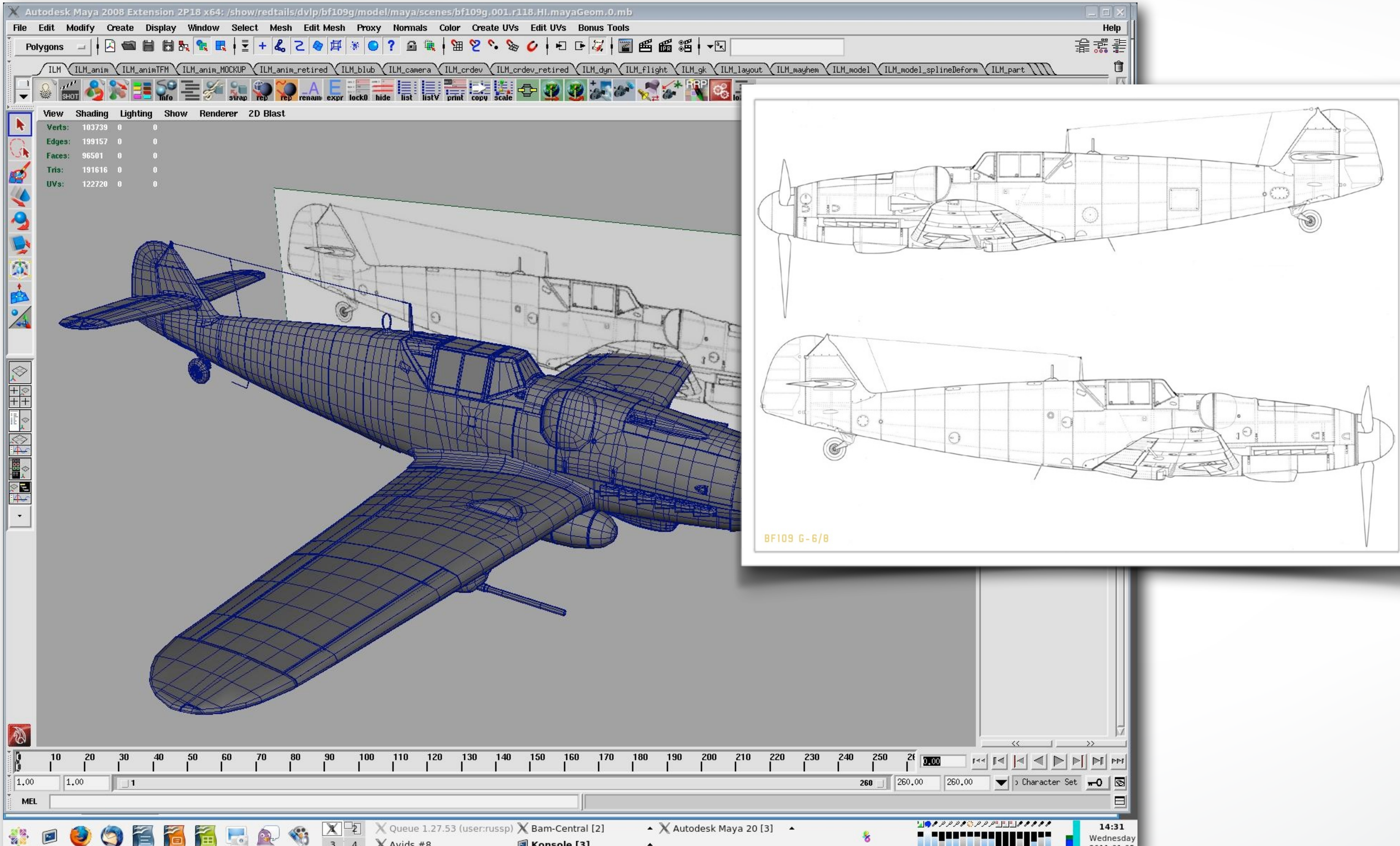
9.1 **Surface Parameterization**

Hao Li

http://cs621.hao-li.com

Modeling

Modeling



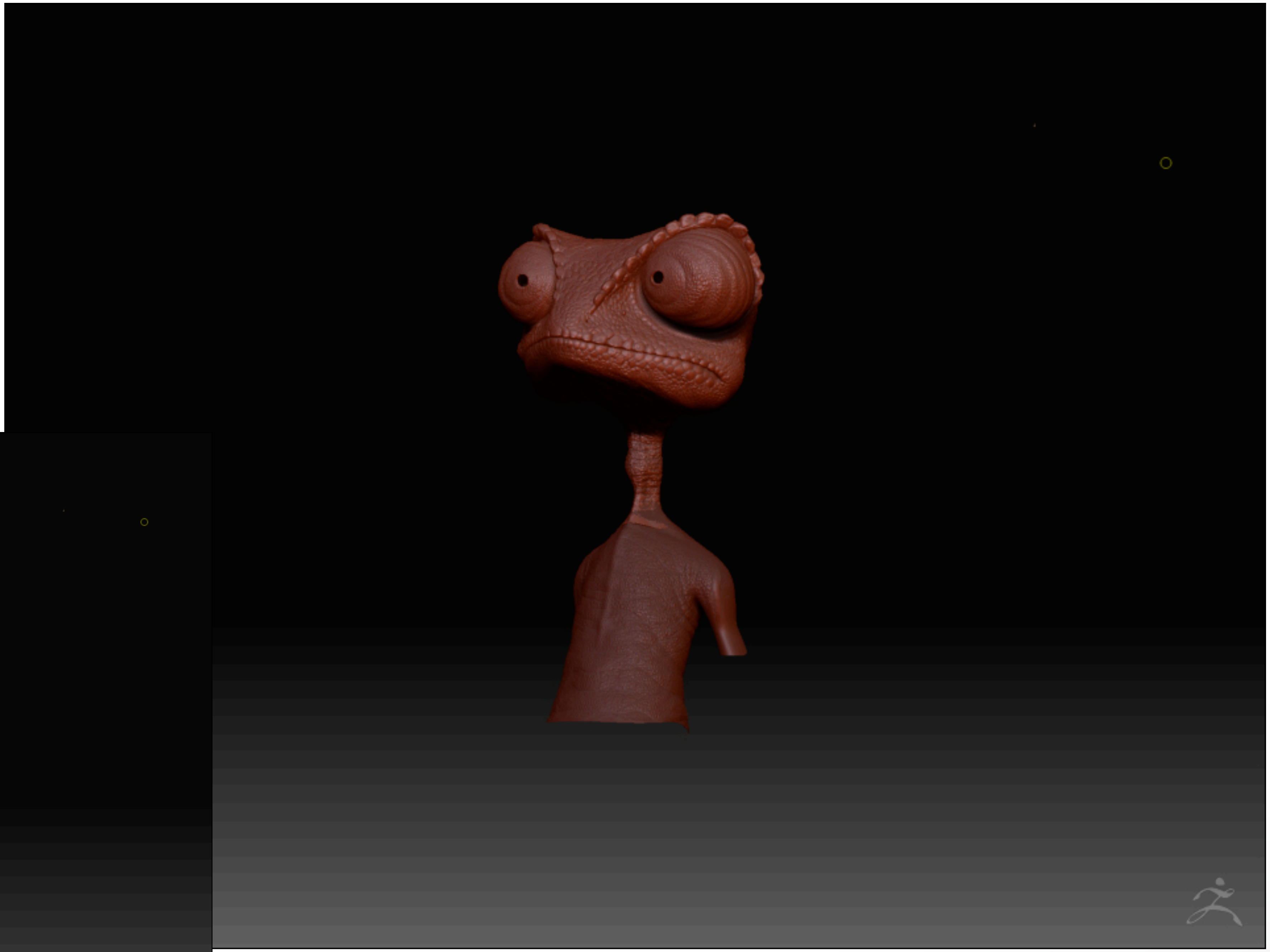
Autodesk Maya 2008 Extension 2P18 x64: /show/redtails/dvlp/bf109g/model/maya/scenes/bf109g.001.r118.HI.mayaGeom.0.mb
File Edit Modify Create Display Window Select Mesh Edit Mesh Proxy Normals Color Create UVs Edit UVs Bonus Tools Help
View Shading Lighting Show Renderer 2D Blast
Verts: 103739 0 0
Edges: 199157 0 0
Faces: 96501 0 0
Tris: 191616 0 0
UVs: 122720 0 0
BF109 G-6/8

Viewpaint

The creation of a 3D assets surface, including that surface's color, texture, opacity, and reflectivity (or specularity).

Viewpaint

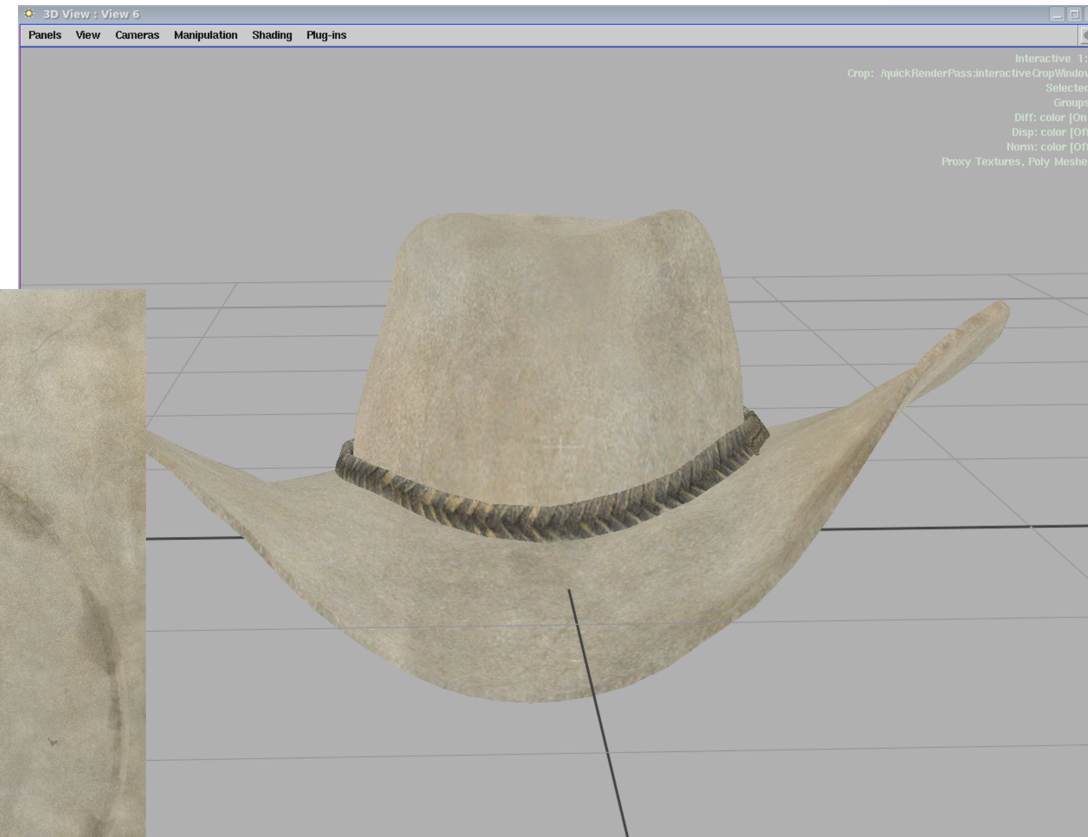
Rango: Creating creature scale textures in ZBrush...

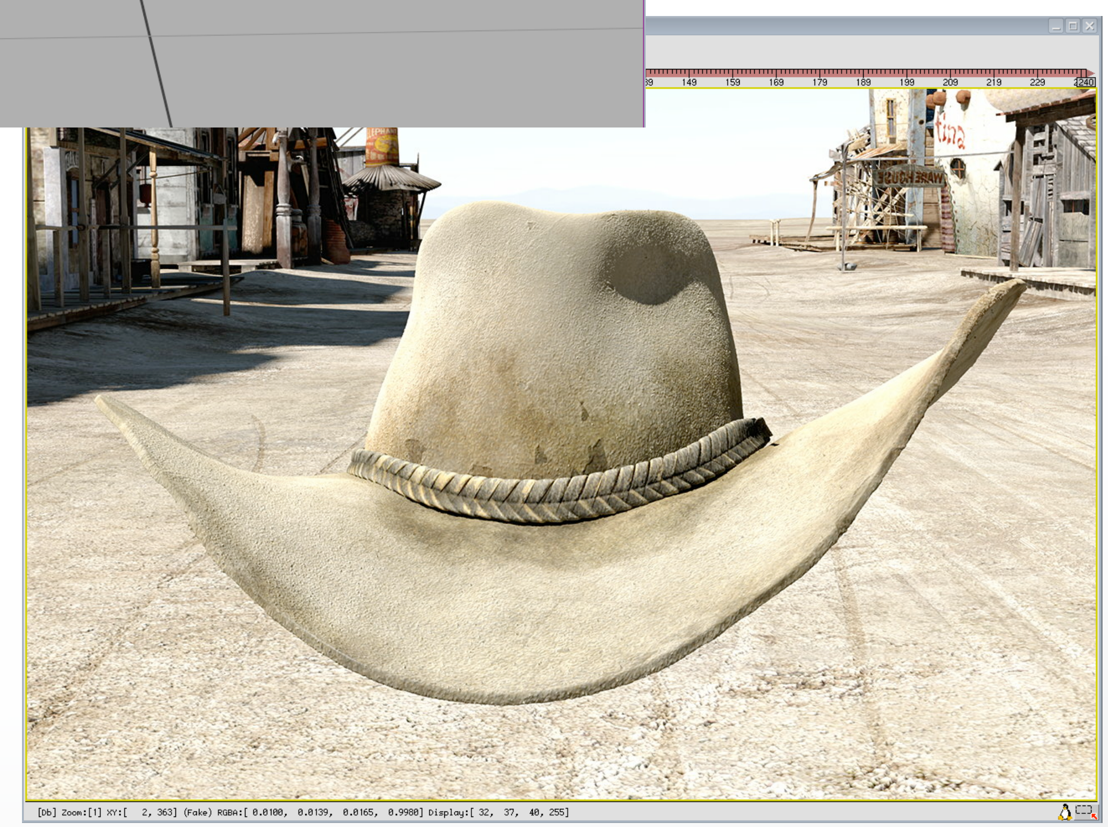


Viewpaint

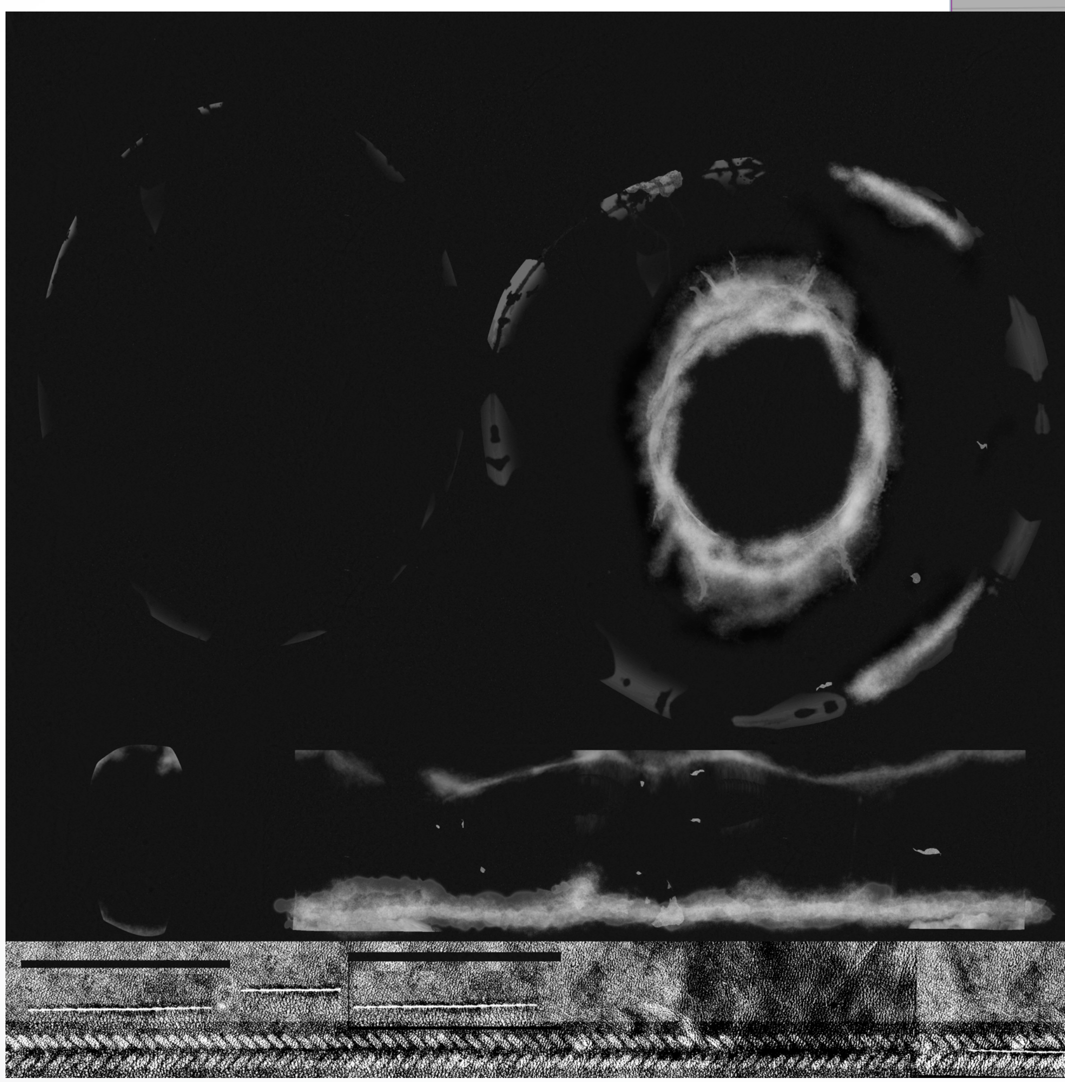
(Wrinkle Pass)

