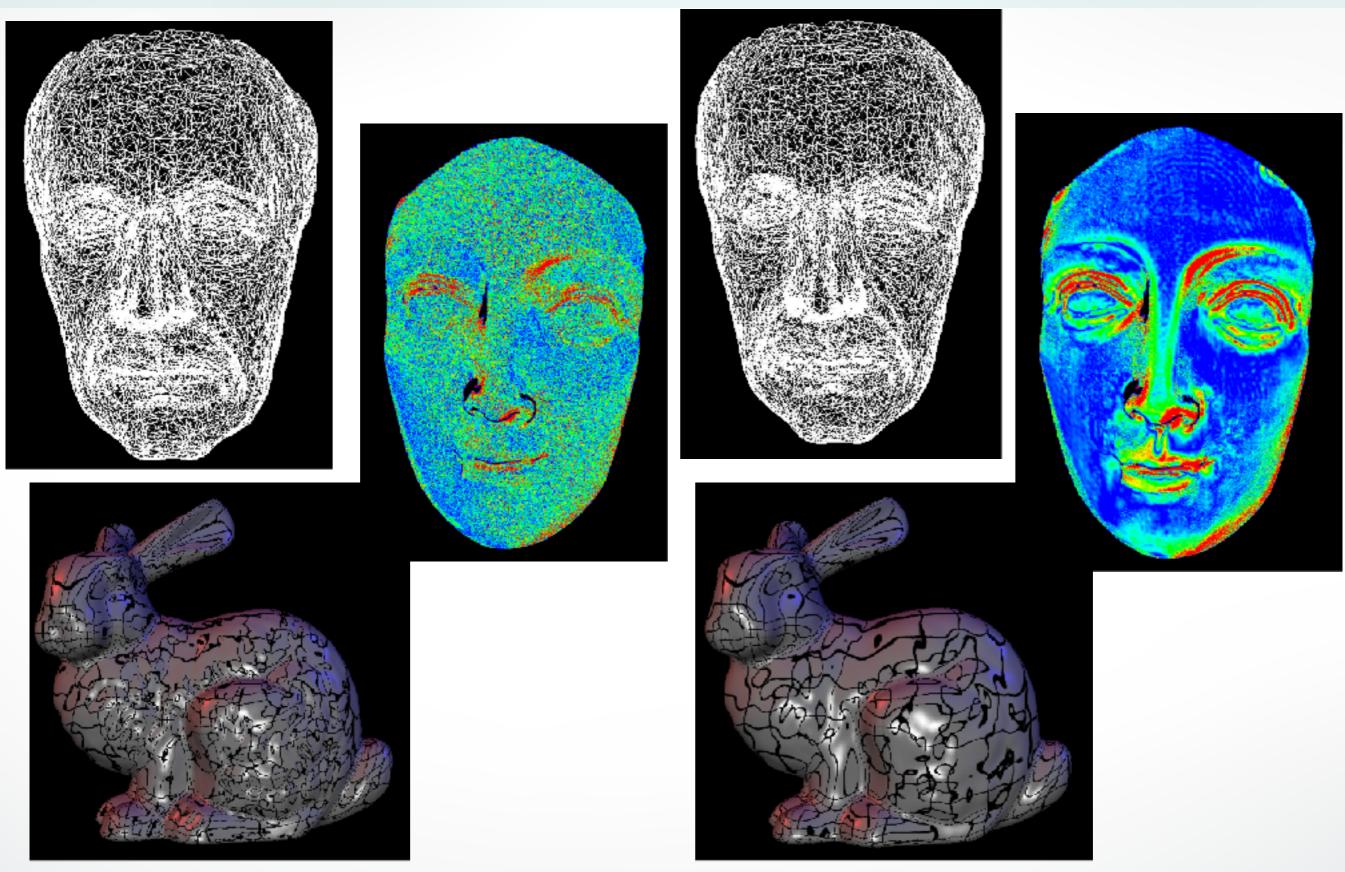
#### Laplace-Beltrami curvature and smoothing

Laplace-Beltrami Operator

$$L_B(v) = \frac{1}{2A} \sum_{i} ((\cot \alpha_i + \cot \beta_i)(v_i - v))$$

- Compute mean curvature using Laplace-Beltrami weights in QualityViewer::
   calc mean curvature() in QualityViewer.cc
- Implement smoothing in SmoothViewer:: smooth() in SmoothViewer.cc

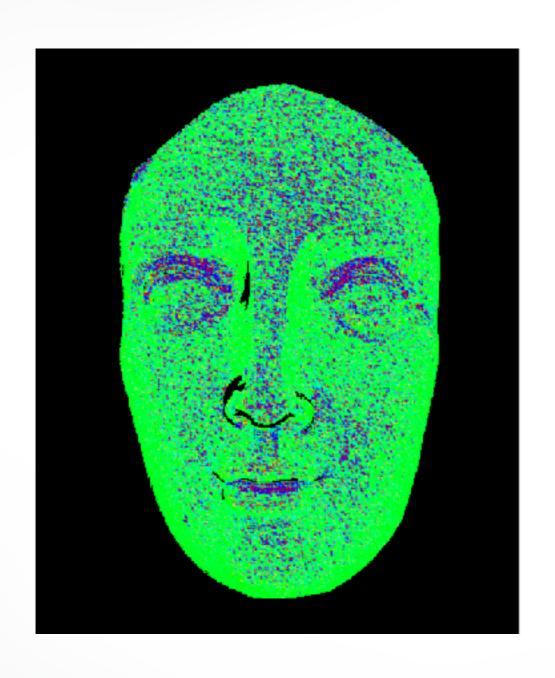
## Laplace-Beltrami curvature and smoothing

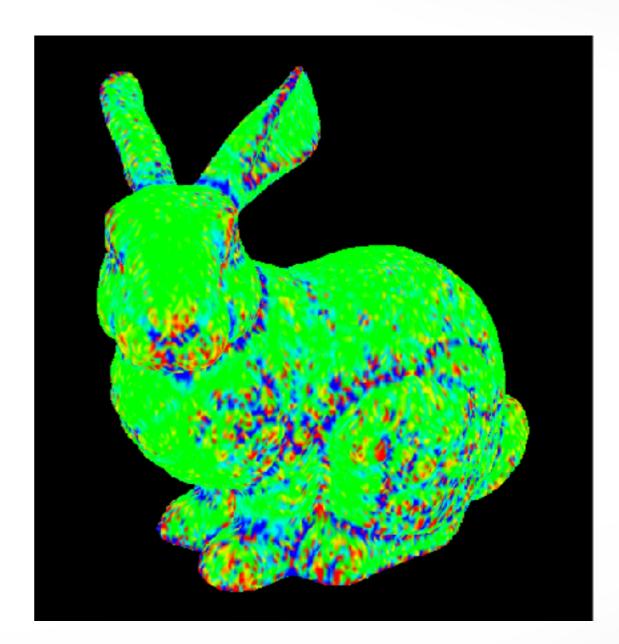


#### **Gaussian Curvature**

- Gaussian curvature  $G = (2\pi \sum_{j} \theta_{j})/A$
- QualityViewer::calc\_gauss\_curvature() in QualityViewer.cc

## Gaussian Curvature





#### Submission

- Deadline: Mar 21, 2017 11:59pm
- Upload a .zip compressed file named "Exercise4-YourName.zip" to
  - http://blackboard.usc.edu
- Include a "read.txt" file describing how you solve each exercise and the encountered problems

#### Contact

- Office Hours: Tuesday 15:00 16:00 PHE 108
- email: saitos@usc.edu

#### http://cs621.hao-li.com

## Thanks!

