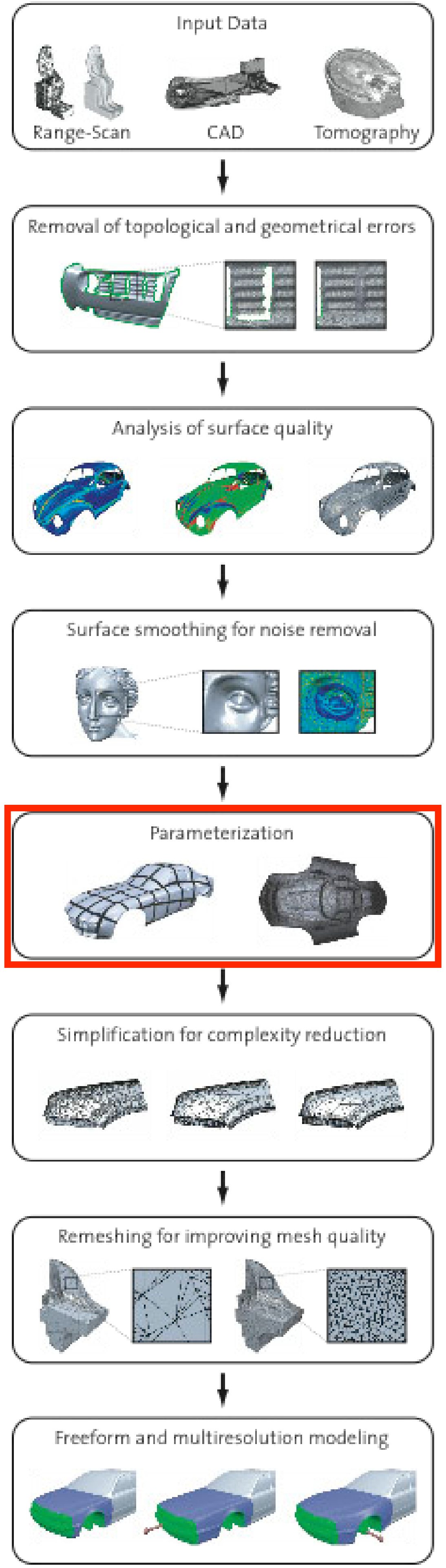


Surface Parameterization

Christian Rössl
INRIA Sophia-Antipolis

SIGGRAPH2006

Outline

- Motivation
- Objectives and Discrete Mappings
- Angle Preservation
  - Discrete Harmonic Maps
  - Discrete Conformal Maps
  - Angle Based Flattening
- Reducing Area Distortion
- Alternative Domains

Surface Parameterization

Mercator-Projektion

Mollweide-Projektion

[www.wikipedia.de]