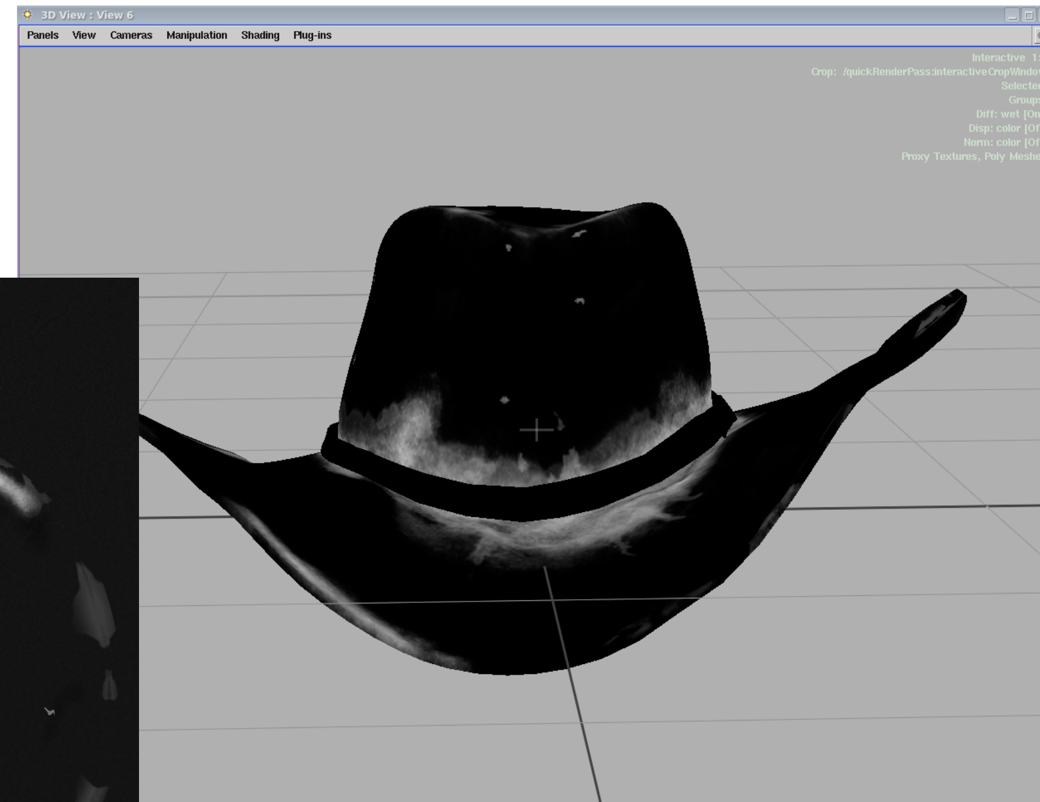
Color **Maps**


3D View : View 6
Panels View Cameras Manipulation Shading Plug-ins
Interactive 1:1
Crop: /quickRenderPass:interactiveCropWindow
Selected:
Groups:
Diff: color [On]
Disp: color [Off]
Norm: color [Off]
Proxy Textures, Poly Meshes

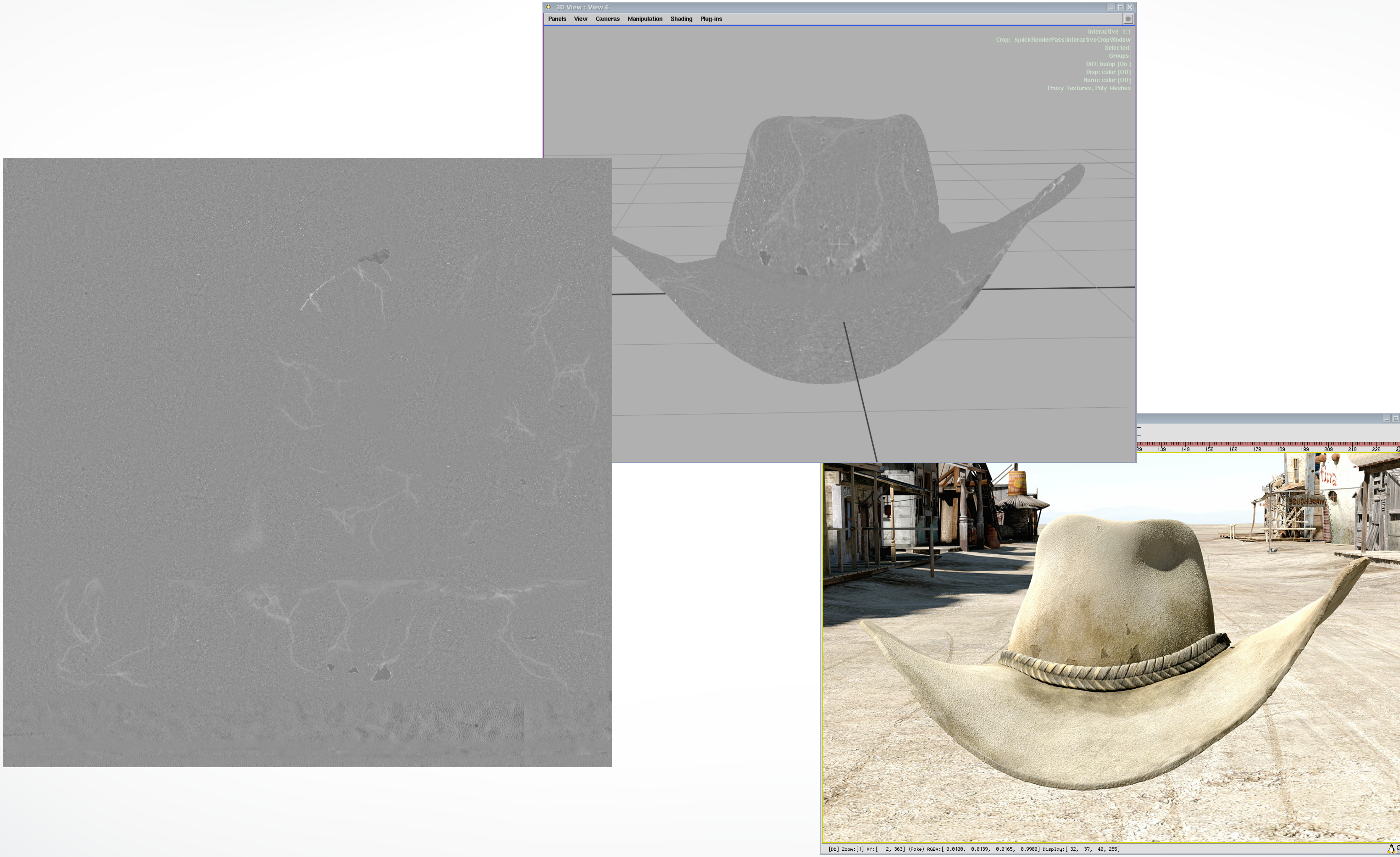

[Db] Zoom:[1] XY:[2, 363] (Fake) RGBA:[0.0100, 0.0139, 0.0165, 0.9980] Display:[32, 37, 40, 255]

Wet **Maps**



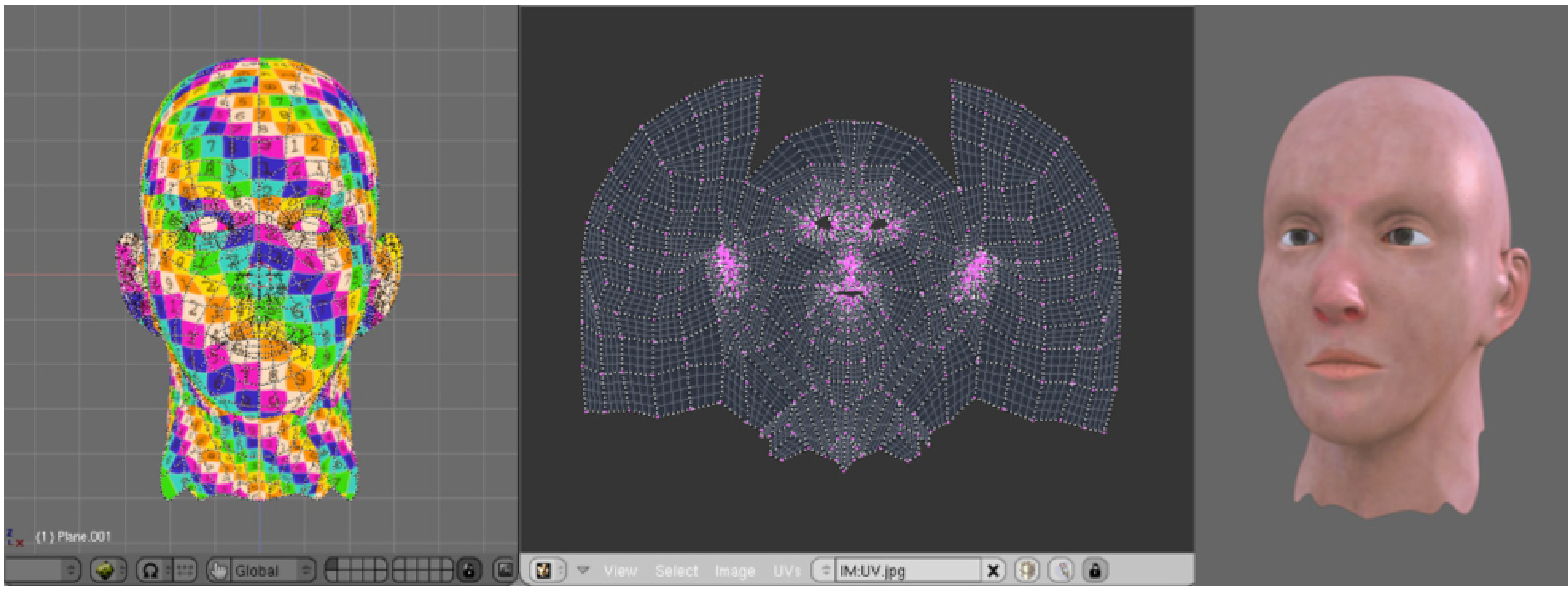

3D View : View 6
Panels
View
Cameras
Manipulation
Shading
Plug-ins

bump **Maps**


3D View : View 6
Panels
View
Cameras
Manipulation
Shading
Plug-ins

Motivation

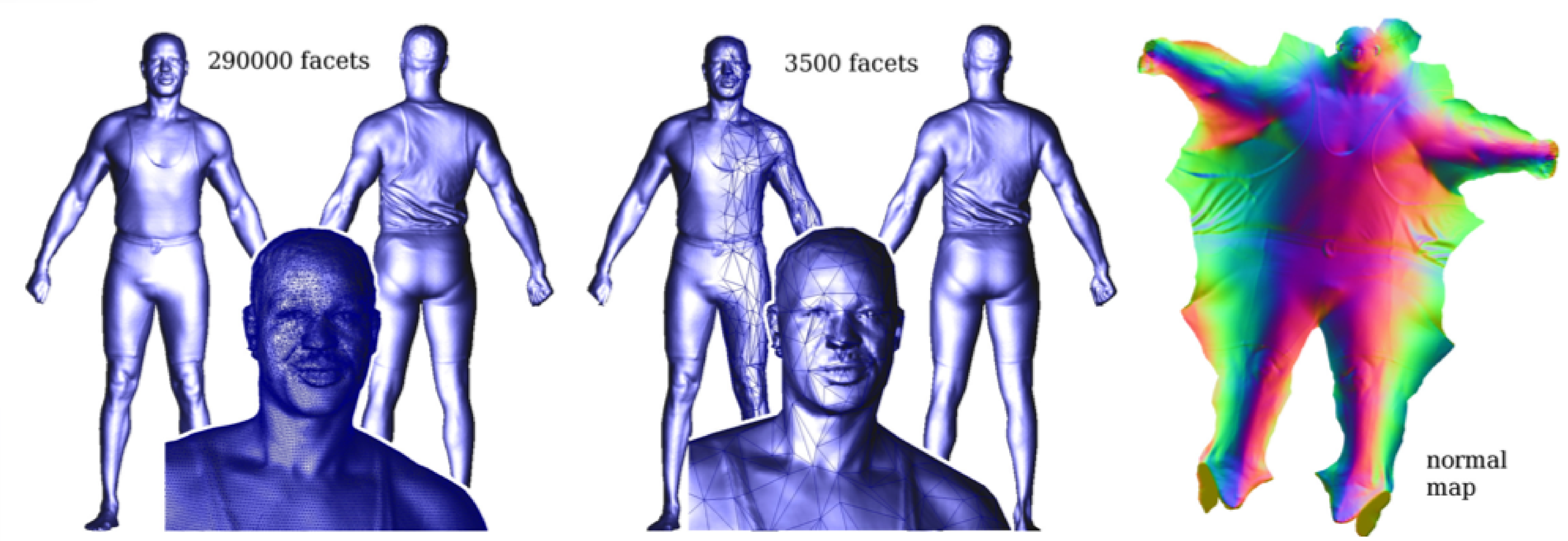
Texture Mapping



Levy et al.: *Least squares conformal maps for automatic texture atlas generation*, SIGGRAPH 2002.

