CSCI 621: Digital Geometry Processing

Exercise 4. Surface Quality and Smoothing



Zeng Huang

http://cs621.hao-li.com

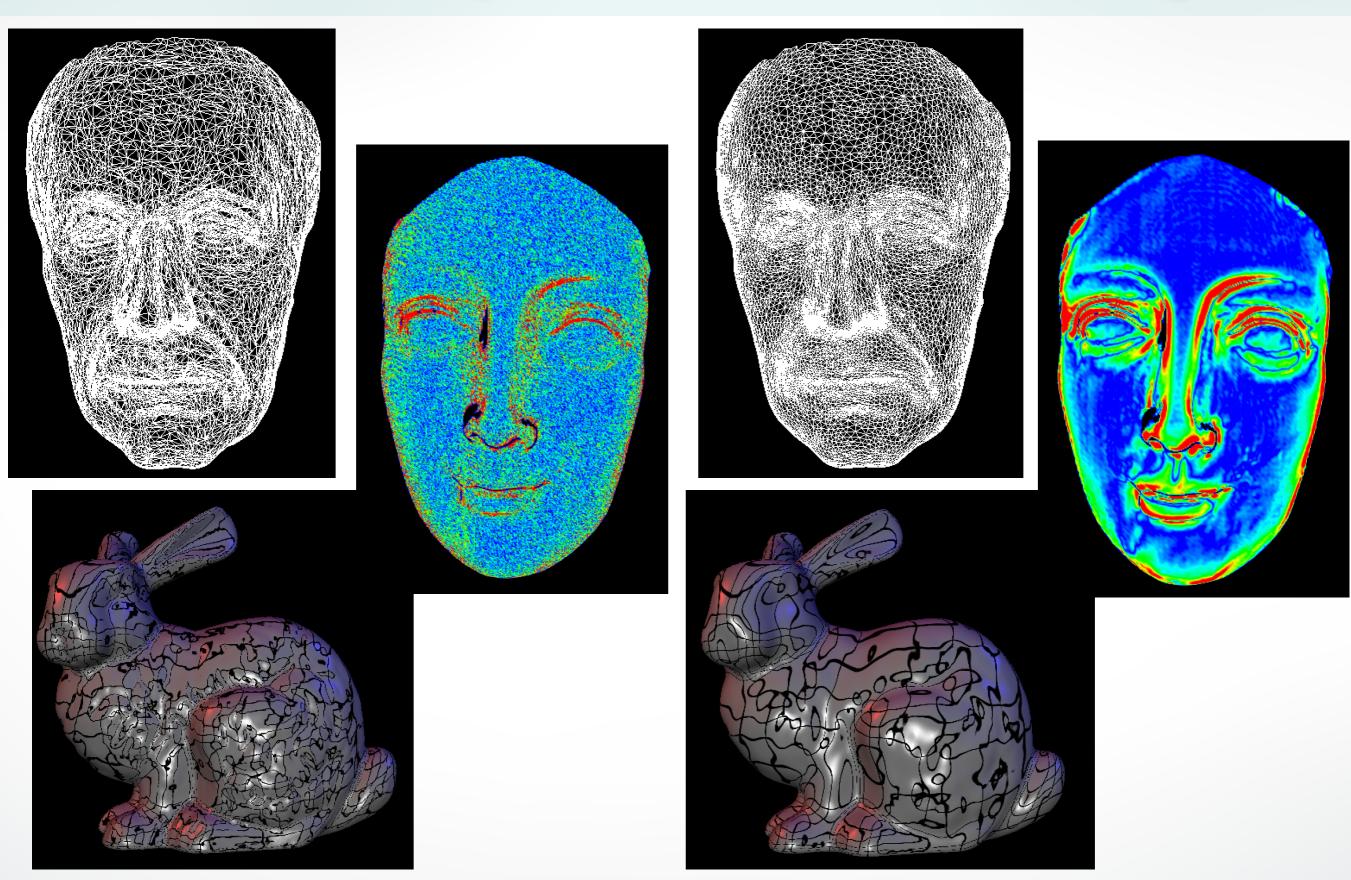
Surface Smoothing

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

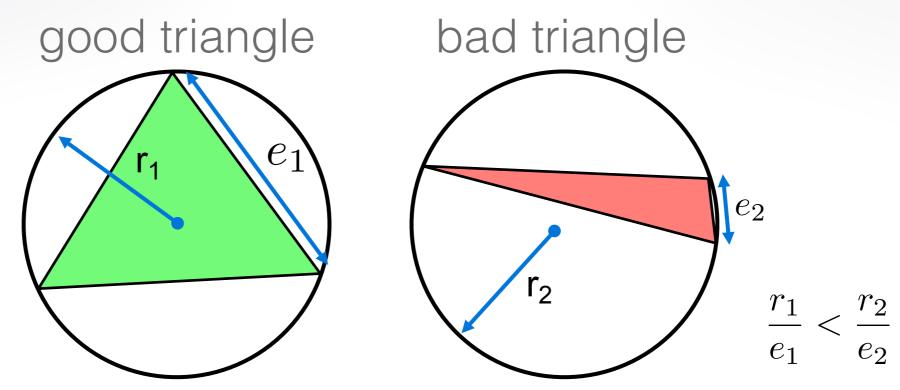
Uniform Laplacian Surface Smoothing

- 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