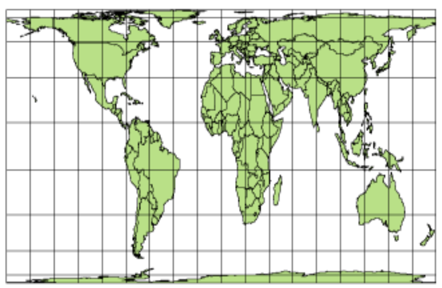
Surface Parameterization

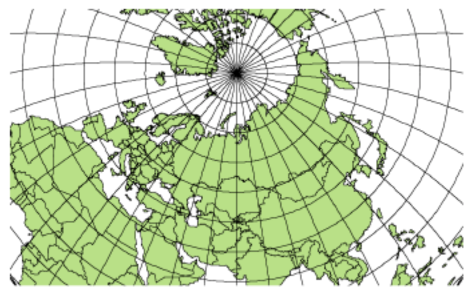

Mollweide-Projektion

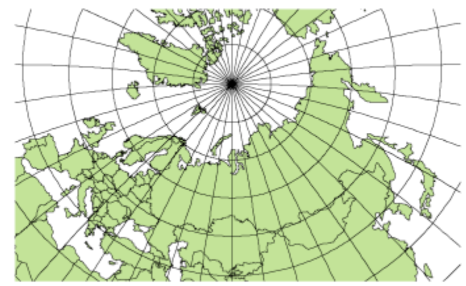

Mercator-Projektion

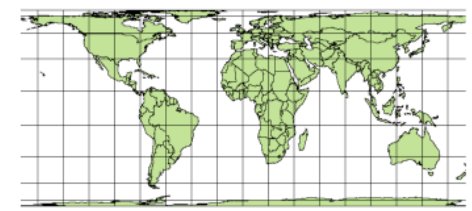

Zylinderprojektion nach Miller

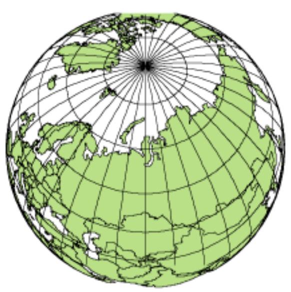

Hammer-Aitoff-Projektion

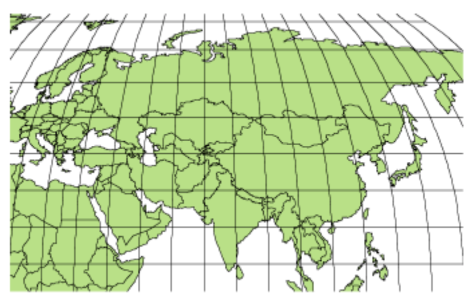

Peters-Projektion

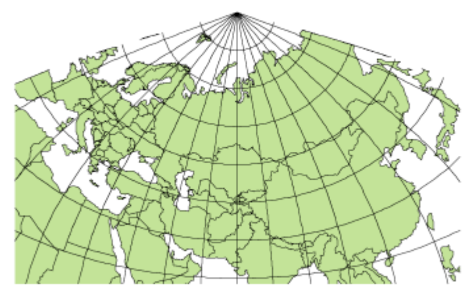

Längentreue Azimuthalprojektion

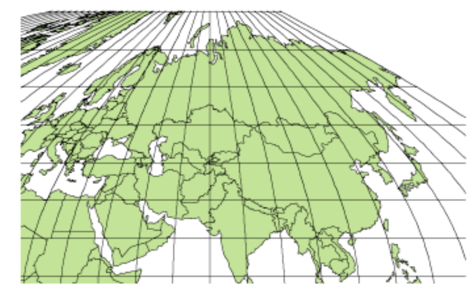

Stereographische Projektion


Behrmann-Projektion

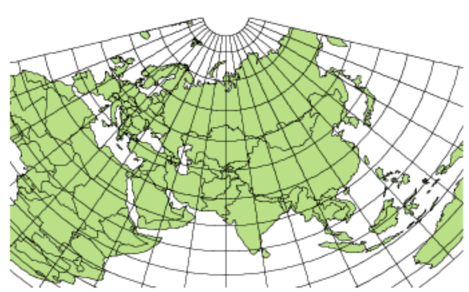

Senkrechte Umgebungsperspektive


Robinson-Projektion

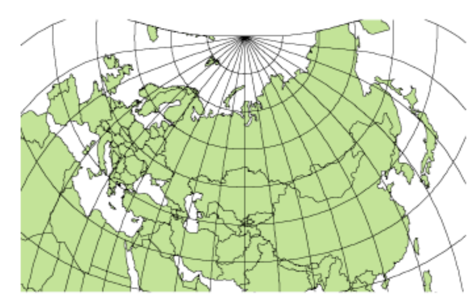

Hotine Oblique Mercator-Projektion


Sinusoidale Projektion


Gnomonische Projektion

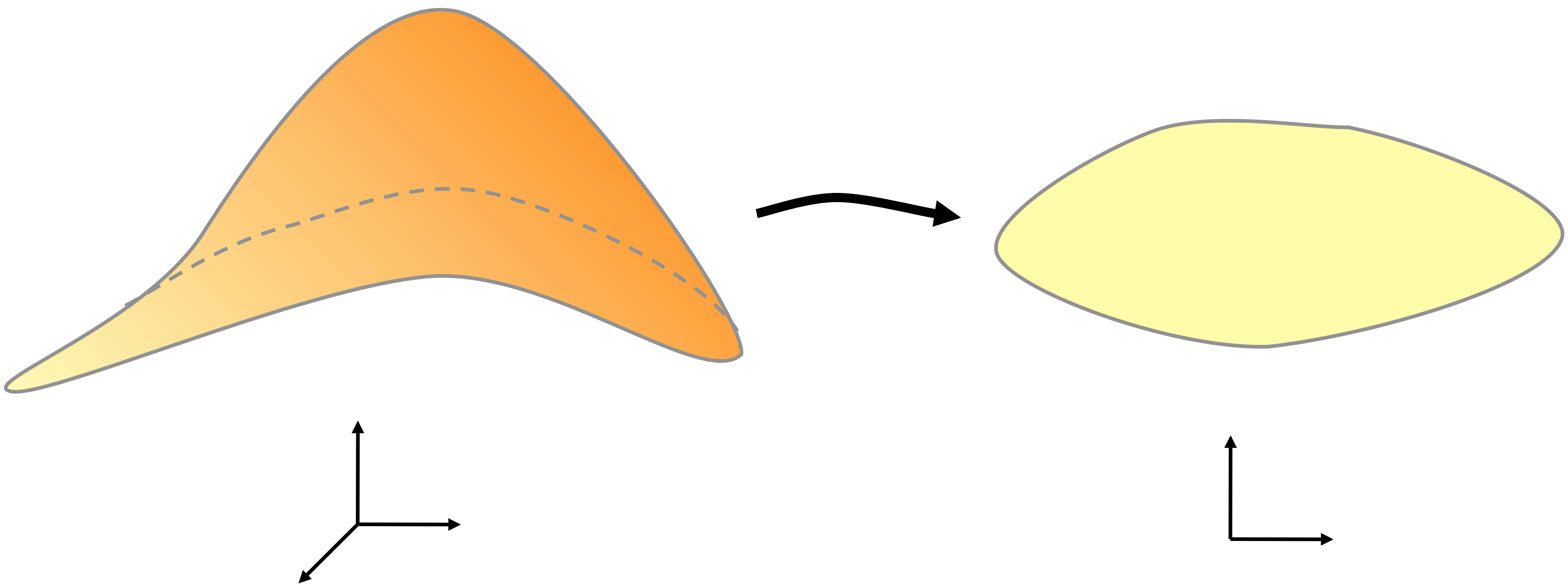

Flächentreue Kegelprojektion


Transverse Mercator-Projektion


Cassini-Soldner-Projektion

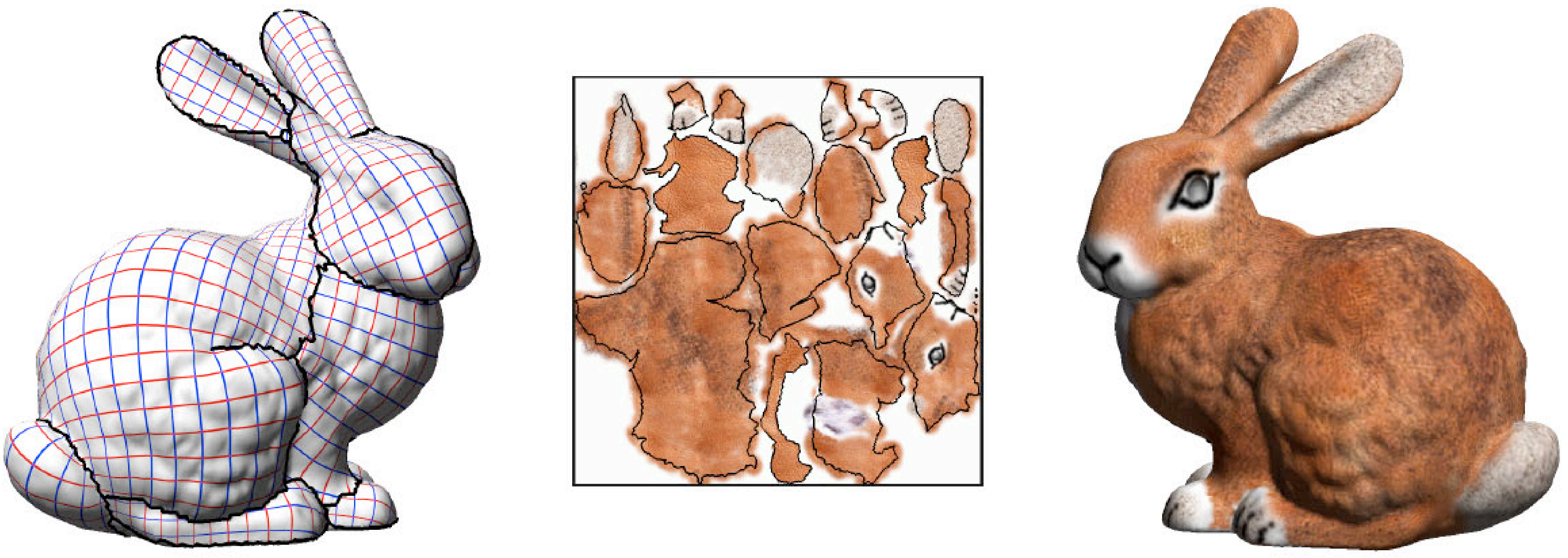
[www.wikipedia.de]

Surface Parameterization



Motivation

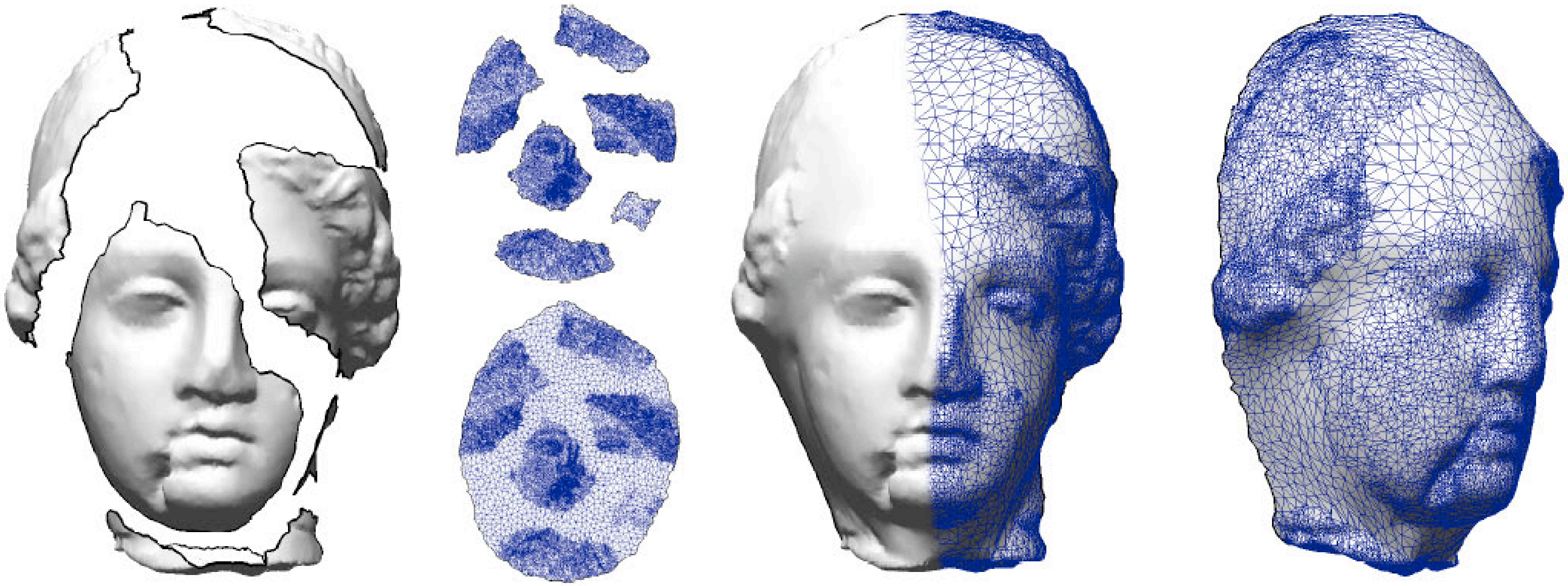
- Texture mapping



Lévy, Petitjean, Ray, and Maillot: *Least squares conformal maps for automatic texture atlas generation*, SIGGRAPH 2002