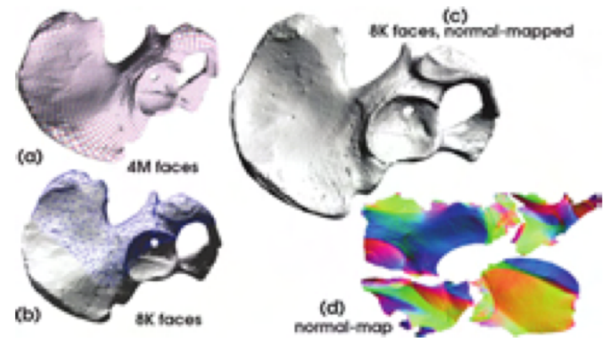
Motivation

Normal Mapping

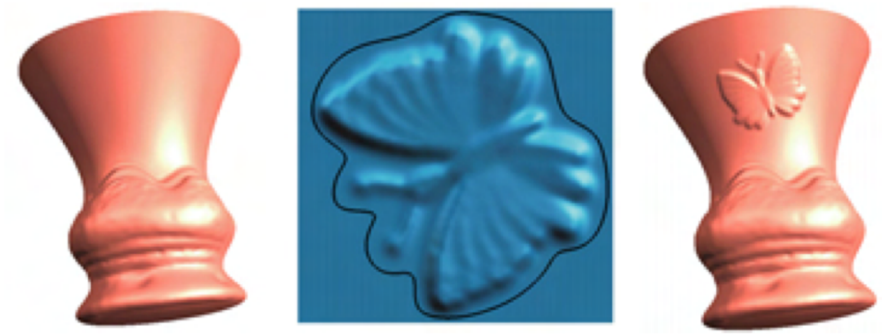


Motivation

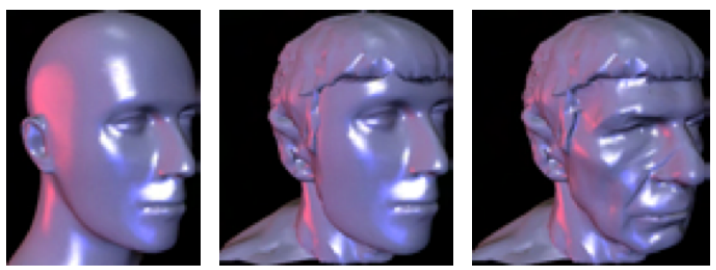
Texture Mapping



Normal Mapping

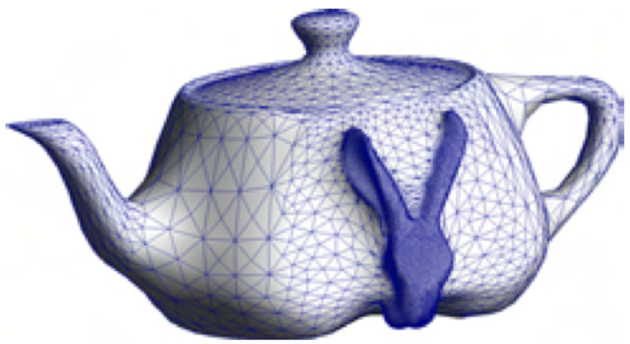


Detail Transfer

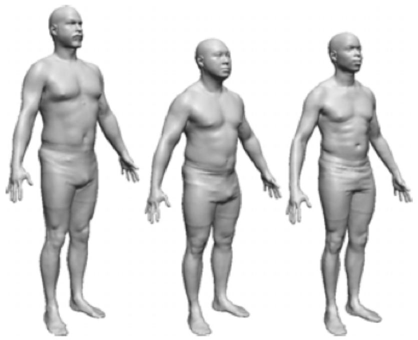


Morphing

Mesh Completion

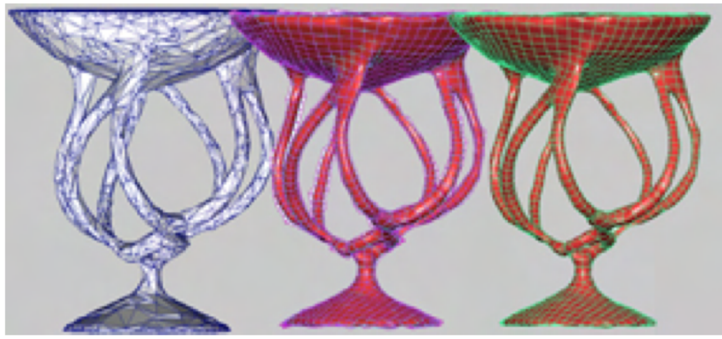


Editing



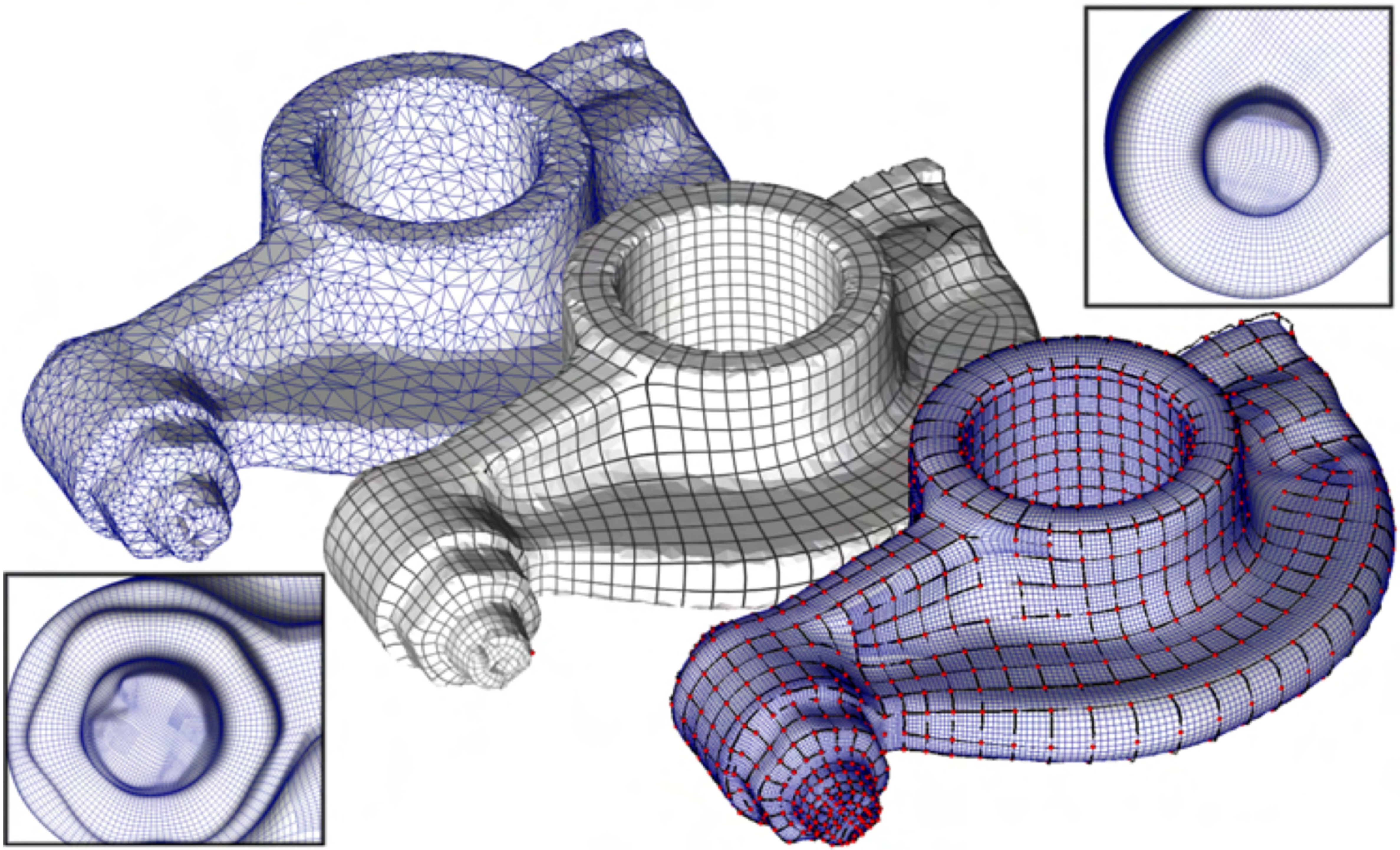
Databases

Remeshing

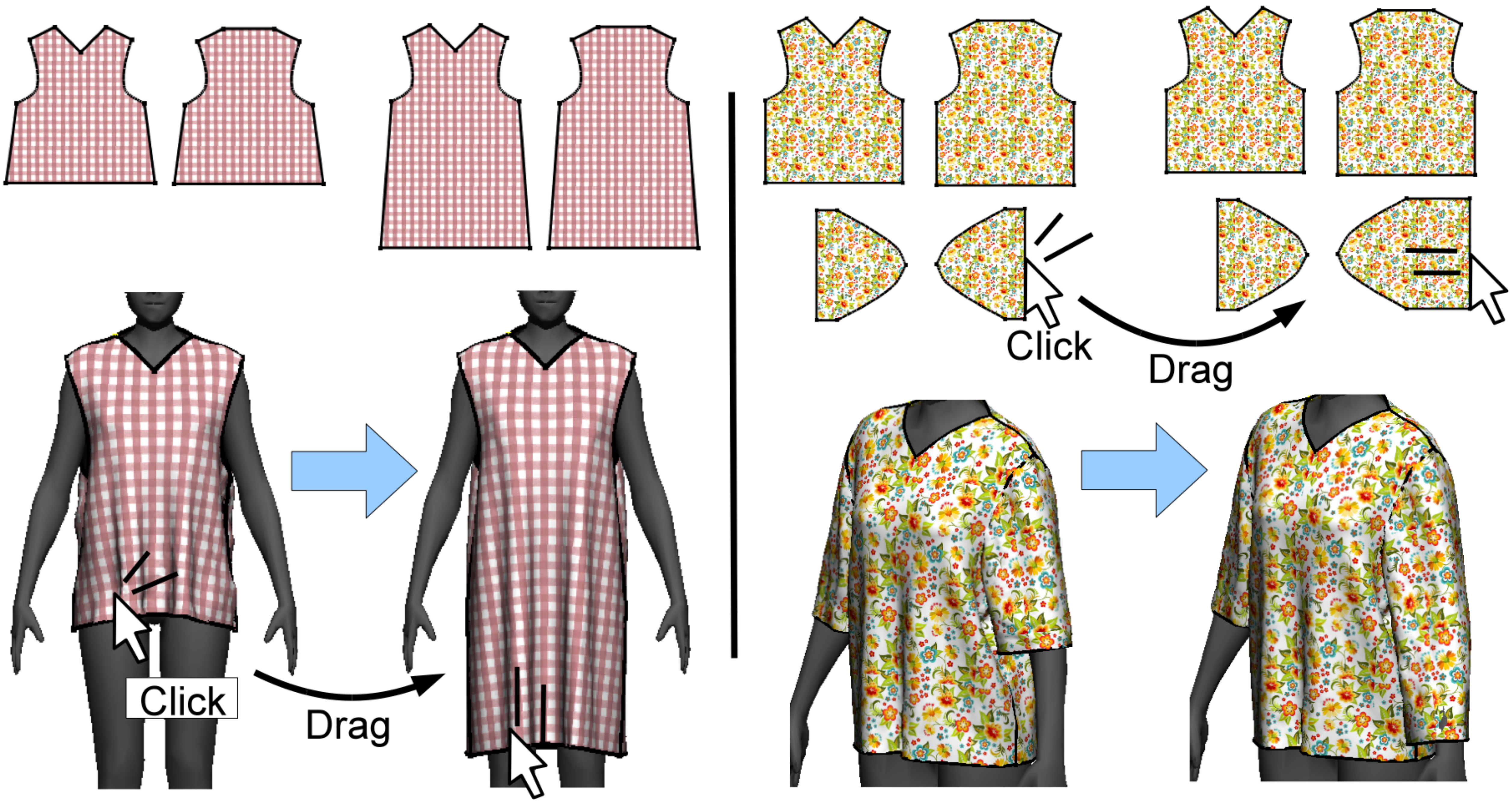


Surface Fitting

Motivation

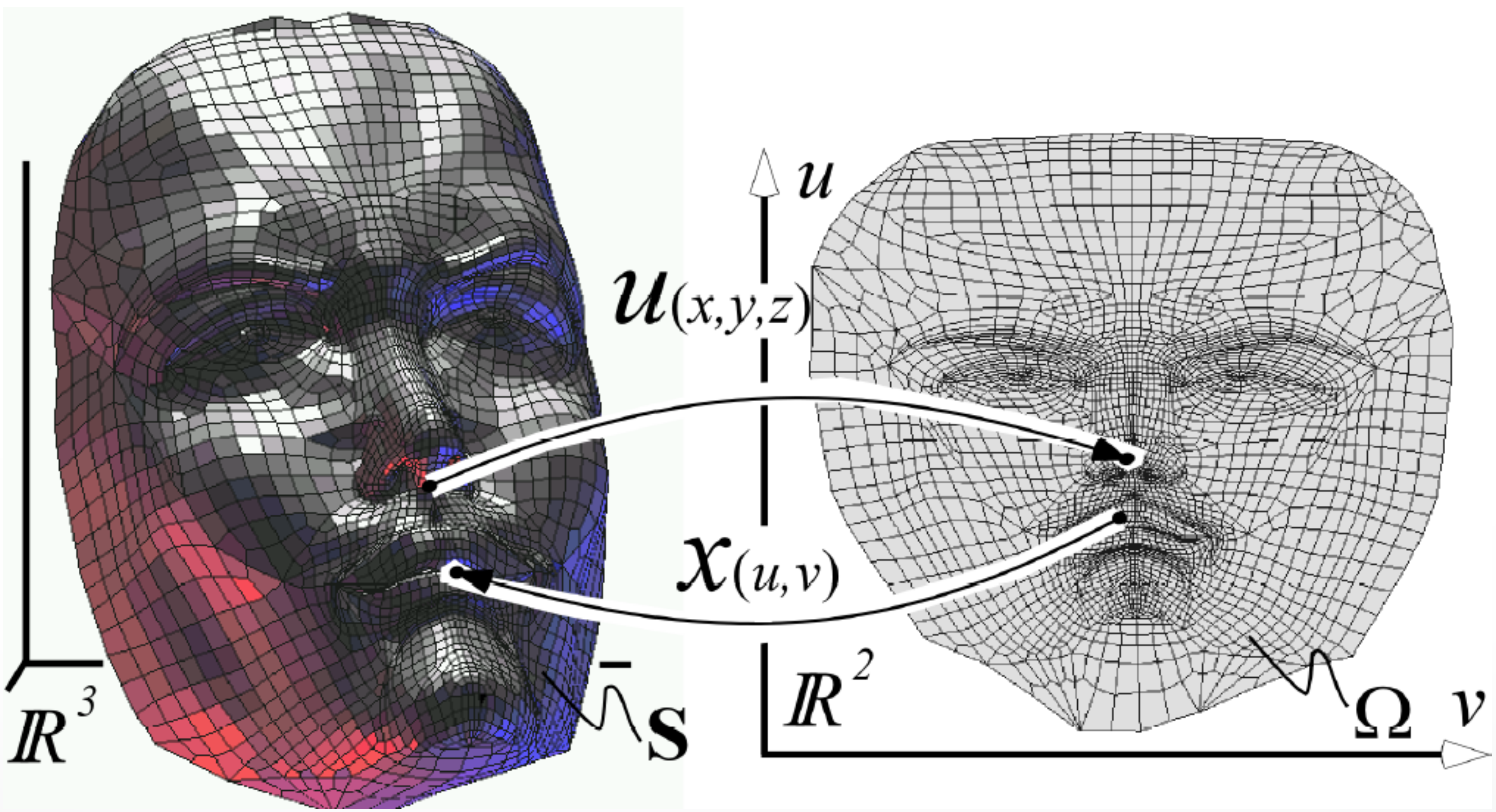


Motivation

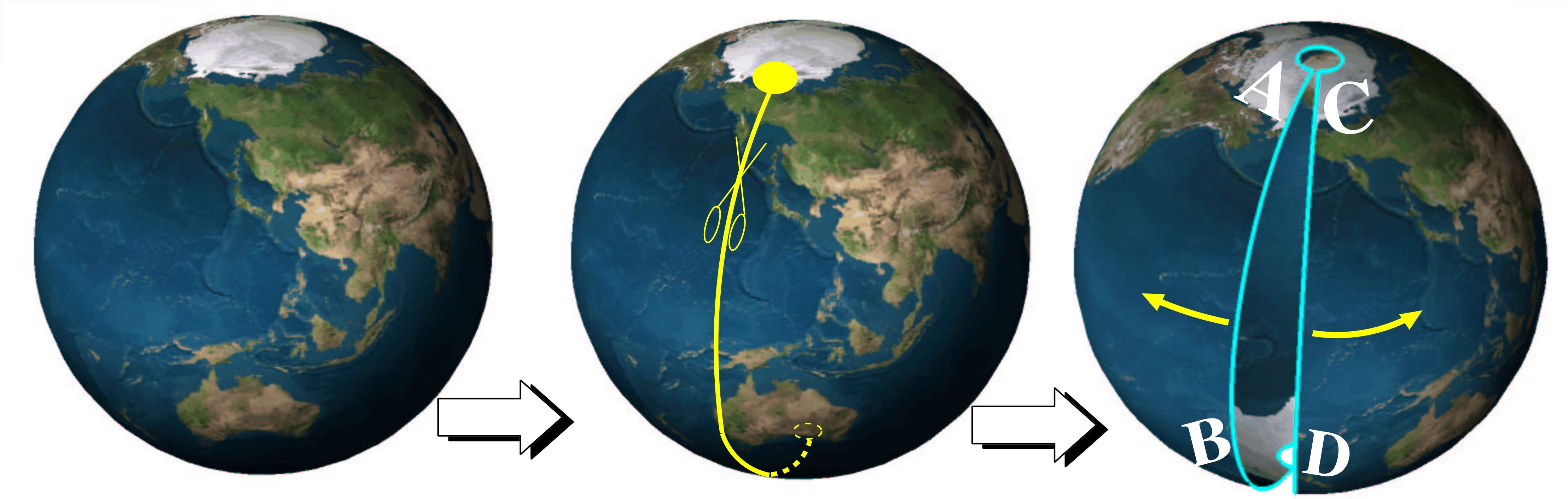


Mesh Parameterization

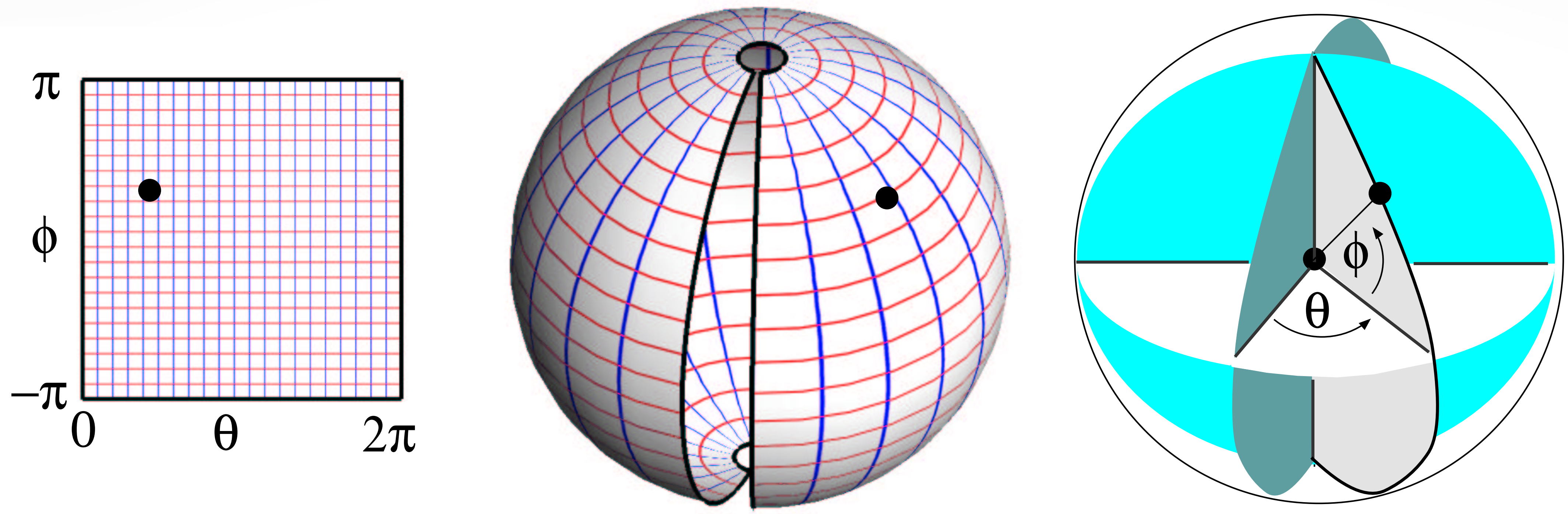
Find a 1-to-1 mapping between given surface mesh and 2D parameter domain



Unfolding Earth



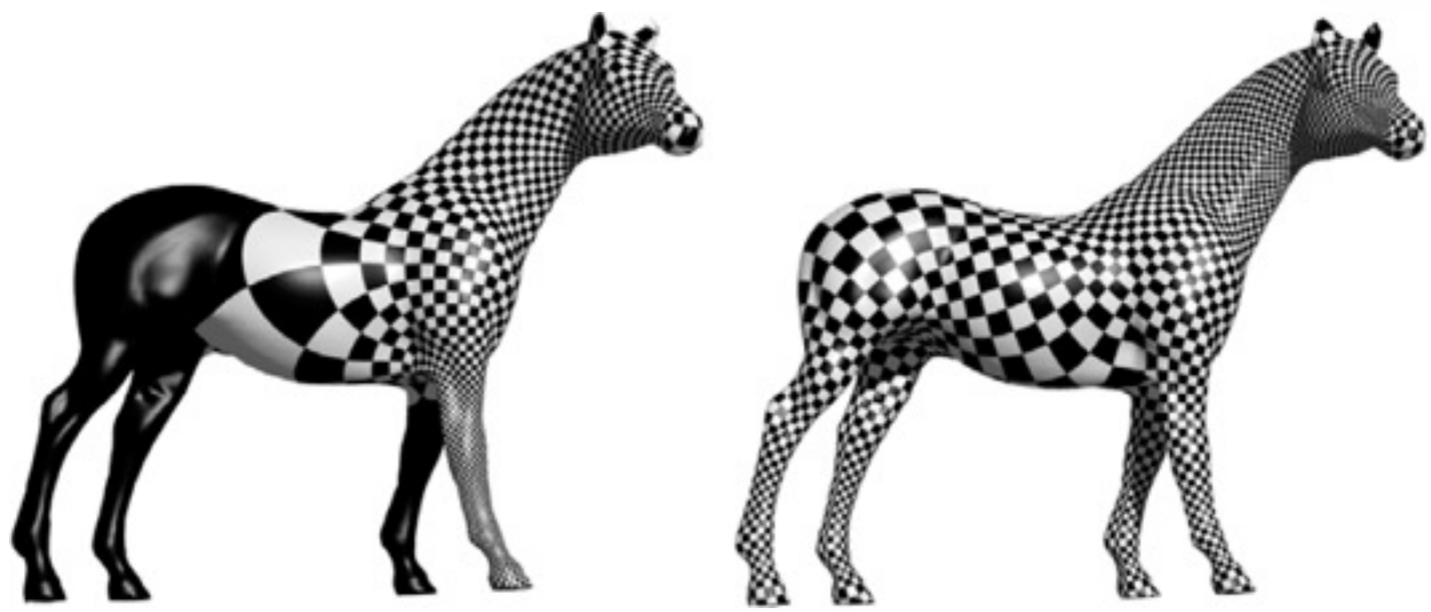
Spherical Coordinates



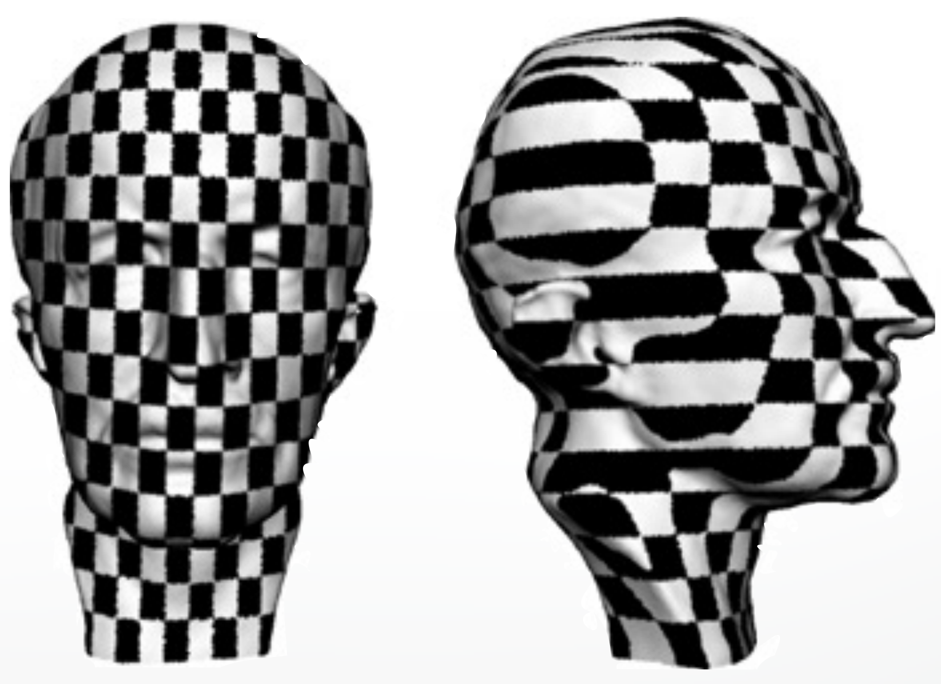
$$\begin{bmatrix} \theta \\ \phi \end{bmatrix} \mapsto \begin{bmatrix} \sin\theta \sin\phi \\ \cos\theta \ \ \sin\phi \\ \cos\phi \end{bmatrix}$$