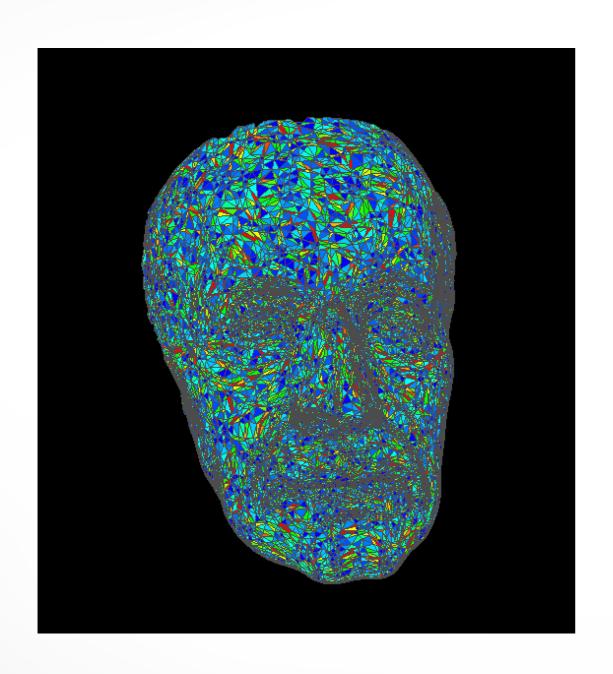
Triangle Quality

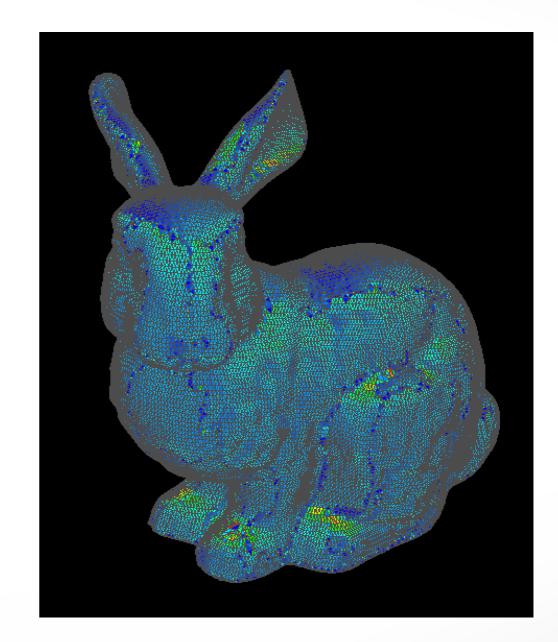


- Assess triangle quality by the circumradius to the minimum edge length ratio
- Circumradius is computed by $A = \frac{|a| \cdot |b| \cdot |c|}{4 \cdot r} = \frac{|a \times b|}{2}$
- Implement in QualityViewer::