Motivation

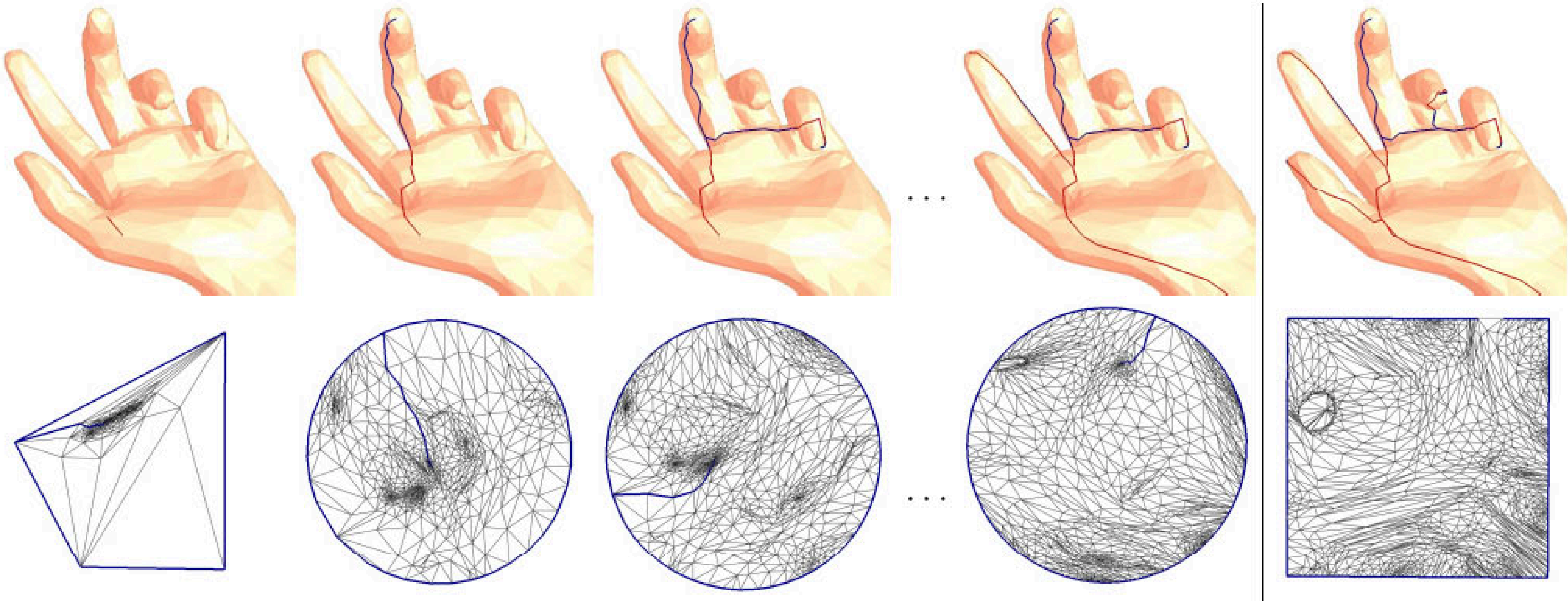
- Many operations are simpler on planar domain