Desirable Properties

Low distortion



Bijective mapping



Cartography

orthographic

stereographic

↑ preserves angles

= conformal

Mercator

Lambert

↑ preserves area

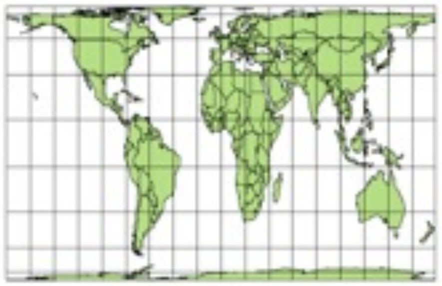
= equiareal

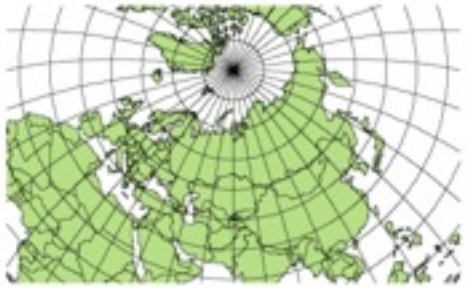
Floater, Hormann: *Surface Parameterization: A Tutorial and Survey*, Advances in Multiresolution for Geometric Modeling, 2005

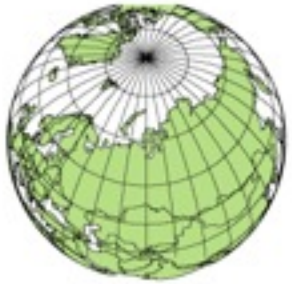
More Maps

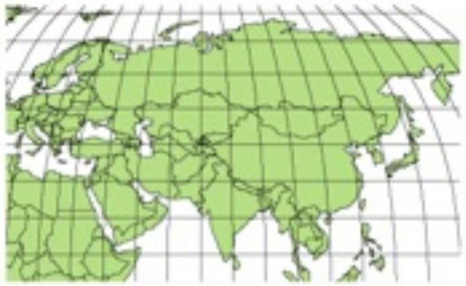

Mollweide-Projektion

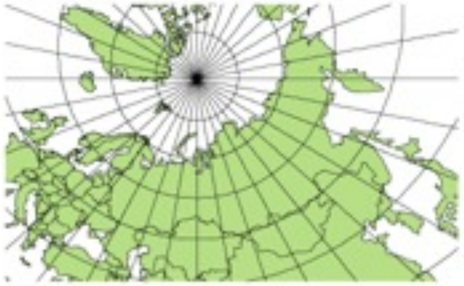

Mercator-Projektion


Peters-Projektion


Längentreue Azimuthalprojektion


Senkrechte Umgebungsperspektive

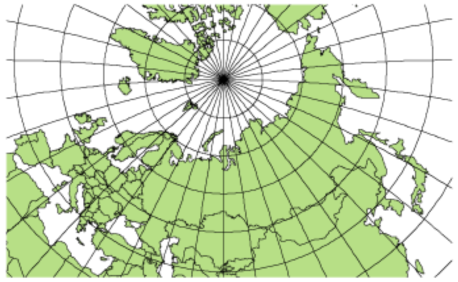

Robinson-Projektion

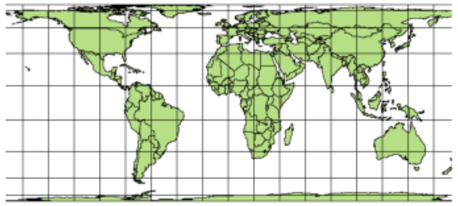

Gnomonische Projektion

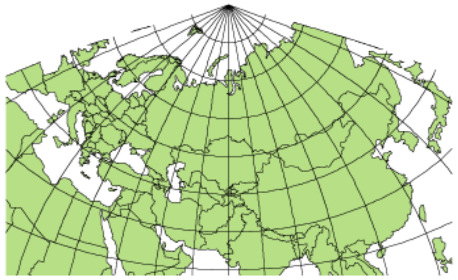

Flächentreue Kegelprojektion

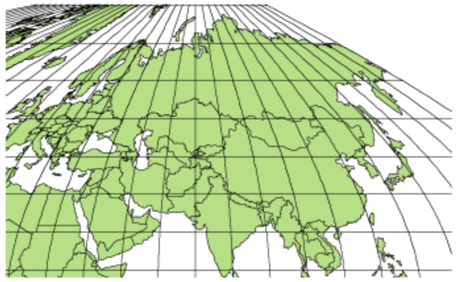

Zylinderprojektion nach Miller

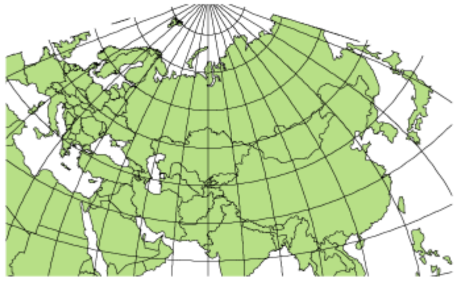

Hammer-Aitoff-Projektion

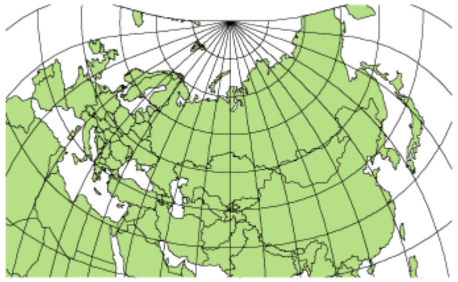

Stereographische Projektion


Behrmann-Projektion

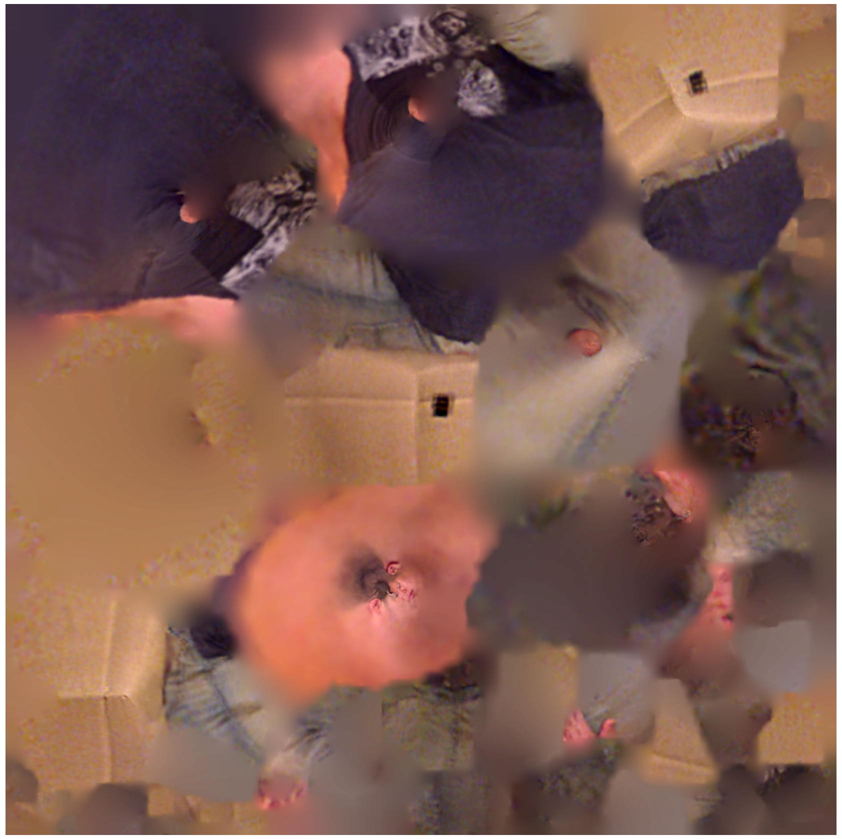

Hotine Oblique Mercator-Projektion


Sinusoidale Projektion


Transverse Mercator-Projektion


Cassini-Soldner-Projektion

Demo: **Parameterization**

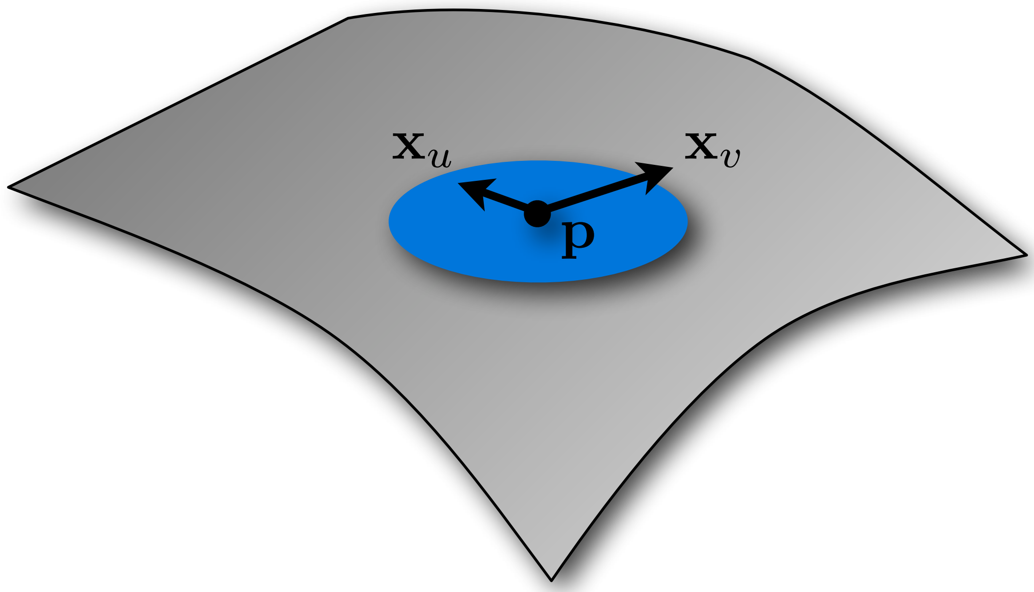


Recall: **Differential Geometry**

Parametric surface representation

$$\mathbf{x} : \Omega \subset \mathbb{R}^2 \quad \rightarrow \quad \mathcal{S} \subset \mathbb{R}^3$$

$$(u, v) \quad \mapsto \quad \begin{pmatrix} x(u,v) \\ y(u,v) \\ z(u,v) \end{pmatrix}$$



Regular if

- Coordinate functions x,y,z are smooth
- Tangents are linearly independent

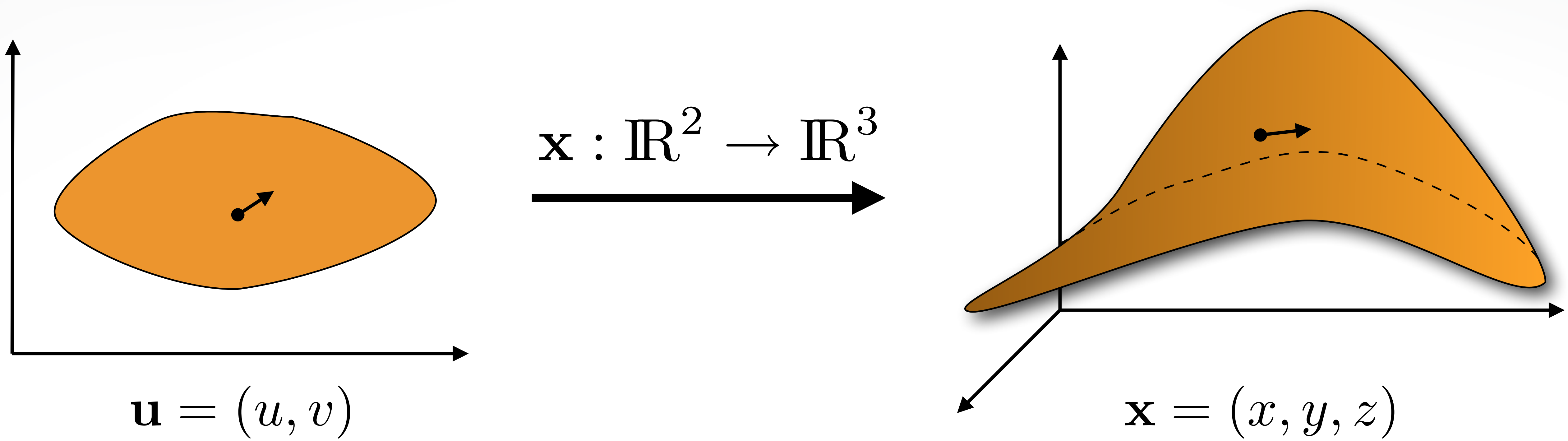
$$\mathbf{x}_u \times \mathbf{x}_v \neq \mathbf{0}$$

Definitions

A regular parameterization $\mathbf{x} : \Omega \to S$ is

- **Conformal** (angle preserving), if the angle of every pair of intersecting curves on S is the same as that of the corresponding pre-images in Ω.
- **Equiareal** (area preserving) if every part of Ω is mapped onto a part of S with the same area
- **Isometric** (length preserving), if the length of any arc on S is the same as that of its pre-image in Ω.

Distortion Analysis



Jacobian transforms infinitesimal vectors

$$\mathrm{d}\mathbf{x} = \mathbf{J}\mathrm{d}\mathbf{u} \qquad \mathbf{J} = \begin{pmatrix} x_u & x_v \\ y_u & y_v \\ z_u & z_v \end{pmatrix}$$

$$\|\mathrm{d}\mathbf{x}\|^2 = (\mathrm{d}\mathbf{u})^T \mathbf{J}^T \mathbf{J} \, \mathrm{d}\mathbf{u} = (\mathrm{d}\mathbf{u})^T \mathbf{I} \, \mathrm{d}\mathbf{u}$$

First Fundamental Form

Characterizes the surface locally

$$\mathbf{I} = \begin{pmatrix} \mathbf{x}_u^T \mathbf{x}_u & \mathbf{x}_u^T \mathbf{x}_v \\ \mathbf{x}_u^T \mathbf{x}_v & \mathbf{x}_v^T \mathbf{x}_v \end{pmatrix}$$

Allows to measure on the surface

- Angles $\cos\theta = \left(\mathrm{d}\mathbf{u}_1^T \, \mathbf{I} \, \mathrm{d}\mathbf{u}_2\right) / \left(\|\mathrm{d}\mathbf{u}_1\| \cdot \| \mathrm{d}\mathbf{u}_2\|\right)$
- Length $\mathrm{d}s^2 = \mathrm{d}\mathbf{u}^T \, \mathbf{I} \, \mathrm{d}\mathbf{u}$
- Area $\mathrm{d}A = \det(\mathbf{I}) \, \mathrm{d}u \, \mathrm{d}v$

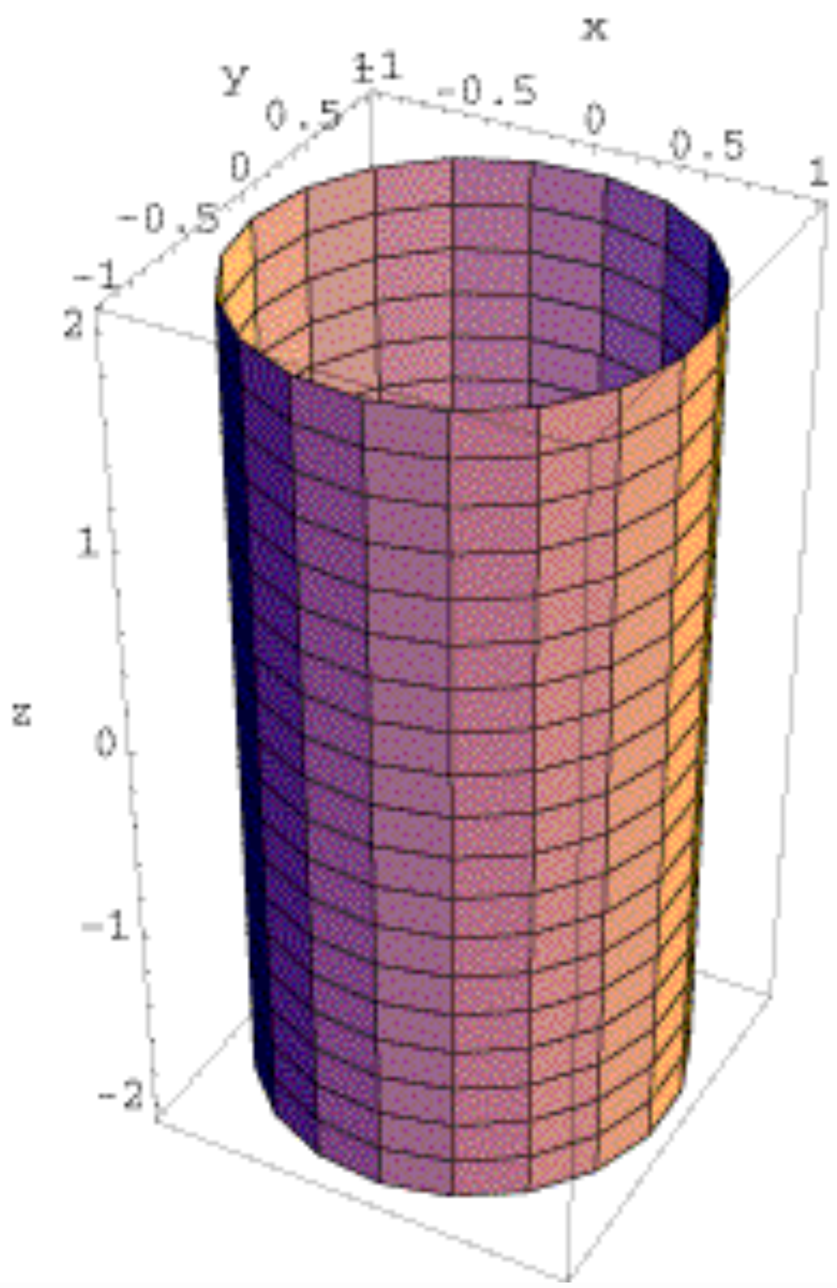
Isometric Maps

A regular parameterization $\mathbf{x}(u,v)$ is isometric, iff its first fundamental form is the identity:

$$\mathbf{I}(u,v) = \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}$$

A surface has an isometric parameterization iff it has zero Gaussian curvature

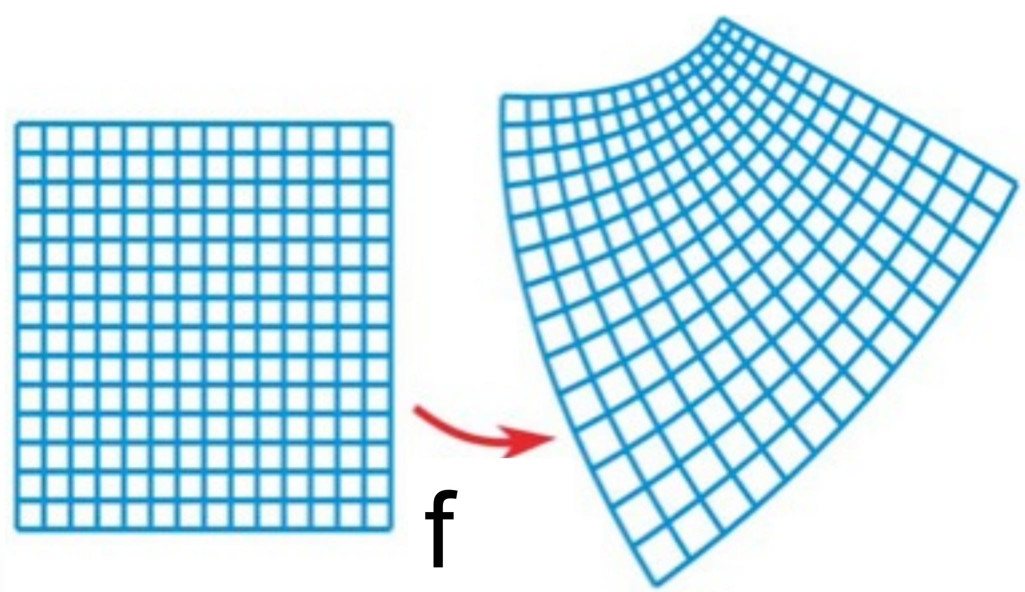
Cylinder

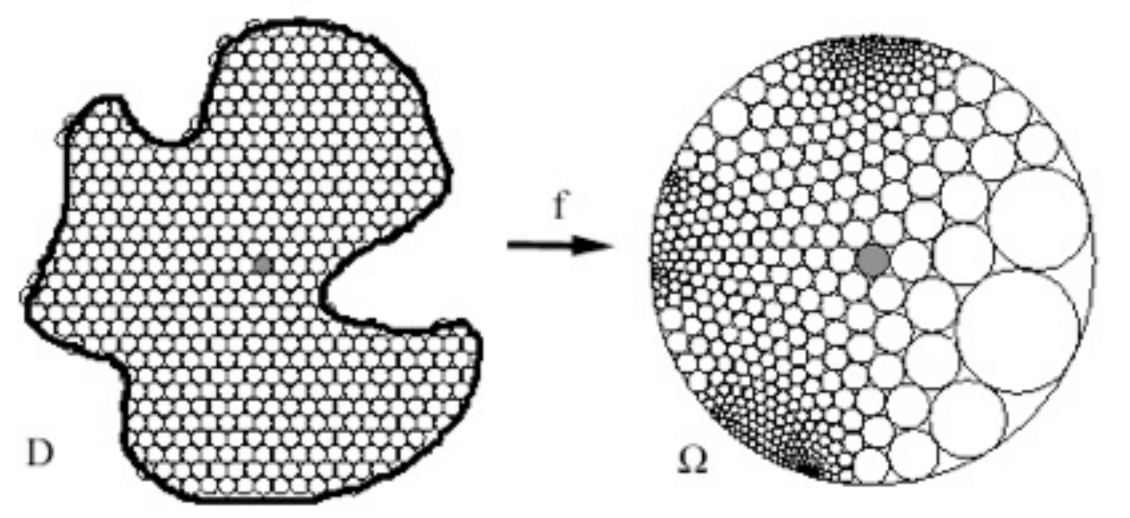


Conformal Maps (A-Similar-AP)

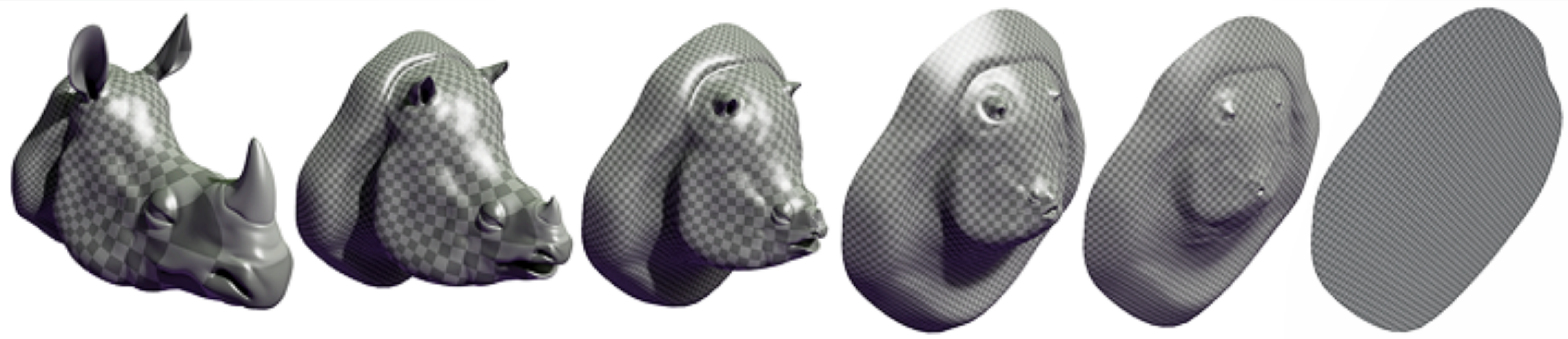
A regular parameterization $\mathbf{x}(u,v)$ is conformal, iff its first fundamental form is a scalar multiple of the identity:

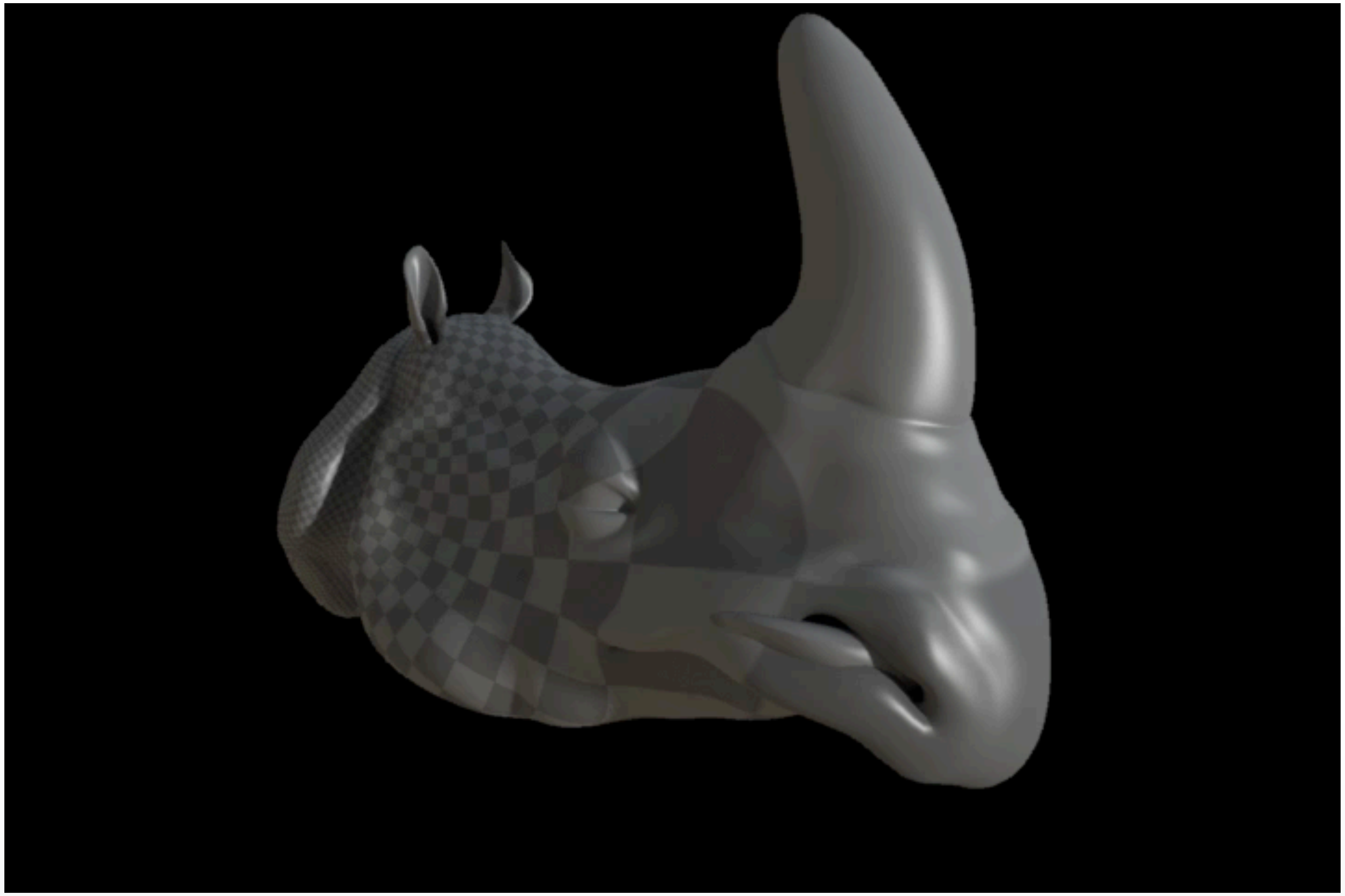
$$\mathbf{I}(u,v) \;=\; s(u,v)\cdot\begin{pmatrix}1 & 0\\ 0 & 1\end{pmatrix}$$





Conformal Flow



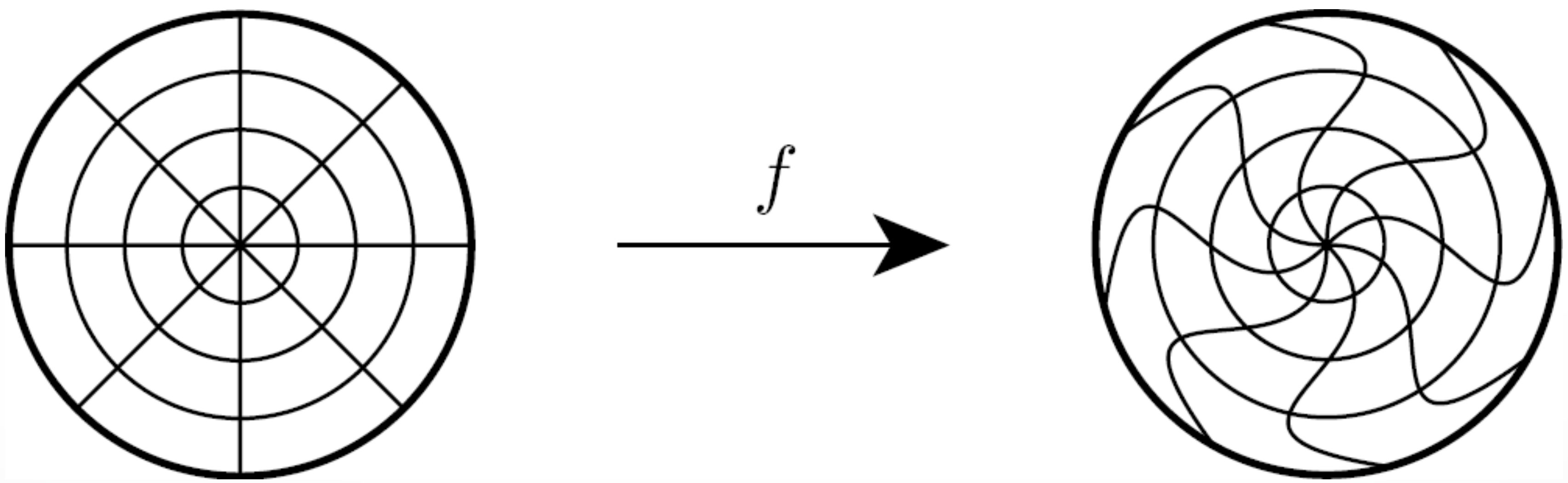


Crane et al. Spin Transformations of Discrete Surfaces, ACM Siggraph 2011

Equiareal Maps

A regular parameterization $\mathbf{x}(u, v)$ is equiareal, iff the determinant of its first fundamental form is 1:

$$\det(\mathbf{I}(u, v)) \;=\; 1$$



Relationships

An isometric parameterization is conformal and equiareal, and vice versa:

isometric ⇔ conformal + equiareal

Isometric is ideal, but rare. In practice, people try to compute:

- Conformal
- Equiareal
- Some balance between the two

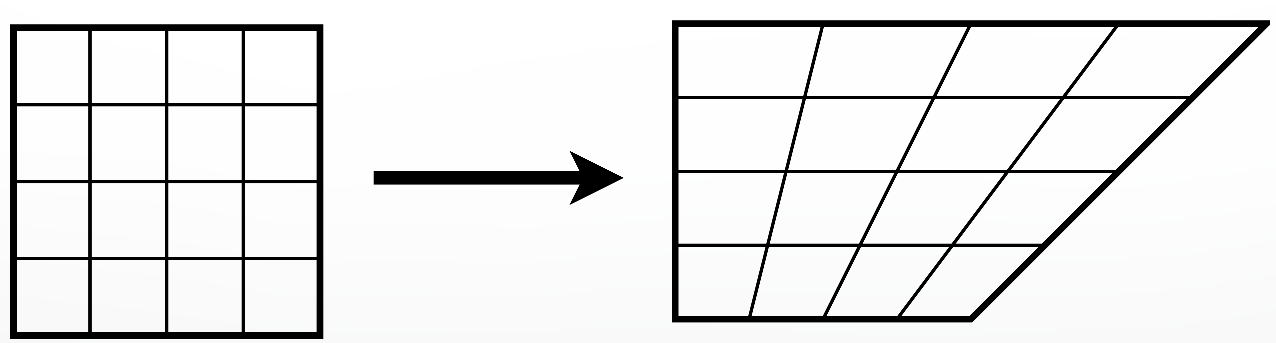
Harmonic Maps

- A regular parameterization $\mathbf{x}(u,v)$ is harmonic, iff it satisfies

$$\Delta \mathbf{x}(u,v) \;=\; 0$$

- isometric ⇒ conformal ⇒ harmonic

- Easier to compute than conformal, but does not preserve angles



Harmonic Maps

- A harmonic map minimizes the Dirichlet energy

$$\int_\Omega \|\nabla \mathbf{x}\|^2 \;=\; \int_\Omega \|\mathbf{x}_u\|^2 + \|\mathbf{x}_v\|^2 \; \mathrm{d}u\,\mathrm{d}v$$

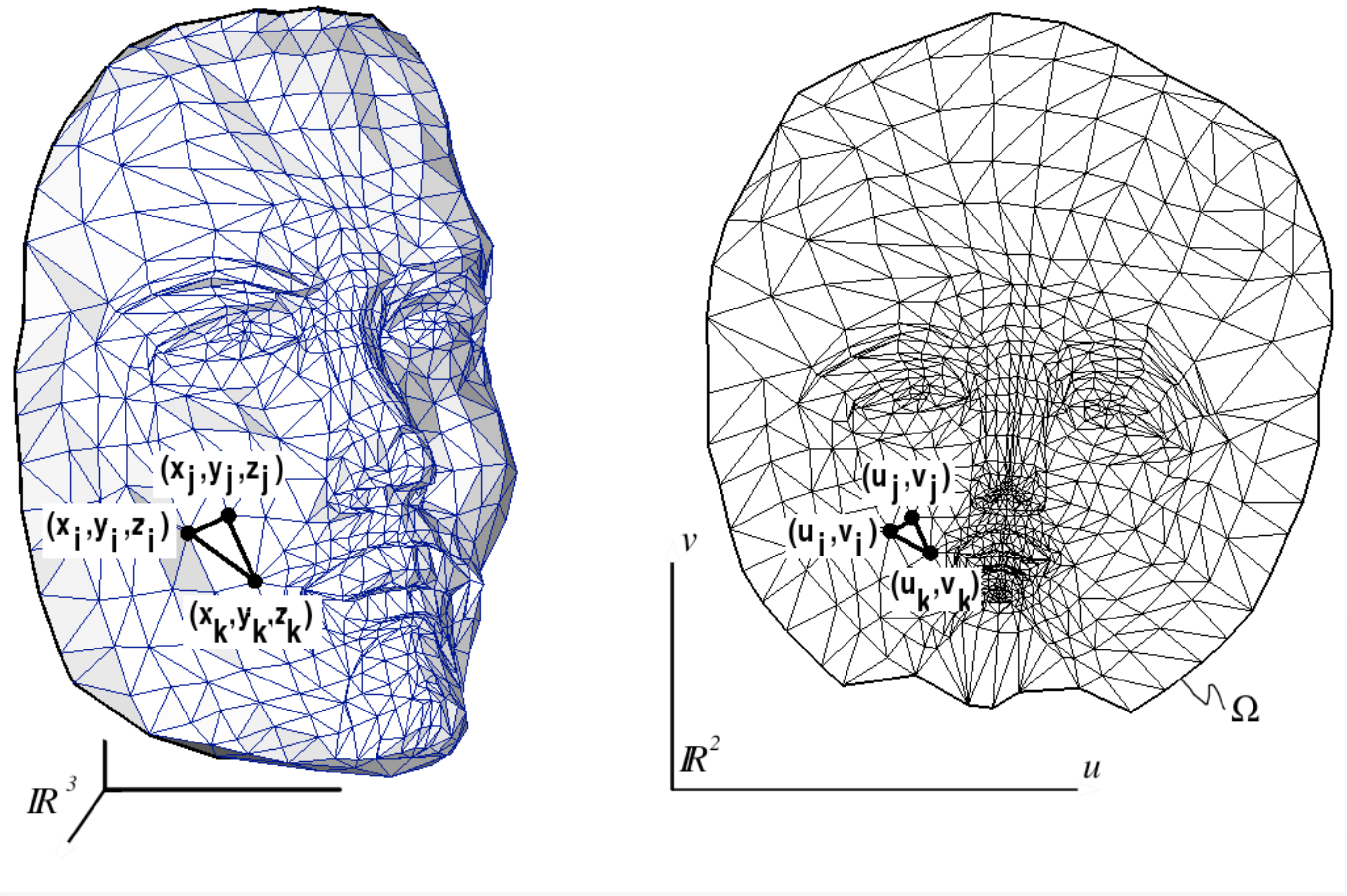
- Variational calculus then tells us that

$$\Delta \mathbf{x}(u,v) \;=\; 0$$

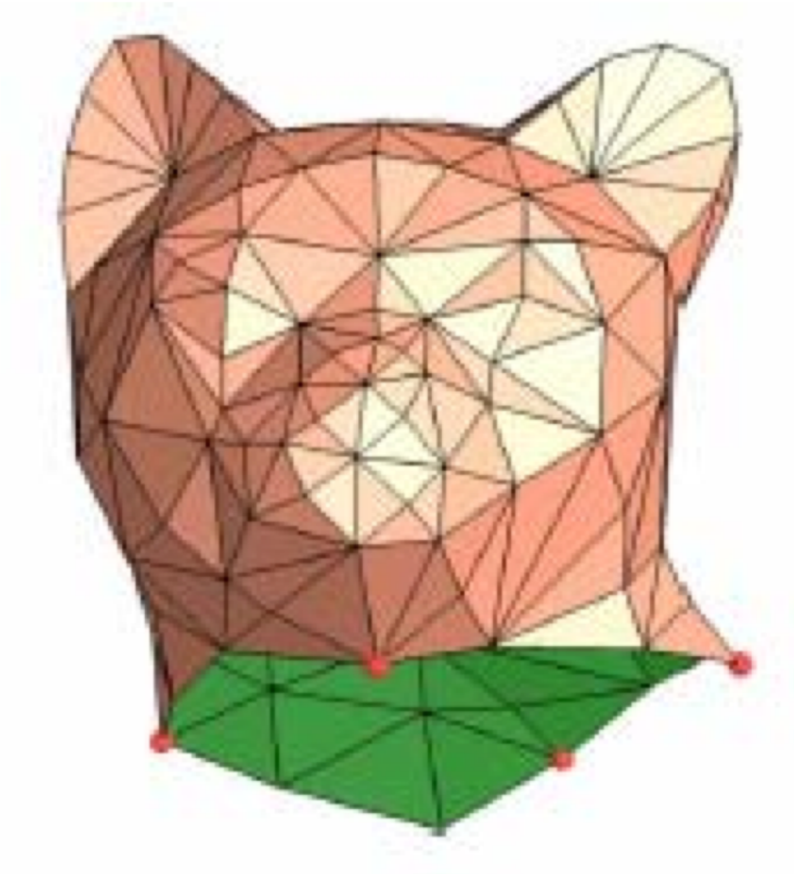
- If $\mathbf{x} : \Omega \to S$ is harmonic and maps the boundary $\partial\Omega$ of a convex region $\Omega \subset \mathbb{R}^2$ homeomorphically onto the boundary ∂S, then $\mathbf{x}$ is one-to-one.