 calc triangle quality() in QualityViewer.cc

Triangle Quality





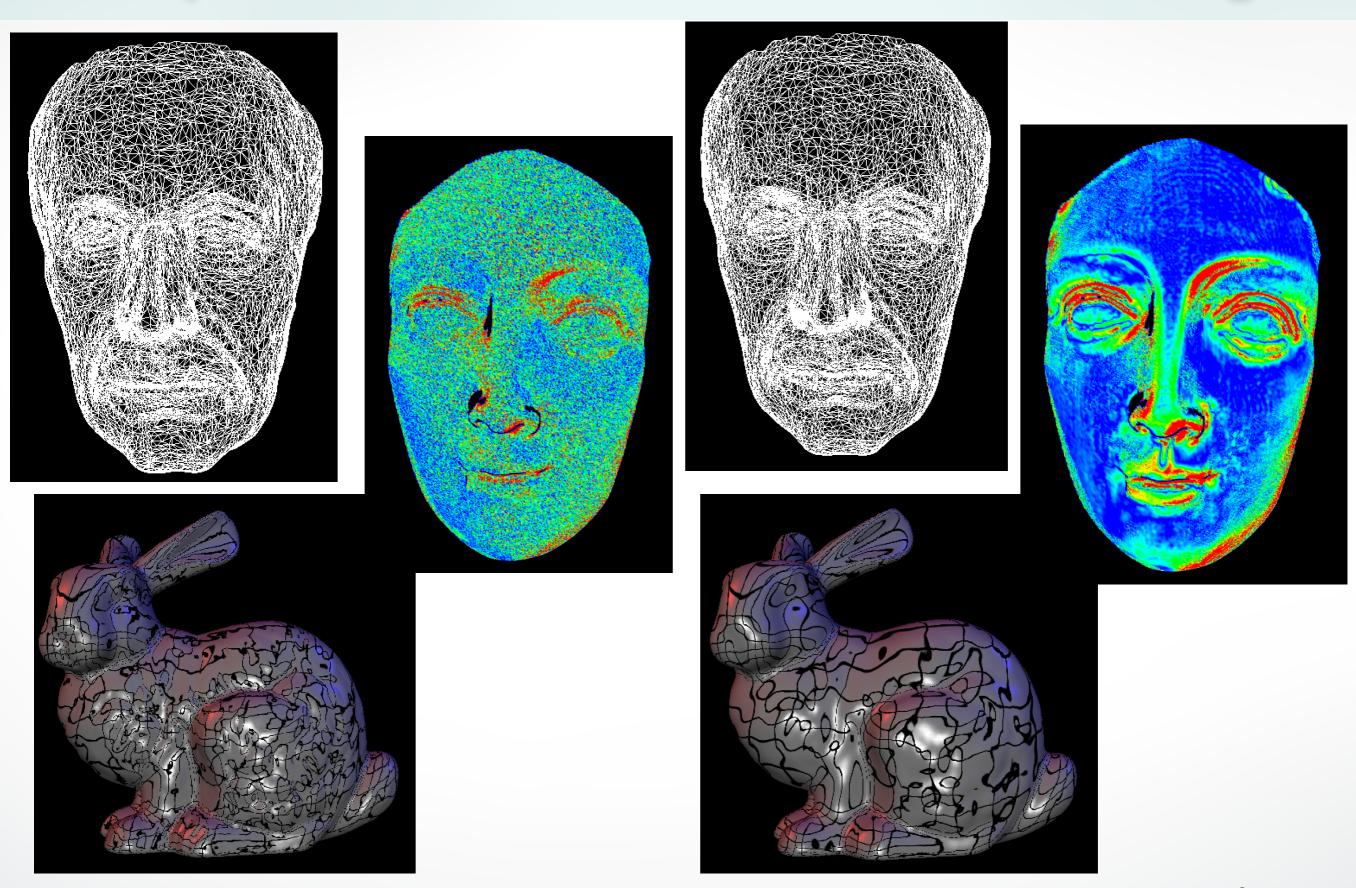
Laplace-Beltrami curvature and smoothing

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

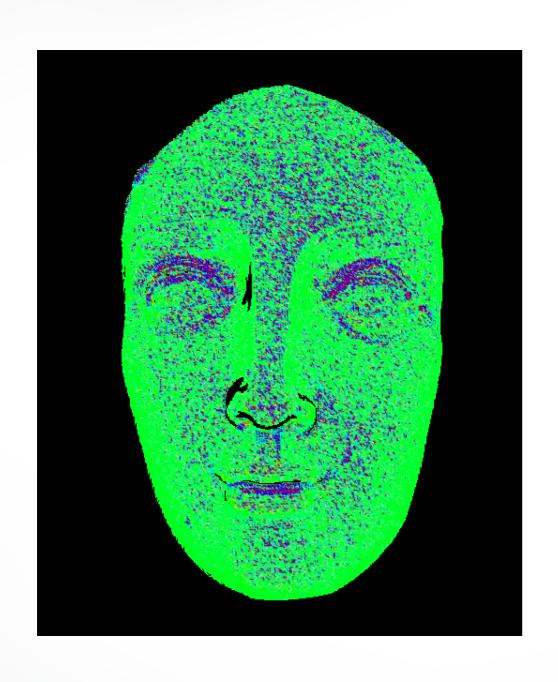
Laplace-Beltrami curvature and smoothing

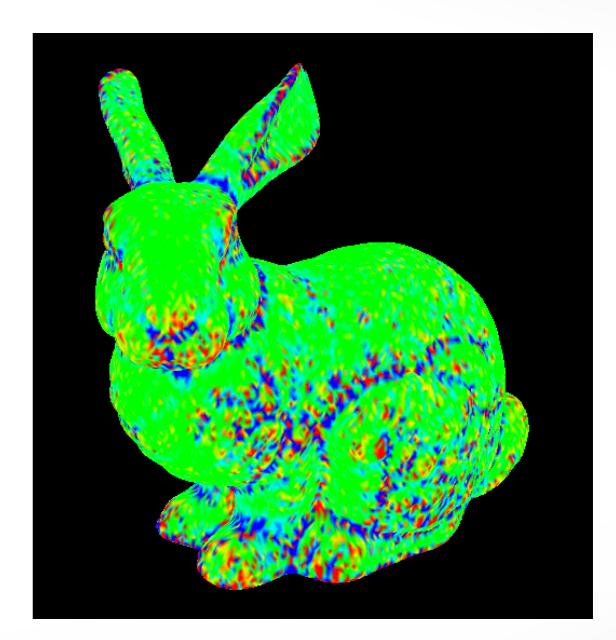


Gaussian Curvature

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

Gaussian Curvature





Submission

- Deadline: Mar 19, 2019 12:00 pm
- Upload a .zip compressed file named "Exercise4-YourName.zip" to Blackboard.
- Include a "read.txt" file describing how you solve each exercise and the encountered problems

http://cs621.hao-li.com

Thanks!