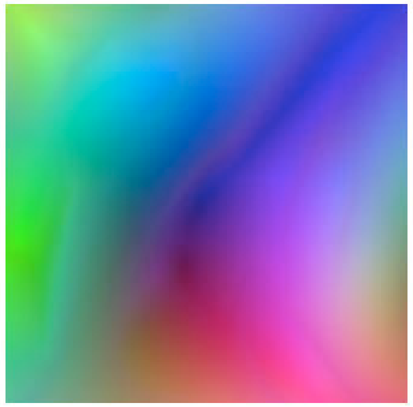


Lévy: *Dual Domain Exrapolation*, SIGGRAPH 2003

Motivation

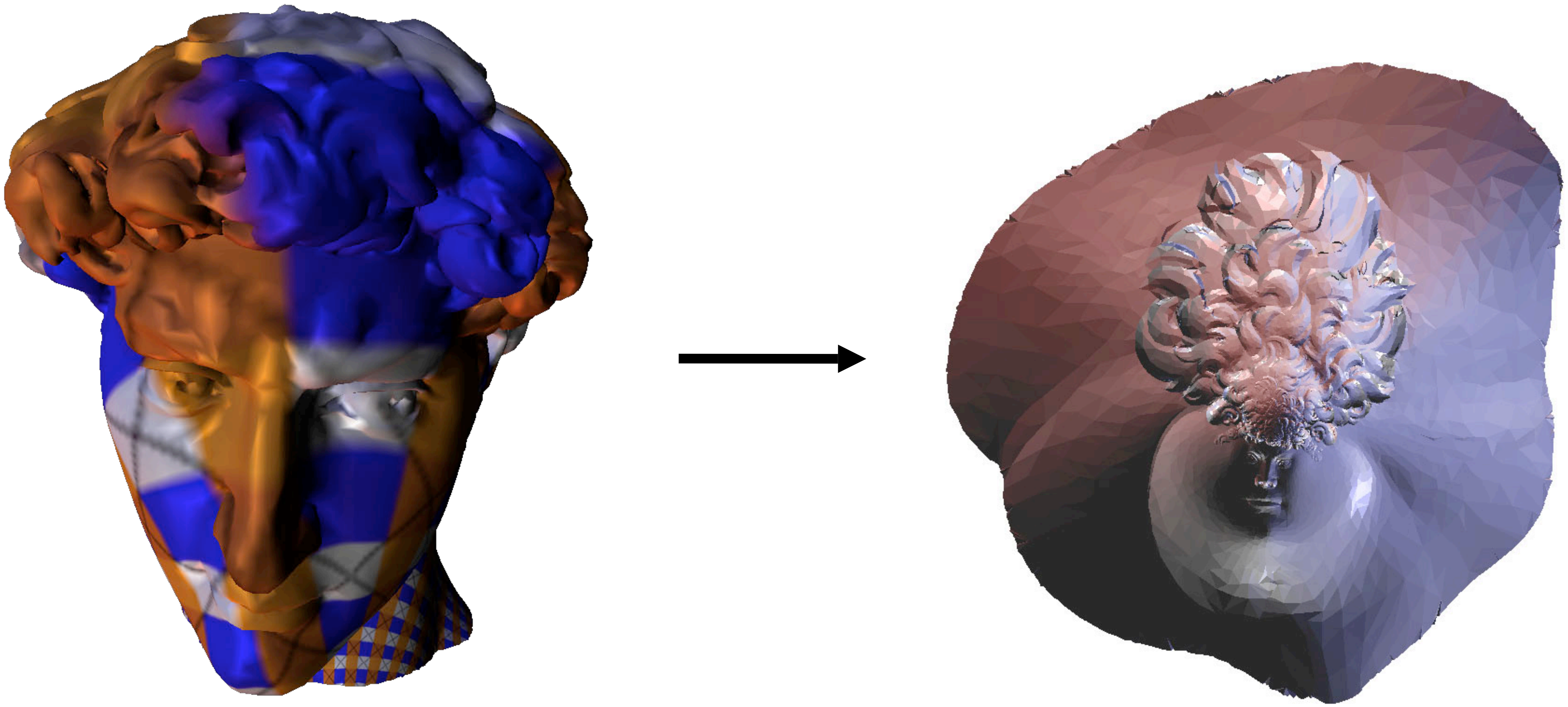
- Exploit regular structure in domain



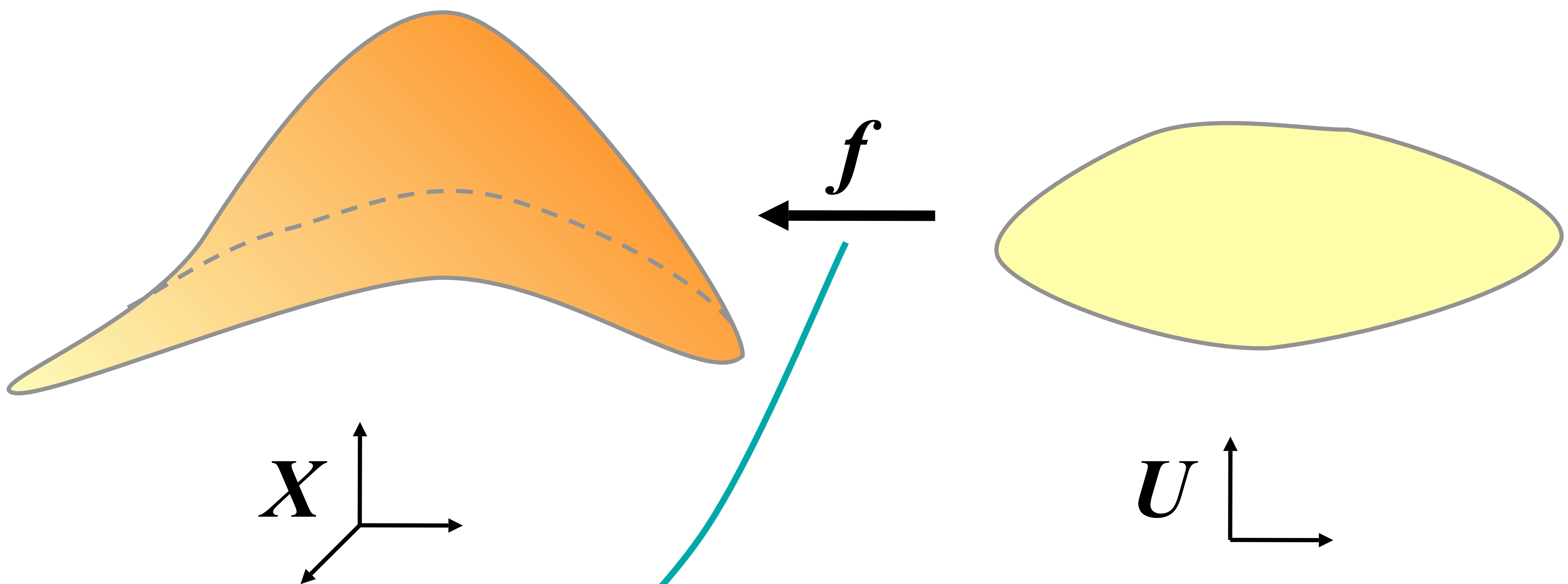


Gu, Gortler, Hoppe: *Geometry Images*, SIGGRAPH 2002

Surface Parameterization



Surface Parameterization

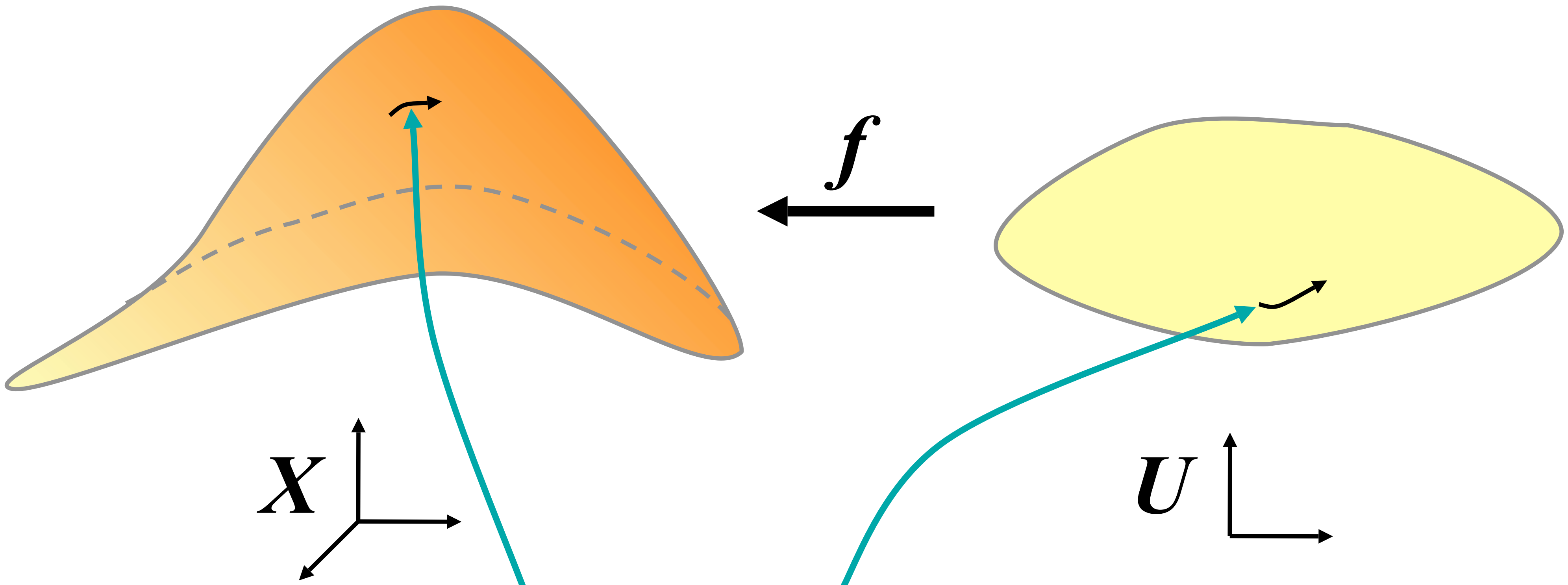


$$f(u,v) = \begin{pmatrix} x(u,v) \\ y(u,v) \\ z(u,v) \end{pmatrix}$$

$$J = \begin{pmatrix} x_u & x_v \\ y_u & y_v \\ z_u & z_v \end{pmatrix}$$

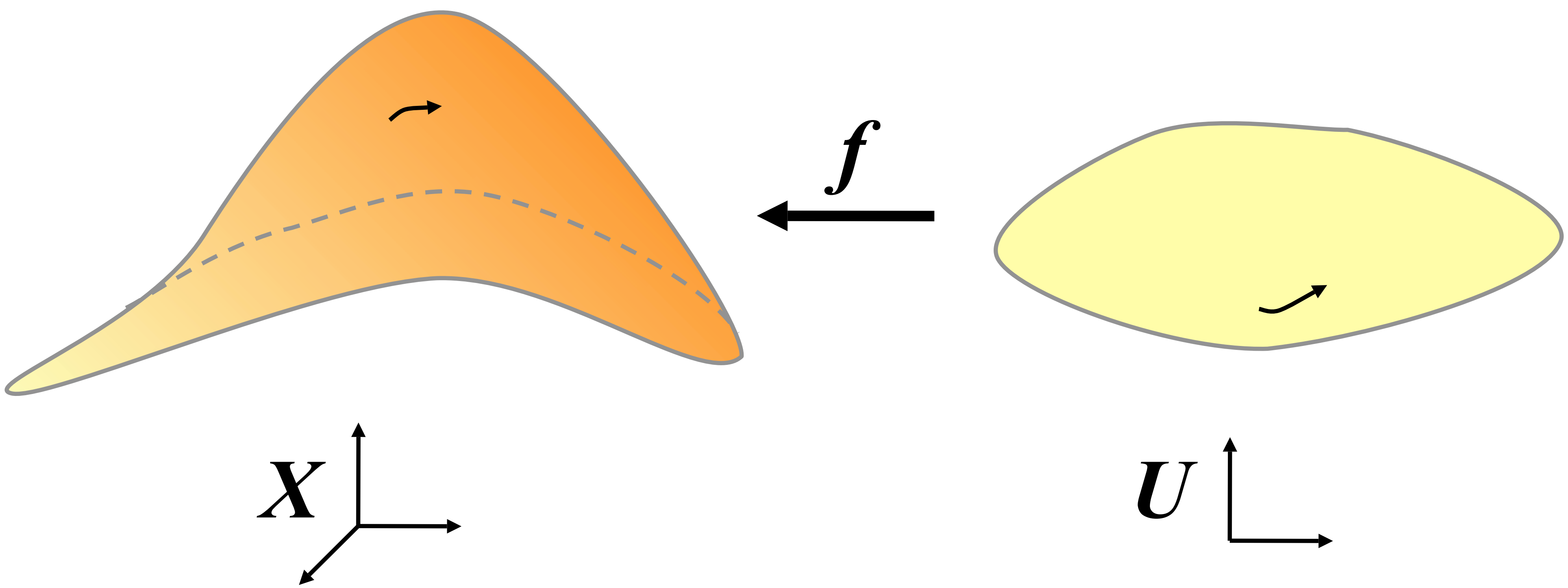
Jacobian

Surface Parameterization



$$dX = J\,dU$$

Surface Parameterization



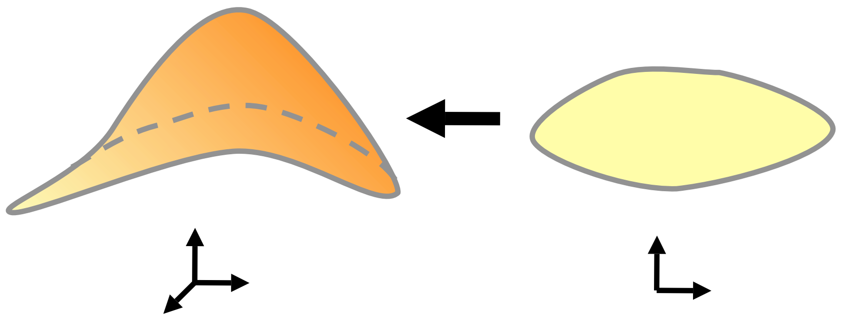
$$d\boldsymbol{X} = \boldsymbol{J}\, d\boldsymbol{U}$$

$$\|d\boldsymbol{X}\|^2 = d\boldsymbol{U}\, \underbrace{\boldsymbol{J}^T\boldsymbol{J}}\, d\boldsymbol{U}$$ First Fundamental Form

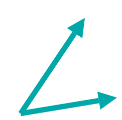
$$\mathbf{I} = \begin{pmatrix} x_u x_u & x_u x_v \\ x_u x_v & x_v x_v \end{pmatrix}$$