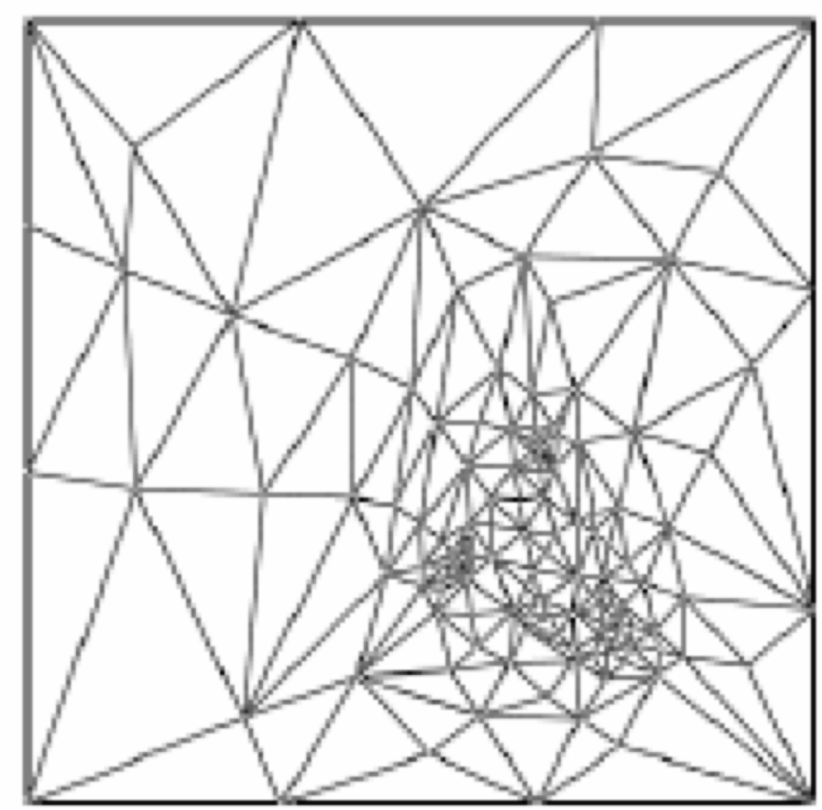
Parameterization Goal

- Piecewise linear mapping of a discrete 3D triangle mesh onto a planar 2D polygon
- Slightly different situation: Given a 3D mesh, compute the inverse parameterization



Floater's Parameterization





Floater's Parameterization

- For Quadrilateral Patch
- Fix the parameters of the boundary vertices on a unit square
- Derive the bijection $\mathbf{u}$ for each of the interior vertices $\mathbf{v}_i$ by solving

$$u(v_i) = \sum_{k \in \nu(i)} \lambda_{i,k} u(v_k)$$

where $\lambda_{i,k}$ satisfies shape preserving criteria

and $\sum_{k \in \nu(i)} \lambda_{i,k} = 1, \quad i = 1,2,\ldots,n$

Floater's Algorithm

- Compute for each i the $\lambda_{i,k},\ k \in v(i)$
  - Compute a local parameterization for $v(i)$ that preserves the aspect ratio of the angle and length
  - Compute $\lambda_{i,k},\ k \in v(i)$ that satisfies

Shape preserving criteria

and $\sum_{k \in v(i)} \lambda_{i,k} = 1, \quad i = 1,2,\dots,n$

- Solve the sparse equation for $u(v_i), i = 1 \dots n$

$$u(v_i) = \sum_{k \in v(i)} \lambda_{i,k} u(v_k)$$

Discrete Harmonic Maps

- Map the boundary ∂S homeomorphically to some (convex) polygon $\partial\Omega$ in the parameter plane

- Minimize the Dirichlet energy of $\mathbf{u}$ by solving the corresponding Euler-Lagrange PDE

$$\Delta_{\mathcal{S}}\,\mathbf{u} = 0$$

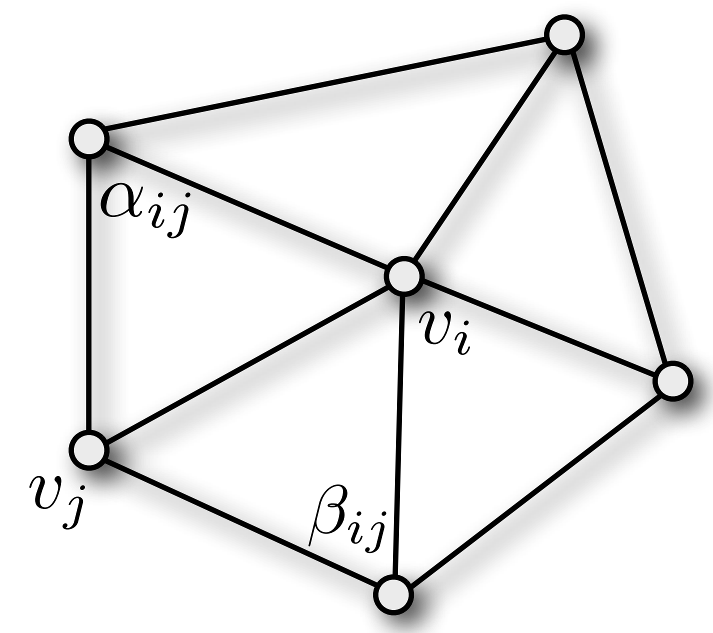
  - Requires discretization of Laplace-Beltrami
  - Compare to surface fairing

Discrete Harmonic Maps

- System of linear equations

$$\forall v_i \in \mathcal{S} \;:\; \sum_{v_j \in \mathcal{N}_1(v_i)} w_{ij} \left(\mathbf{u}(v_j) - \mathbf{u}(v_i)\right)$$

$$w_{ij} \;=\; \cot\alpha_{ij} + \cot\beta_{ij}$$



- Properties of system matrix:
  - Symmetric + positive definite → unique solution
  - Sparse → efficient solvers

Discrete Harmonic Maps

- But…
  - Does the same theory hold for discrete harmonic maps as for harmonic maps?
  - In other words, is it possible for triangles to flip or become degenerate?

Convex Combination Maps

- If the linear equations are satisfied

$$\sum_{v_j \in \mathcal{N}_1(v_i)} w_{ij} \left(\mathbf{u}(v_j) - \mathbf{u}(v_i) \right)$$

and if the weights satisfy

$$w_{ij} > 0 \quad \wedge \quad \sum_{v_j \in \mathcal{N}_1(v_i)} w_{ij} = 1$$

then we get a convex combination mapping.

Convex Combination Maps

- Each $\mathbf{u}(v_i)$ is a convex combination of $\mathbf{u}(v_j)$

$$\mathbf{u}(v_i) = \sum_{v_j \in \mathcal{N}_1(v_i)} w_{ij} \mathbf{u}(v_j)$$

- If $\mathbf{u} : S \to \Omega$ is a convex combination map that maps the boundary ∂S homeomorphically to the boundary $\partial\Omega$ of a convex region $\Omega \subset \mathbb{R}^2$, then $\mathbf{u}$ is one-to-one.

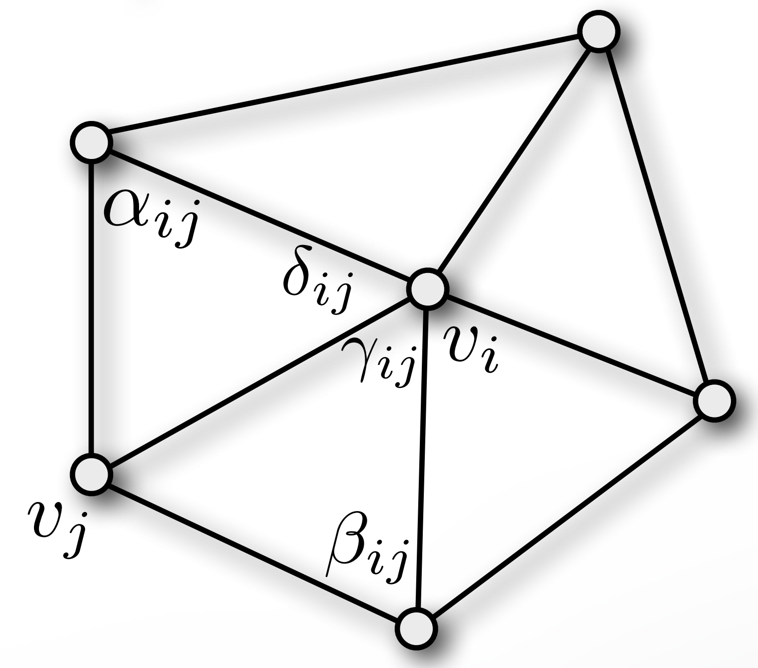
Convex Combination Maps

- Uniform barycentric weights

$$w_{ij} \;=\; 1/\text{valence}(v_i)$$

- Cotangent weights (> 0 if $\alpha_{ij} + \beta_{ij} < \pi$)

$$w_{ij} \;=\; \cot(\alpha_{ij}) + \cot(\beta_{ij})$$



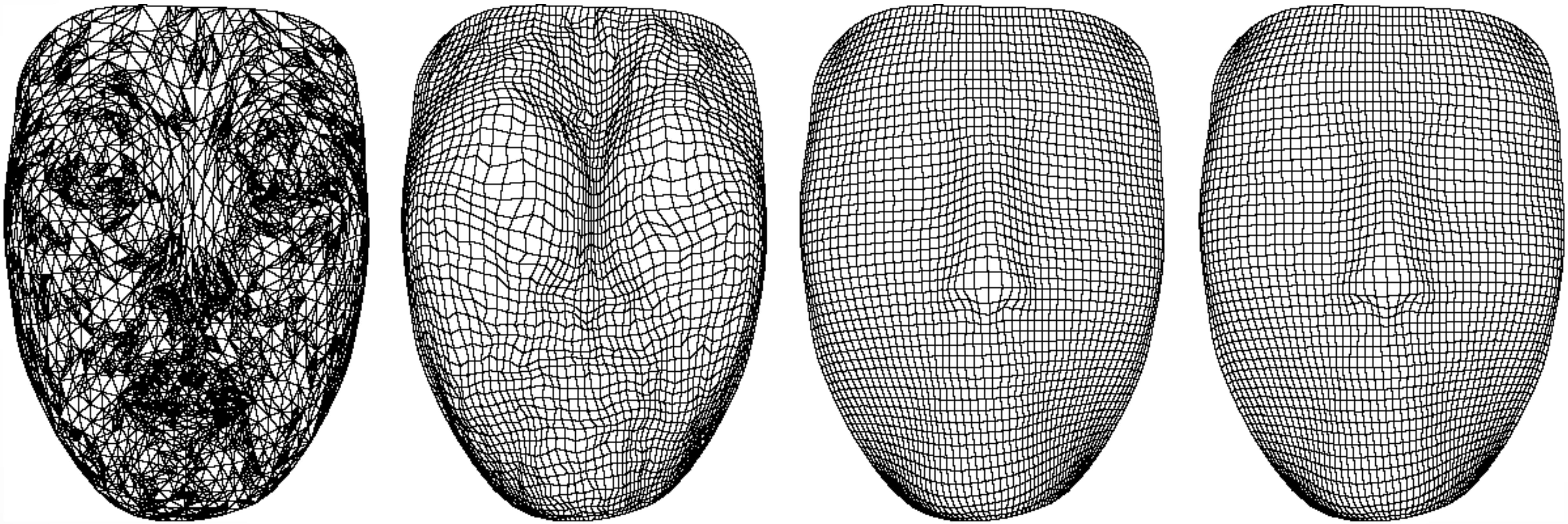
- Mean value weights

$$w_{ij} \;=\; \frac{\tan(\delta_{ij}/2) + \tan(\gamma_{ij}/2)}{\|\mathbf{p}_j - \mathbf{p}_i\|}$$

(no negative weights, even for obtuse angles)

Convex Combination Maps

- Comparison

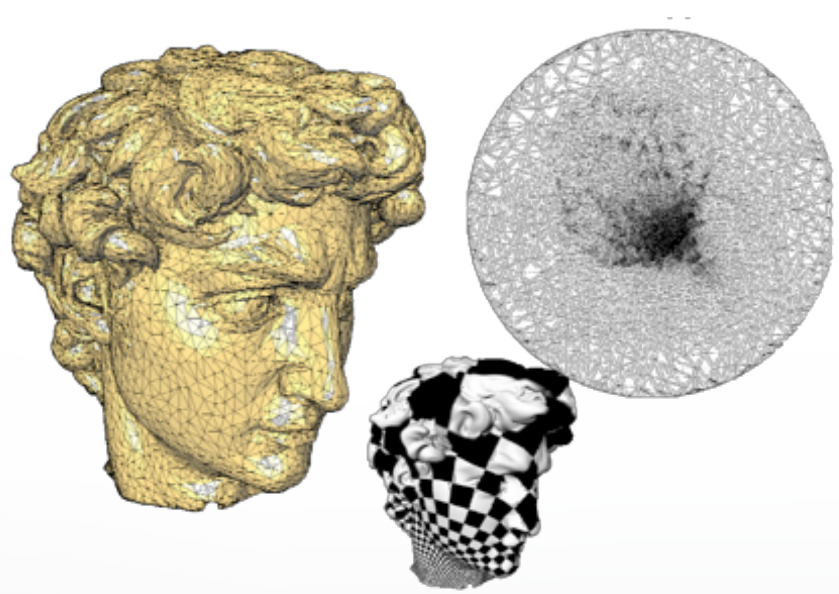


original mesh | uniform weights | cotan weights (shape preserving) | mean value

Fixing the Boundary

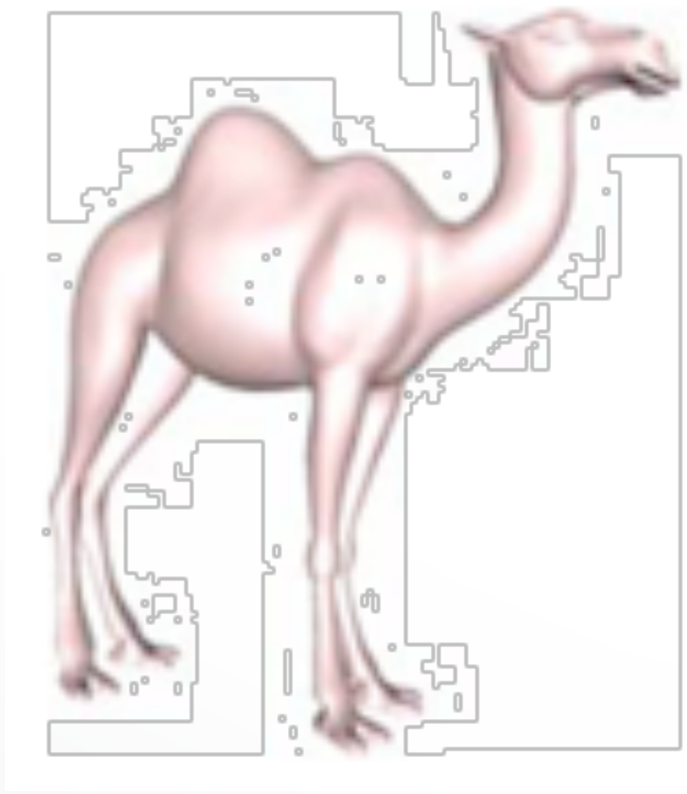
- Choose a simple convex shape
  - Triangle, square, circle
- Distribute points on boundary
  - Use chord length parameterization

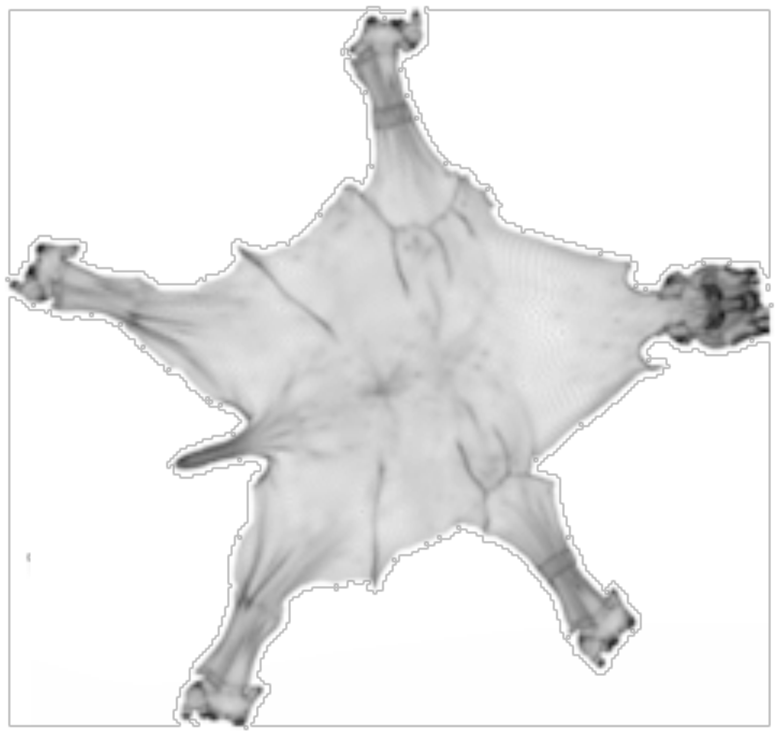
Fixed boundary can create high distortion

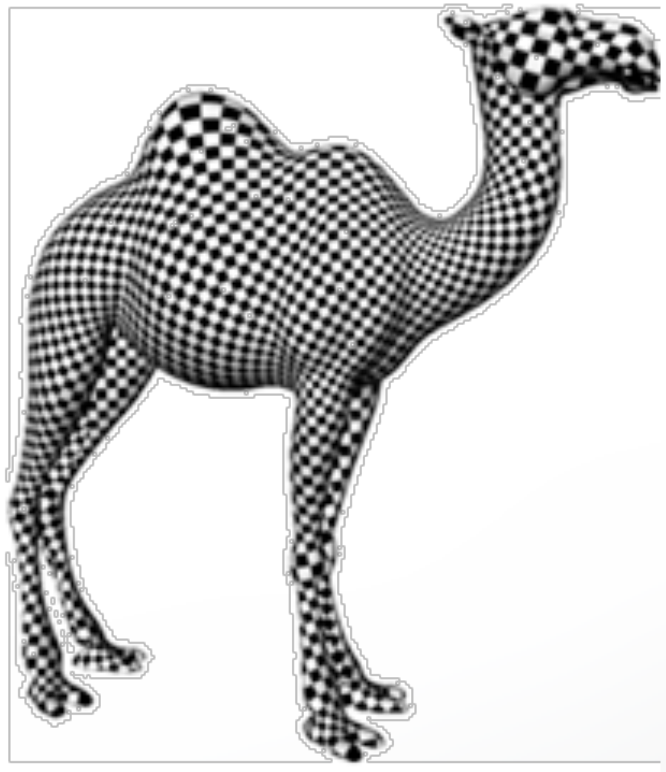


Open Boundary Mappings

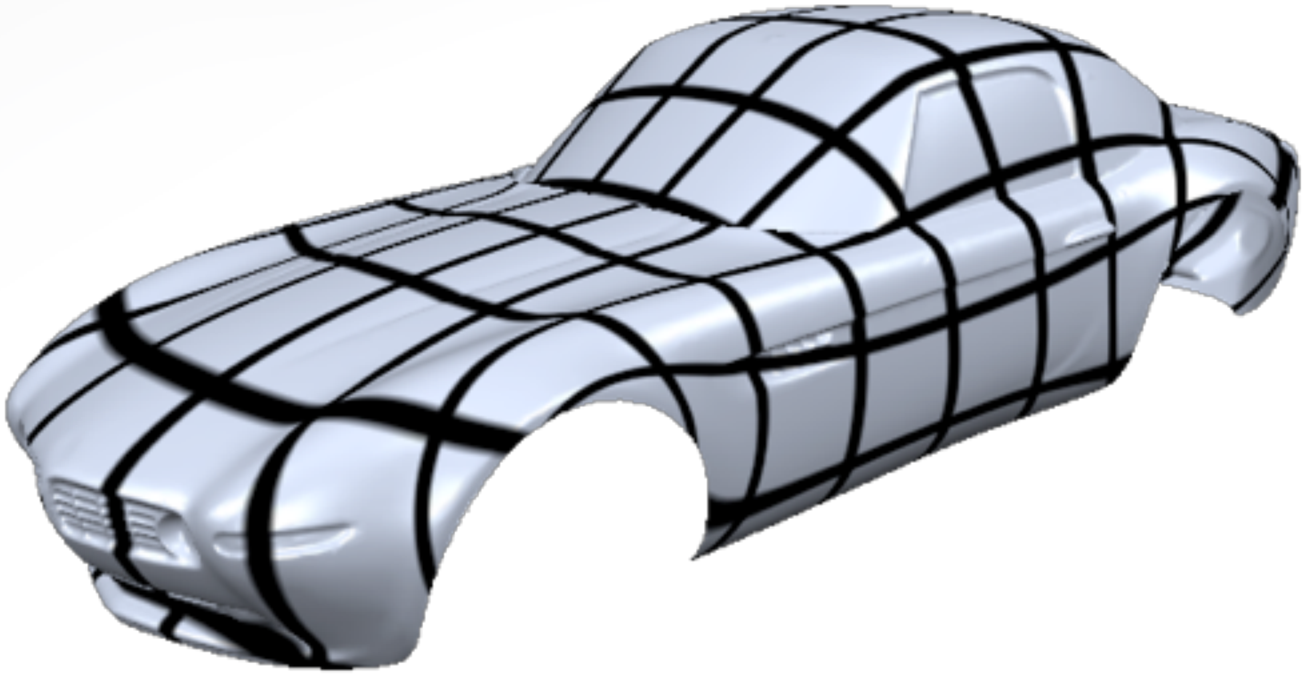
- Include boundary vertices in the optimization
- Produces mappings with lower distortion