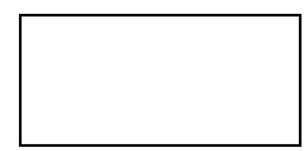
Characterization of Mappings

- By first fundamental form $\boldsymbol{I}$
  - Eigenvalues $\lambda_{1,2}$ of $\boldsymbol{I}$
  - Singular values $\sigma_{1,2}$ of $\boldsymbol{J}$ ($\sigma_i^2 = \lambda_i$)



- *Isometric*
  - $\boldsymbol{I} = \boldsymbol{Id}$, $\lambda_1 = \lambda_2 = 1$

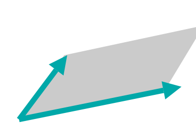




- *Conformal*
  - $\boldsymbol{I} = \mu\, \boldsymbol{Id}$, $\lambda_1 / \lambda_2 = 1$

angle preserving

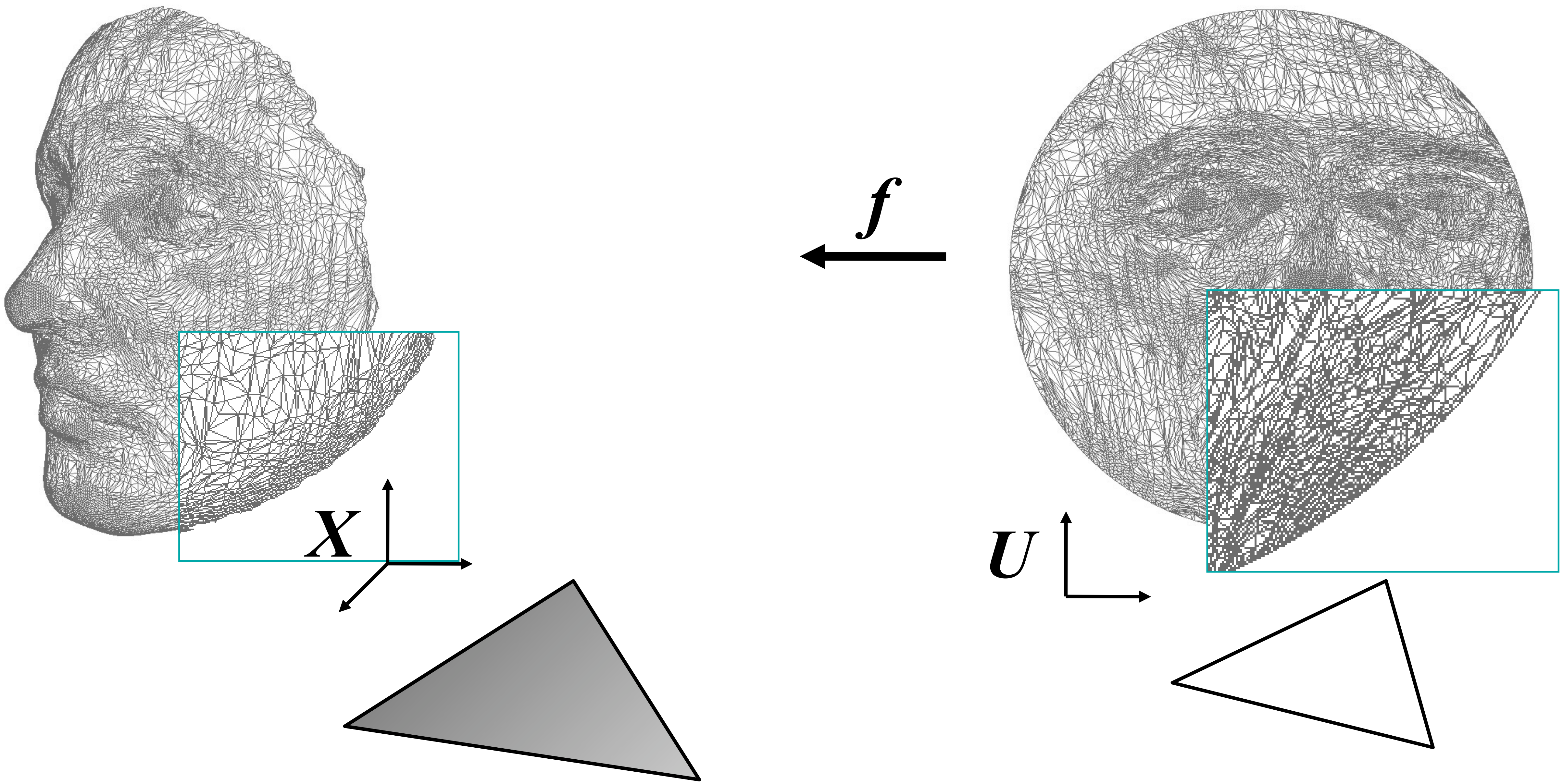
- *Equiareal*
  - $\det \boldsymbol{I} = 1$, $\lambda_1 \lambda_2 = 1$



area preserving

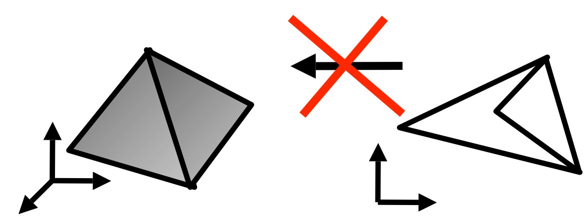
Piecewise Linear Maps

- Mapping = 2D mesh with same connectivity



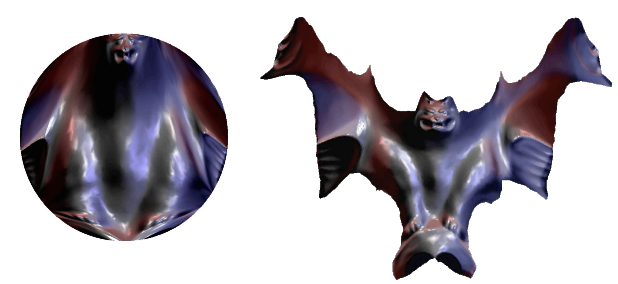
Objectives

- Isometric maps are rare
- Minimize distortion w.r.t. a certain measure
  - Validity (bijective map)



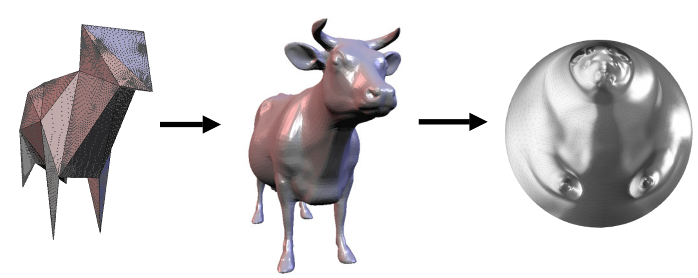
triangle flip

  - Boundary



fixed / free?

  - Domain



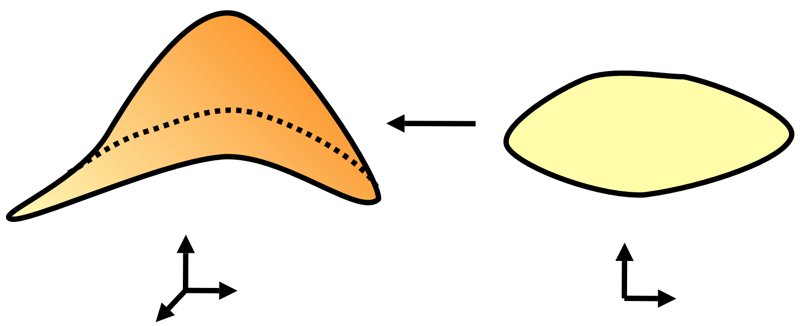
e.g.,spherical

  - Numerical solution

linear / non-linear?

Discrete Harmonic Maps

- f is *harmonic* if $\Delta f = 0$
- Solve Laplace equation



$$\begin{cases} \Delta u = 0 \\ \Delta v = 0 \\ (u,v)_{|\partial\Omega} = (u_0, v_0) \end{cases}$$

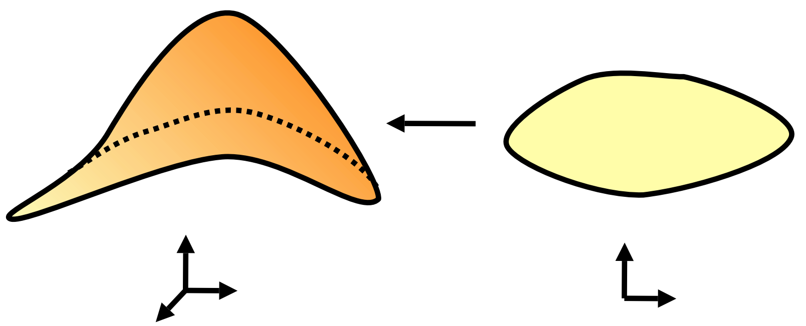
u and v are *harmonic*

Dirichlet boundary conditions

- In 3D: "fix planar boundary and smooth"

Discrete Harmonic Maps

- f is *harmonic* if $\Delta f = 0$
- Solve Laplace equation
- Yields linear system (again)

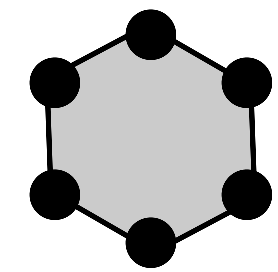


$$L(p_i) = \sum_{j \in N_i} w_{ij} (p_j - p_i) = 0 \qquad \text{vertices } 1 \le i \le n$$

- *Convex combination maps*
  - *Normalization* $\quad \sum_{j \in N_i} w_{ij} = 1$
  - *Positivity* $\quad w_{ij} > 0$

Convex Combination Maps

- Every (interior) planar vertex is a *convex combination* of its neighbors



- Guarantees *validity* if boundary is mapped to a convex polygon (e.g., rectangle, circle)
- Weights
  - Uniform *(barycentric mapping)*
  - Shape preserving [Floater 1997]
  - Mean Value Coordinates [Floater 2003]
    - Use mean value property of harmonic functions

Reproduction of planar meshes

Conformal Maps

- Planar *conformal mappings* $f(x,y) = \begin{pmatrix} u(x,y) \\ v(x,y) \end{pmatrix}$ satisfy the *Cauchy-Riemann conditions*

$$\frac{\partial u(x,y)}{\partial x} = \frac{\partial v(x,y)}{\partial y} \quad \text{and} \quad \frac{\partial u(x,y)}{\partial y} = -\frac{\partial v(x,y)}{\partial x}$$

Conformal Maps

- Planar *conformal mappings* $f(x,y) = \begin{pmatrix} u(x,y) \\ v(x,y) \end{pmatrix}$ satisfy the *Cauchy-Riemann conditions*

$$u_x = v_y \quad \text{and} \quad u_y = -v_x$$

- Differentiating once more by x and y yields

$$u_{xx} = v_{xy} \text{ and } u_{yy} = -v_{xy} \quad \Rightarrow \quad u_{xx} + u_{yy} = \Delta u = 0$$

and similar $\Delta v = 0$

- conformal $\Rightarrow$ harmonic

Discrete Conformal Maps

- Planar *conformal mappings* $f(x,y) = \begin{pmatrix} u(x,y) \\ v(x,y) \end{pmatrix}$ satisfy the *Cauchy-Riemann conditions*

$$u_x = v_y \quad \text{and} \quad u_y = -v_x$$

- *In general, there are no conformal mappings for piecewise linear functions!*

Discrete Conformal Maps

- Planar *conformal mappings* $f(x,y) = \begin{pmatrix} u(x,y) \\ v(x,y) \end{pmatrix}$ satisfy the *Cauchy-Riemann conditions*

$$u_x = v_y \qquad \text{and} \qquad u_y = -v_x$$

- Conformal energy *(per triangle T)*

$$E_T = (u_x - v_y)^2 + (u_y + v_x)^2$$

- Minimize

$$\sum_{T \in \mathrm{T}} E_T A_T \rightarrow \min$$

Discrete Conformal Maps

- Least-squares conformal maps [Lévy et al. 2002]

$$\sum_{T \in \mathrm{T}} E_T A_T \rightarrow \min \quad \text{where} \quad E_T = (u_x - v_y)^2 + (u_y + v_x)^2$$

- Satisfy Cauchy-Riemann conditions in *least-squares* sense
- Leads to solution of linear system
- *Alternative formulation leads to same solution…*