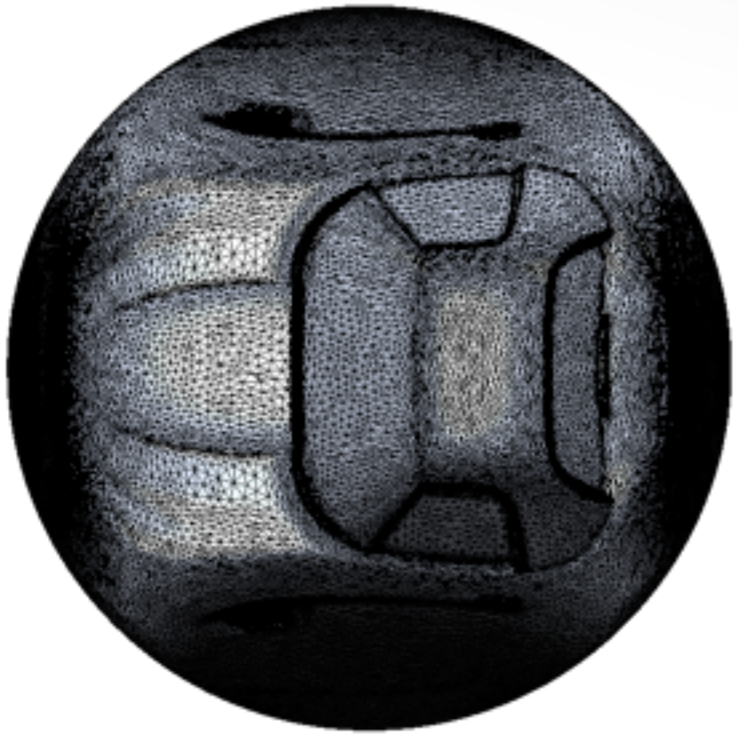


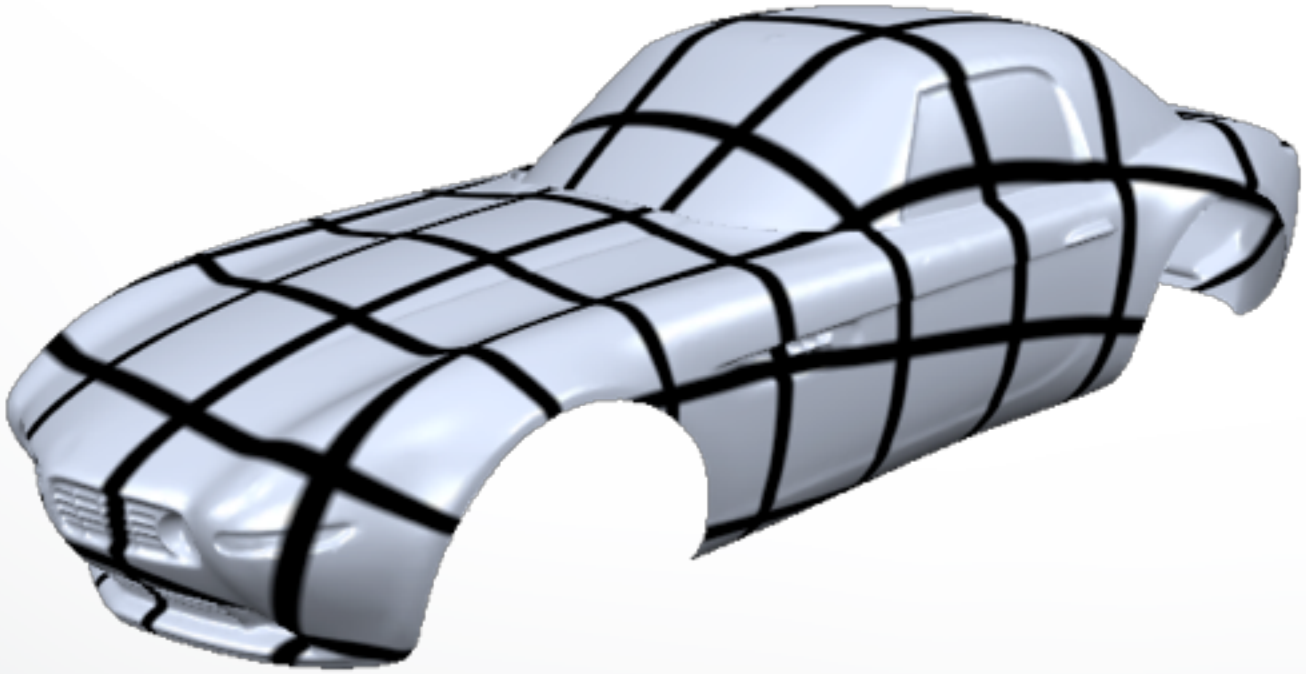


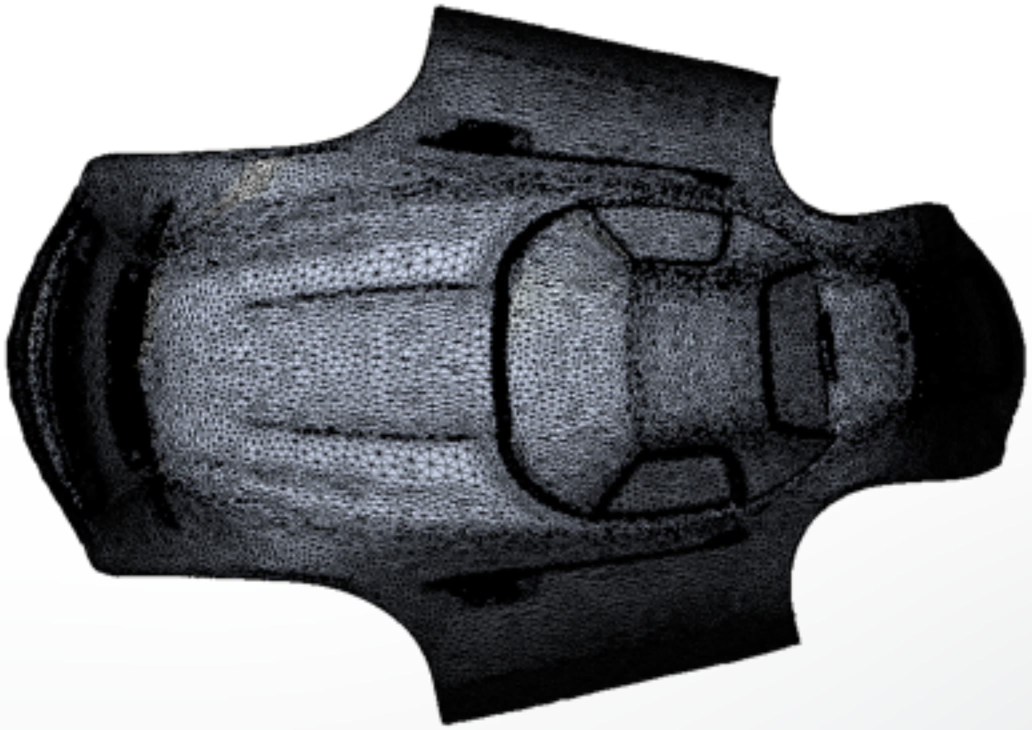


Open Boundary Mappings



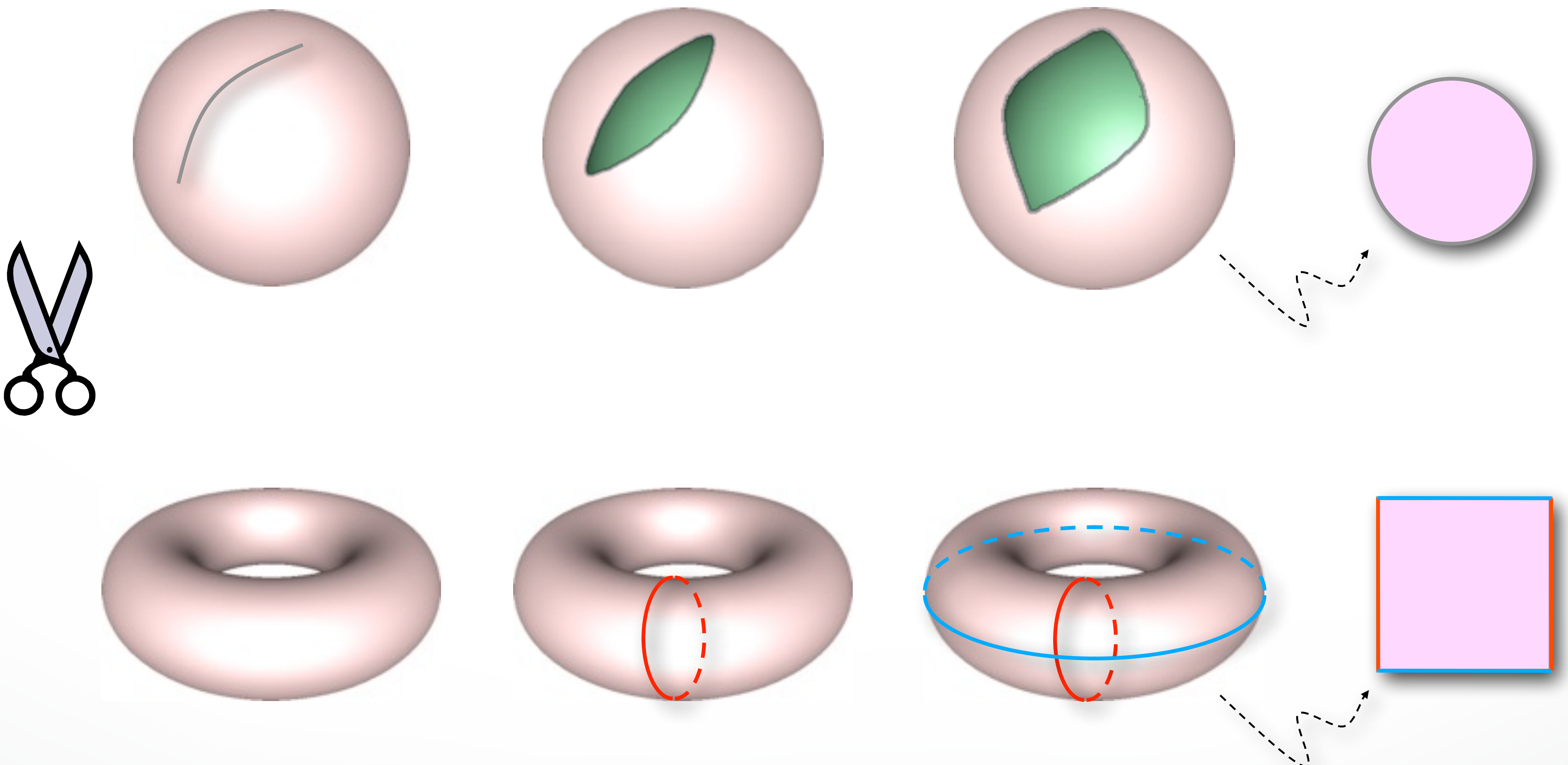




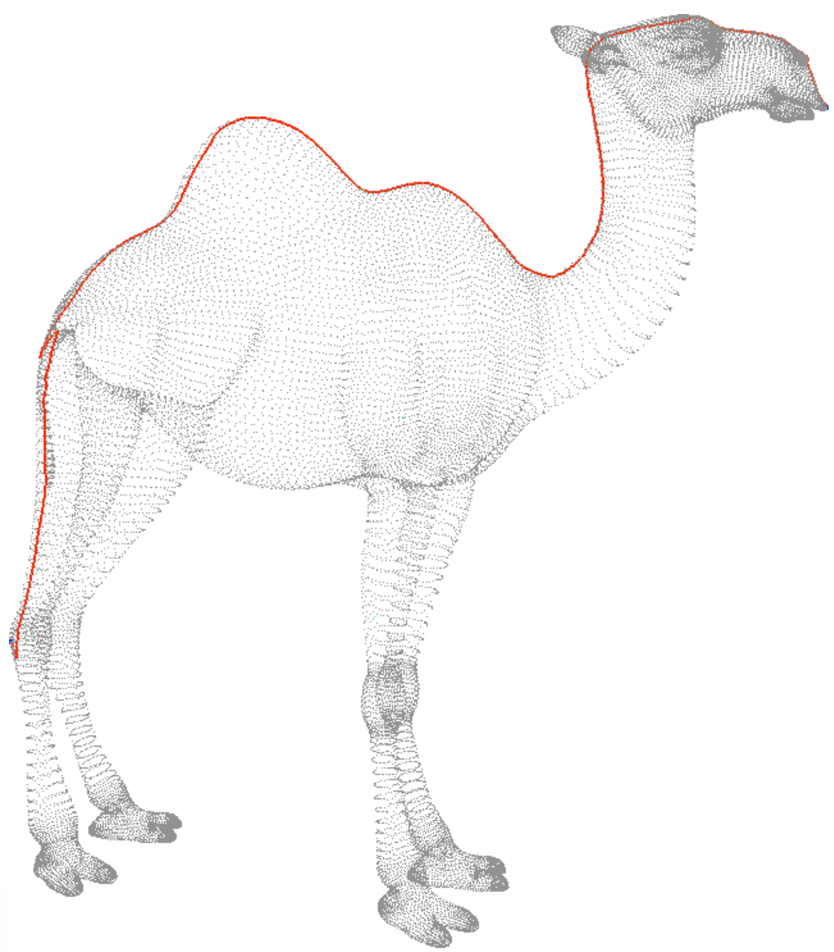


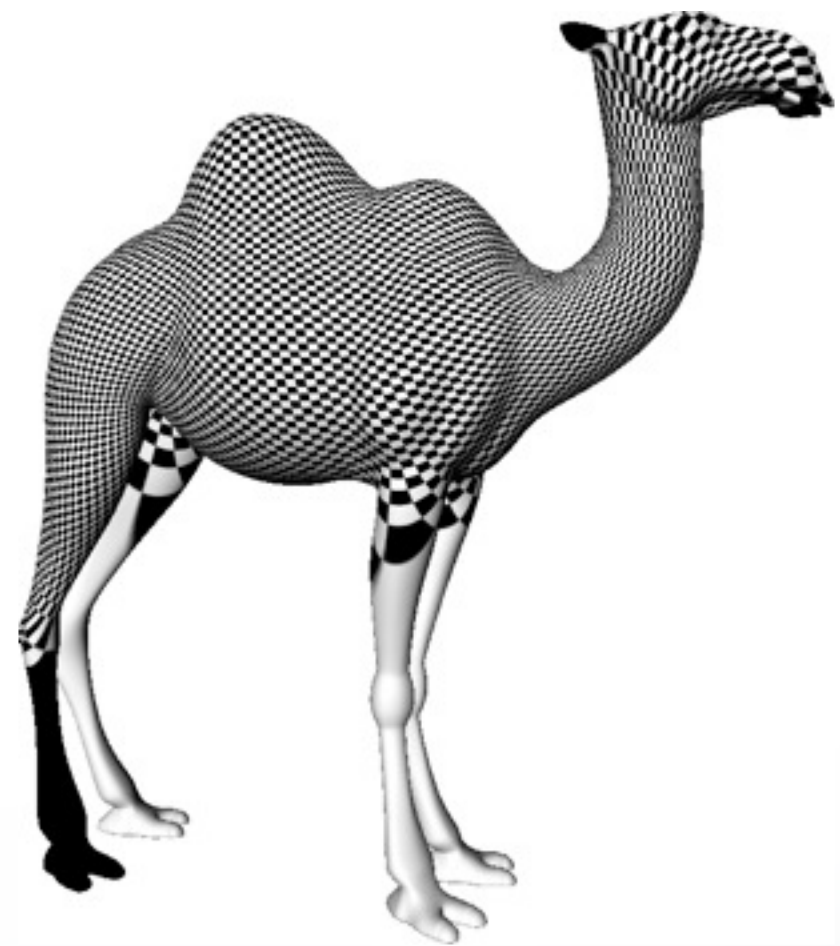
Need disk-like topology

- Introduce cuts on the mesh

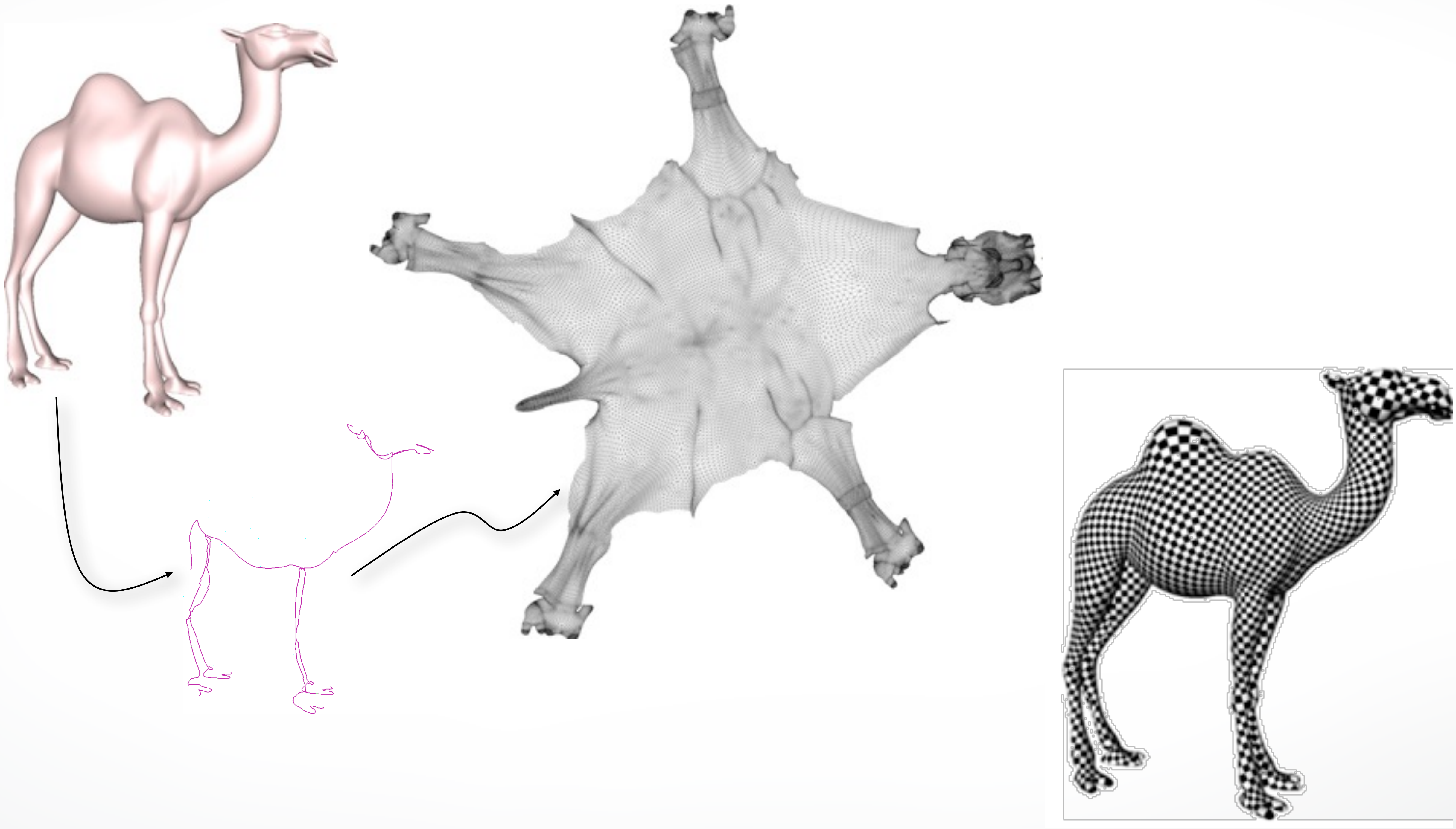


Naive Cut, Numerical Problems



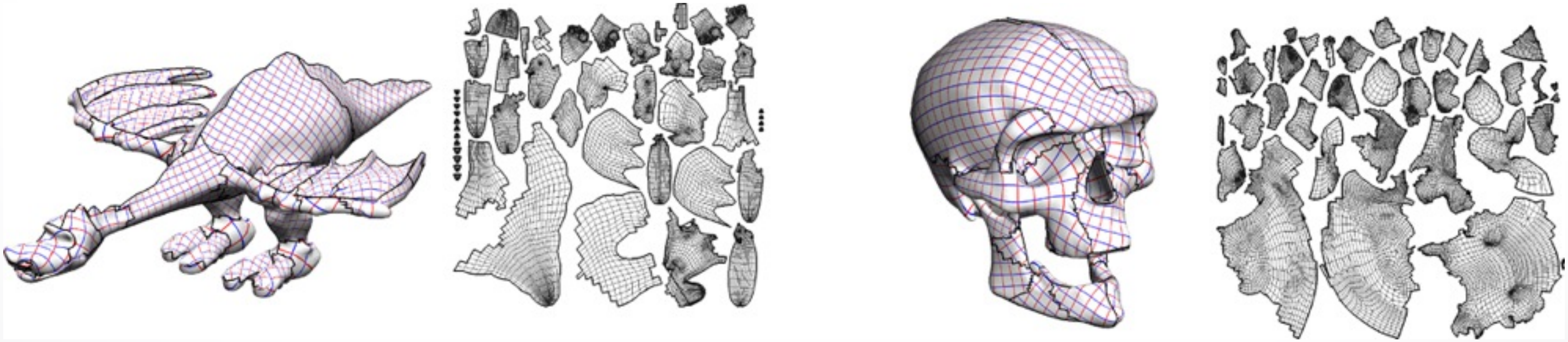


Smart Cut, Free Boundary



Texture Atlas Generation

- Split model into number of patches (atlas)
  - because higher genus models cannot be mapped onto plane and/or
  - because distortion, the number of patches will be too high eventually



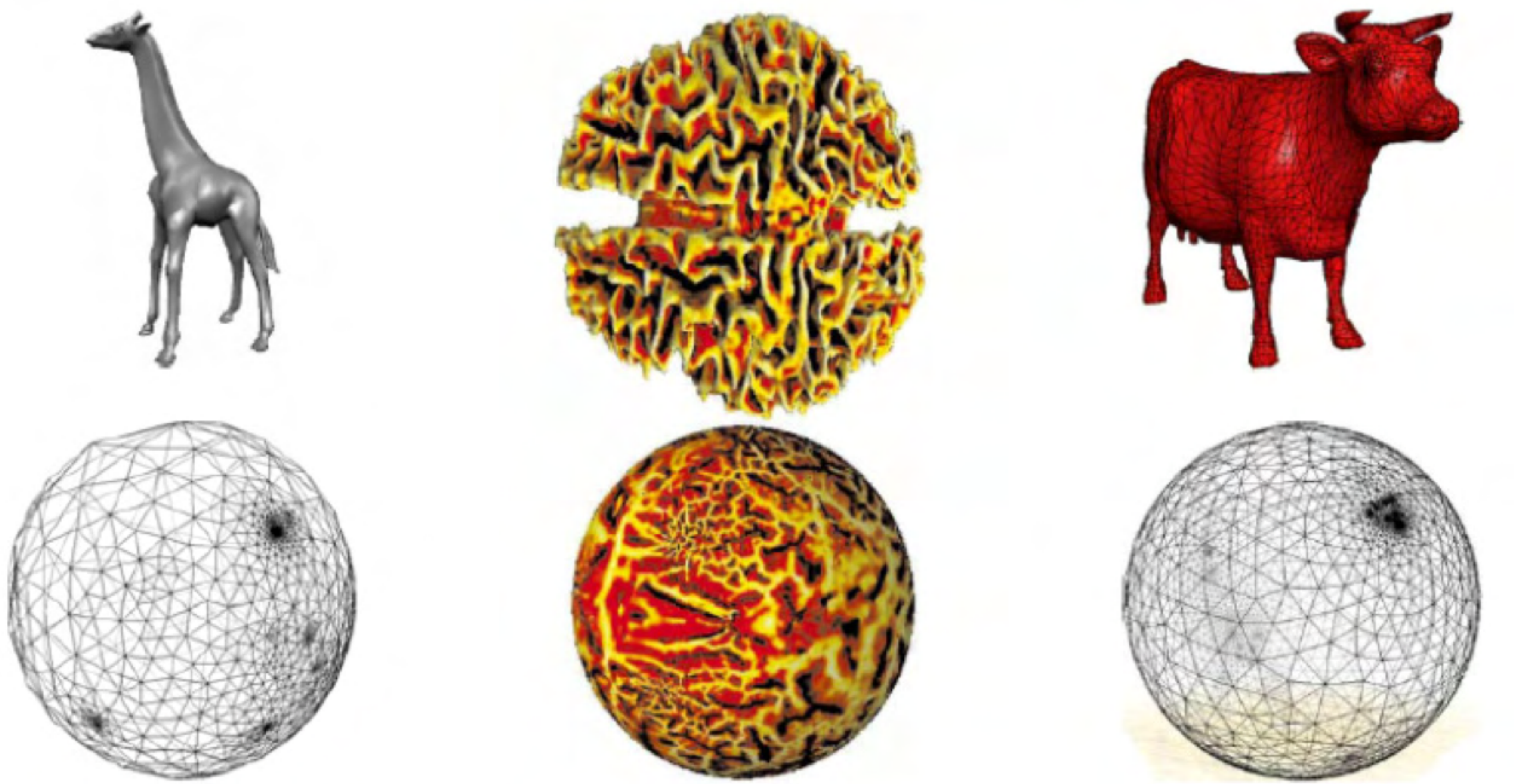
Levy, Petitjean, Ray, Maillot: *Least Squares Conformal Maps for Automatic Texture Atlas Generation*, SIGGRAPH, 2002

Texture Atlas Generation

- Split model into number of patches (atlas)
  - because higher genus models cannot be mapped onto plane and/or
  - because distortion, the number of patches will be too high eventually

Levy, Petitjean, Ray, Maillot: *Least Squares Conformal Maps for Automatic Texture Atlas Generation*, SIGGRAPH, 2002

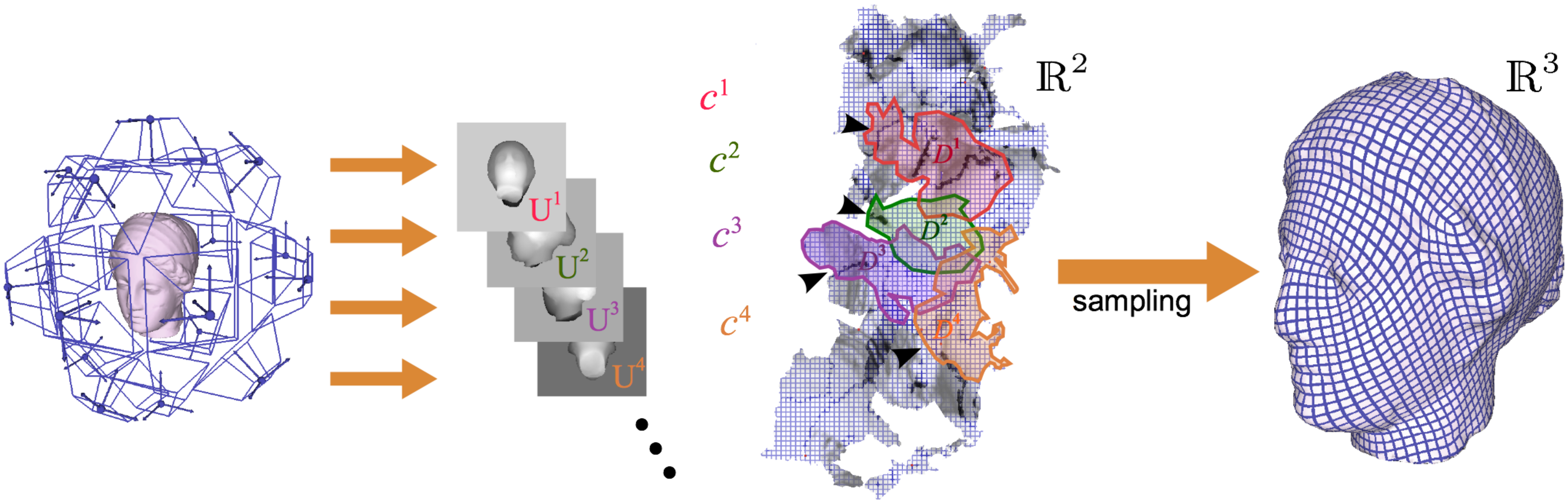
Non-Planar Domains



(a) [Alexa 2000] (b) [Haker et al., 2000] (c) [Isenburg et al., 2001]

seamless, continuous parameterization of genus-0 surfaces

Global Parameterization – Range Images



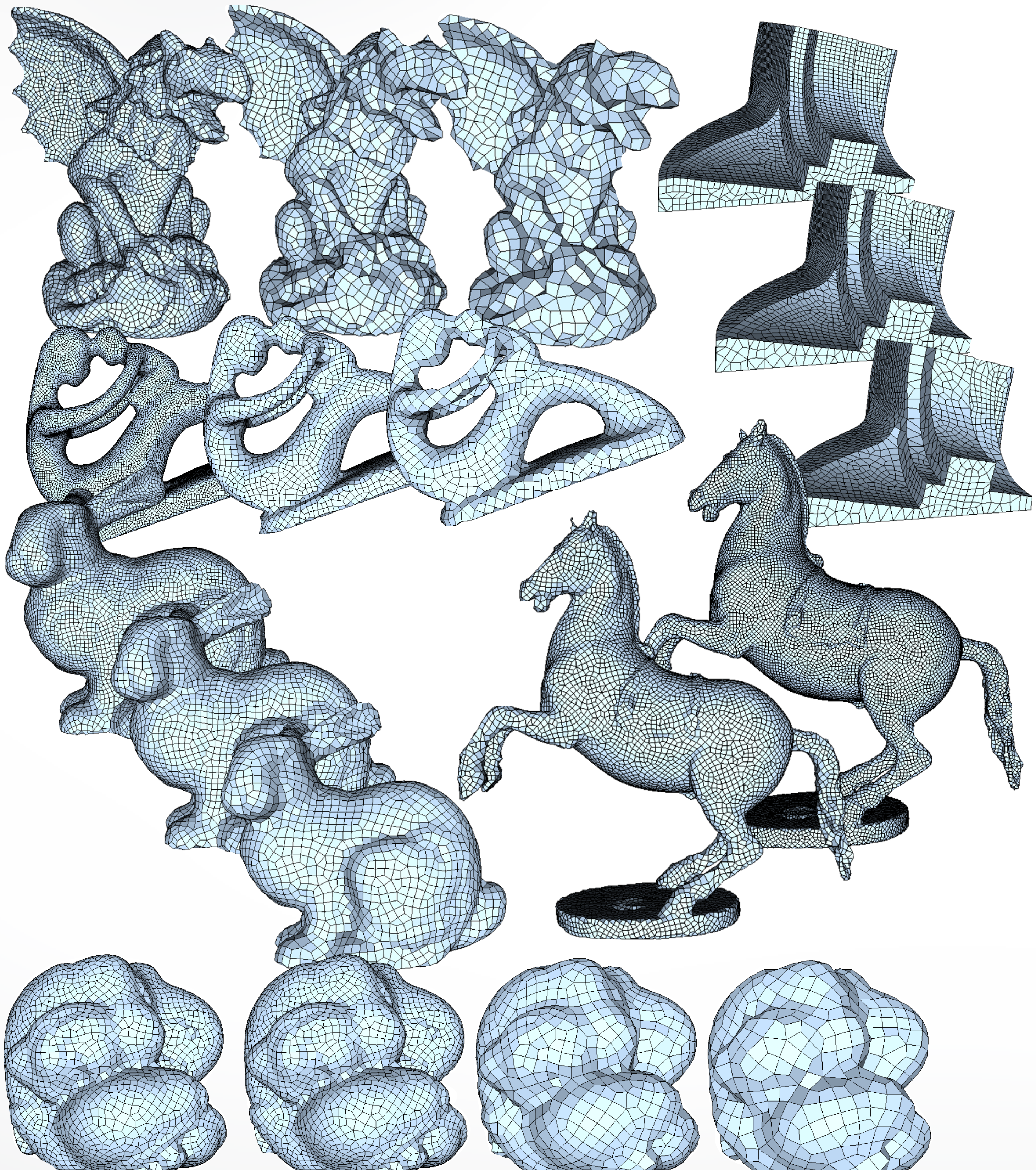
Constrained Parameterizations

Levy: *Constraint Texture Mapping*, SIGGRAPH 2001.

Literature

- Book, Chapter 5
- Hormann et al.: Mesh Parameterization, Theory and Practice, Siggraph 2007 Course Notes
- Floater and Hormann: Surface Parameterization: a tutorial and survey, advances in multiresolution for geometric modeling, Springer 2005
- Hormann, Polthier, and Sheffer, Mesh Parameterization: Theory and Practice, SIGGRAPH Asia 2008 Course Notes

Next Time



Decimation

http://cs621.hao-li.com

Thanks!