Discrete Conformal Maps

- Same solution is obtained for

$$\Delta_S u = 0$$

$$\Delta_S v = 0$$

cotangent weights

$$n \times \nabla u \,|_{\partial\Omega} = c$$

$$n \times \nabla v \,|_{\partial\Omega} = c$$

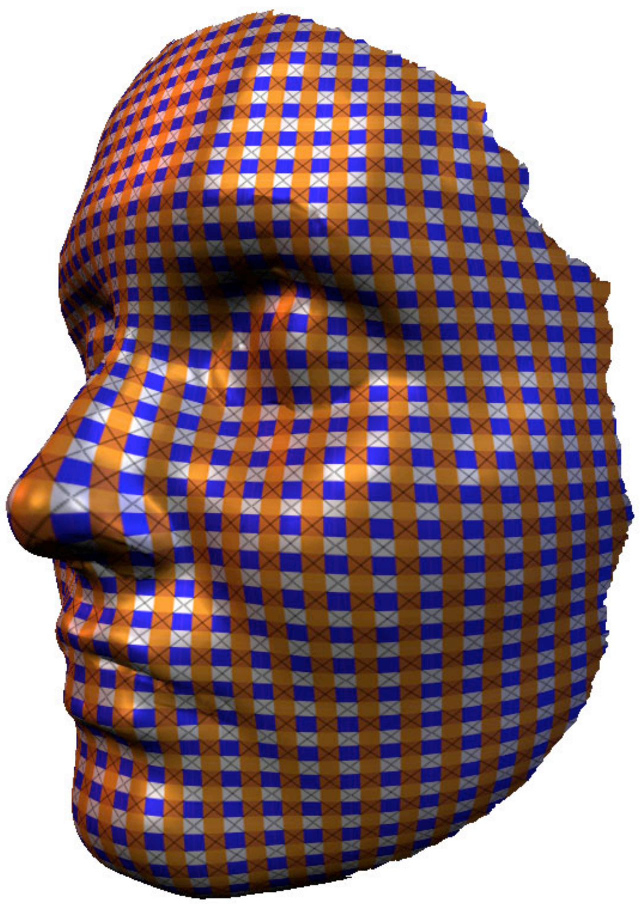
Neumann boundary conditions

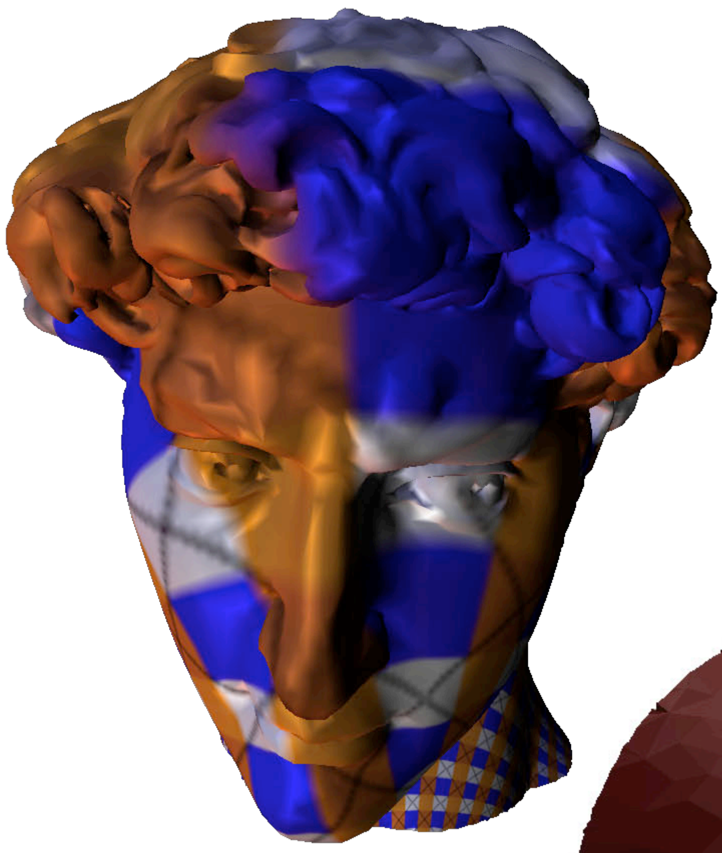
$$(u, v)_{|\partial\Omega_0} = (u_0, v_0)$$

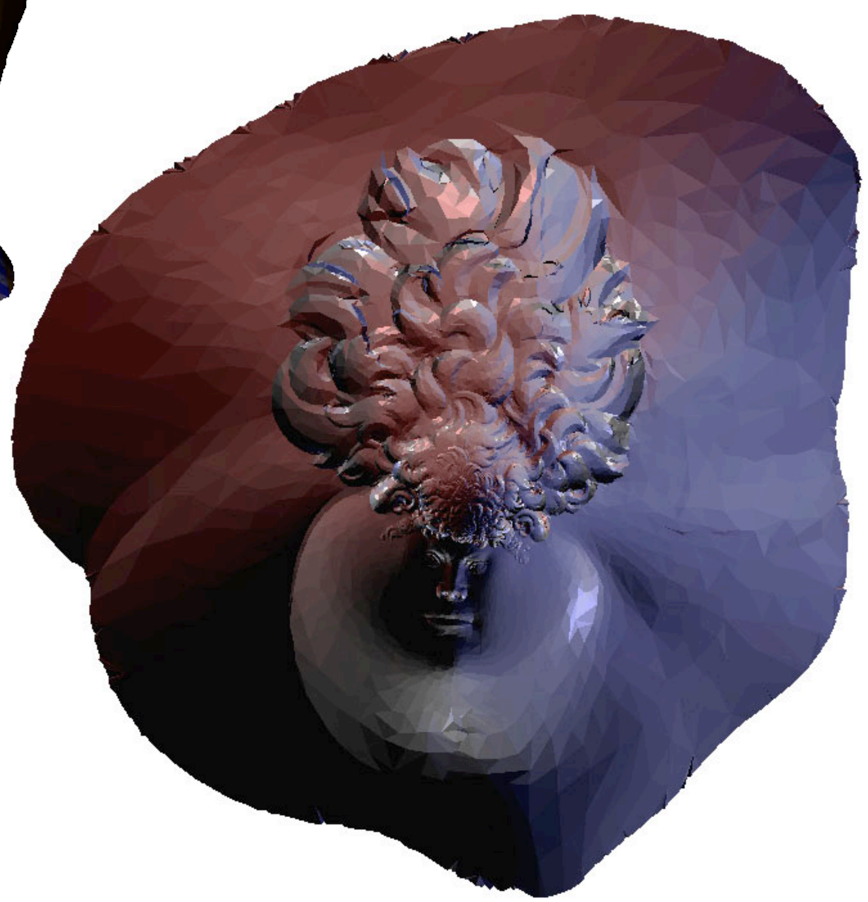
+ fixed vertices

Discrete Conformal Maps [Desbrun et al. 2002]

Discrete Conformal Maps

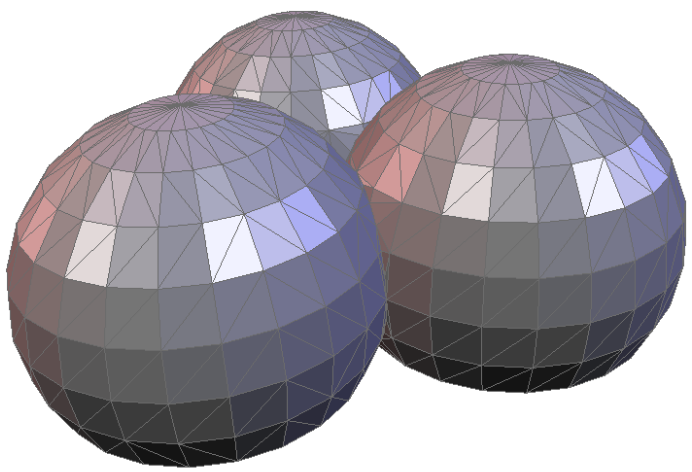


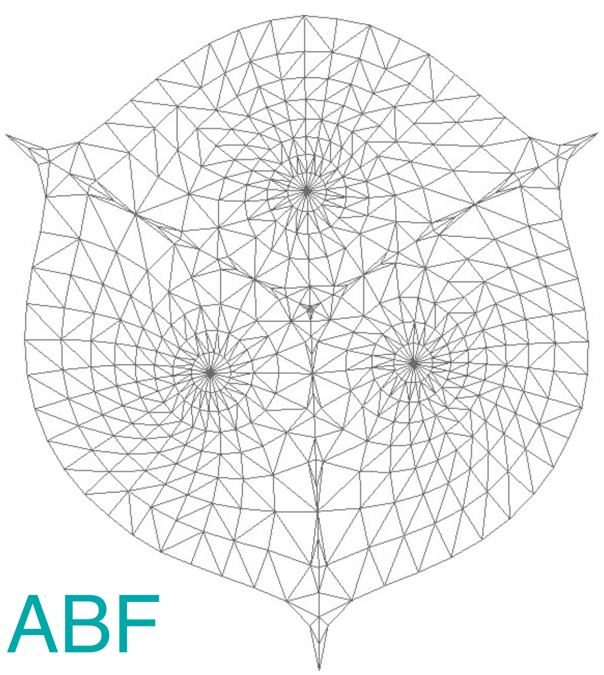


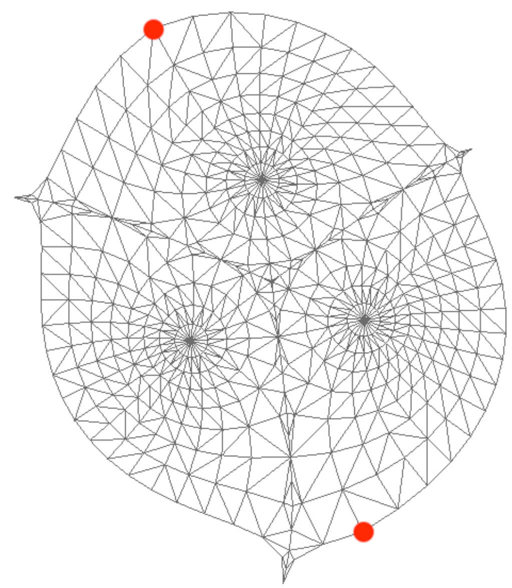


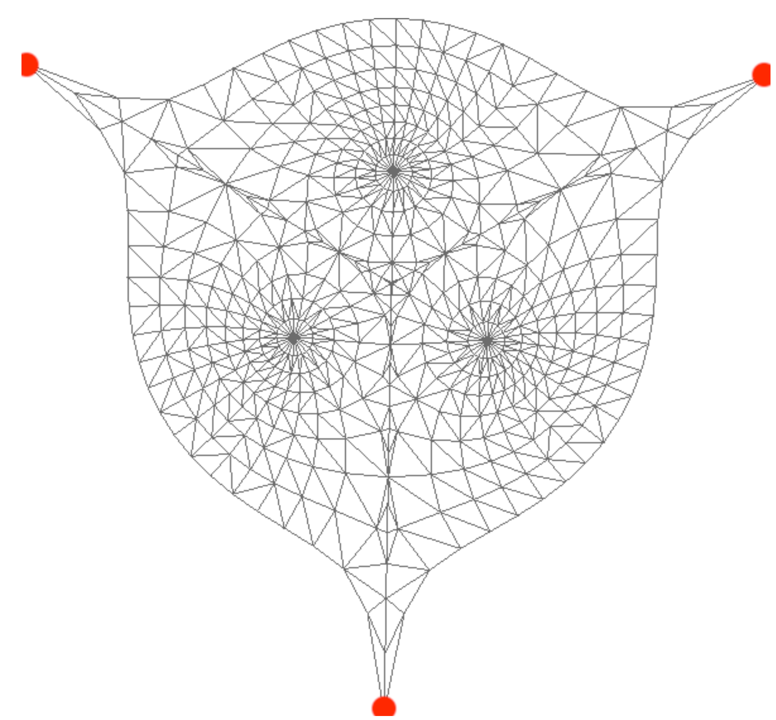
Discrete Conformal Maps

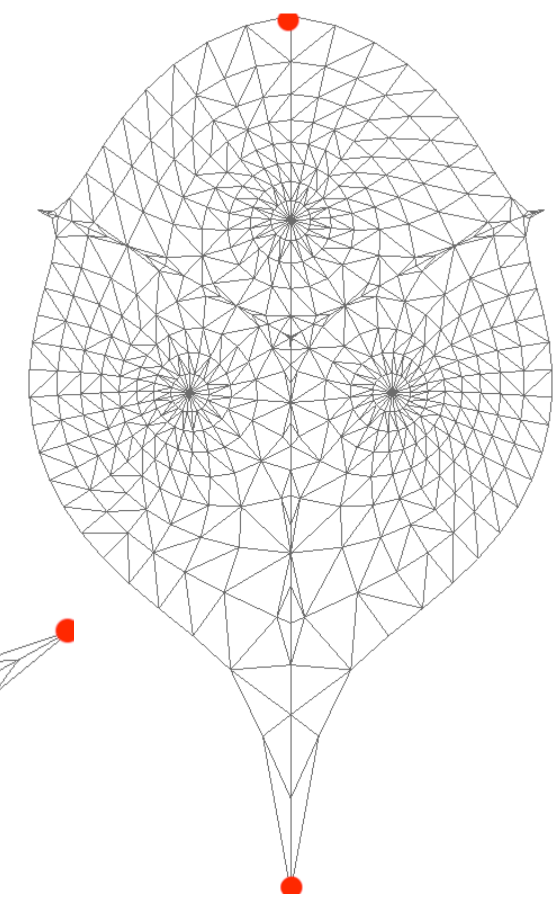
- Free boundary depends on choice of *fixed* vertices (>1)









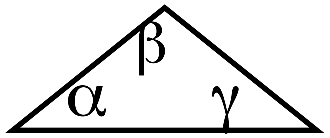


Angle Based Flattening [Sheffer&de Sturler 2000]

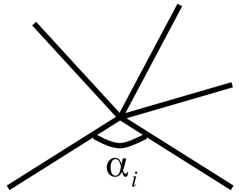
- Perserve angles ⇨ specify problem in angles
  - Constraints

ensure validity

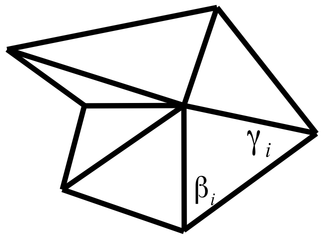
    - triangle $\alpha + \beta + \gamma - \pi = 0$



    - Internal vertex $\sum_i \alpha_i - 2\pi = 0$



    - Wheel consistency $\prod_i \sin(\beta_i) - \prod_i \sin(\gamma_i) = 0$



  - Objective function

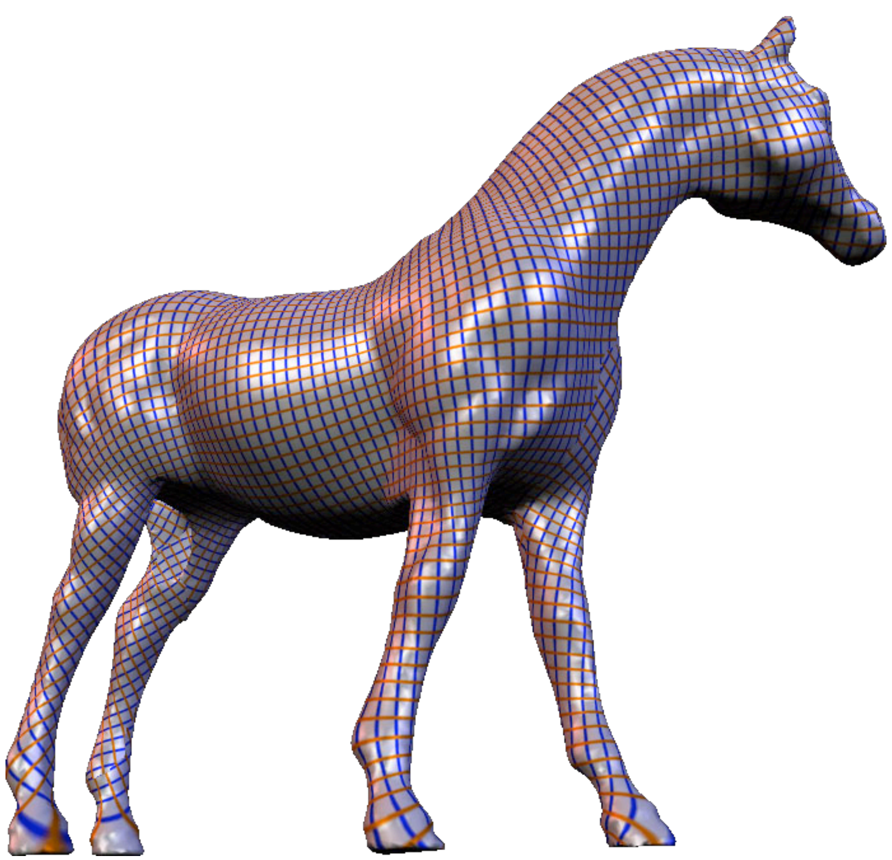
$$f(x) = \sum_{i=1}^{N} w_i (\alpha_i - \alpha_i^*)^2$$

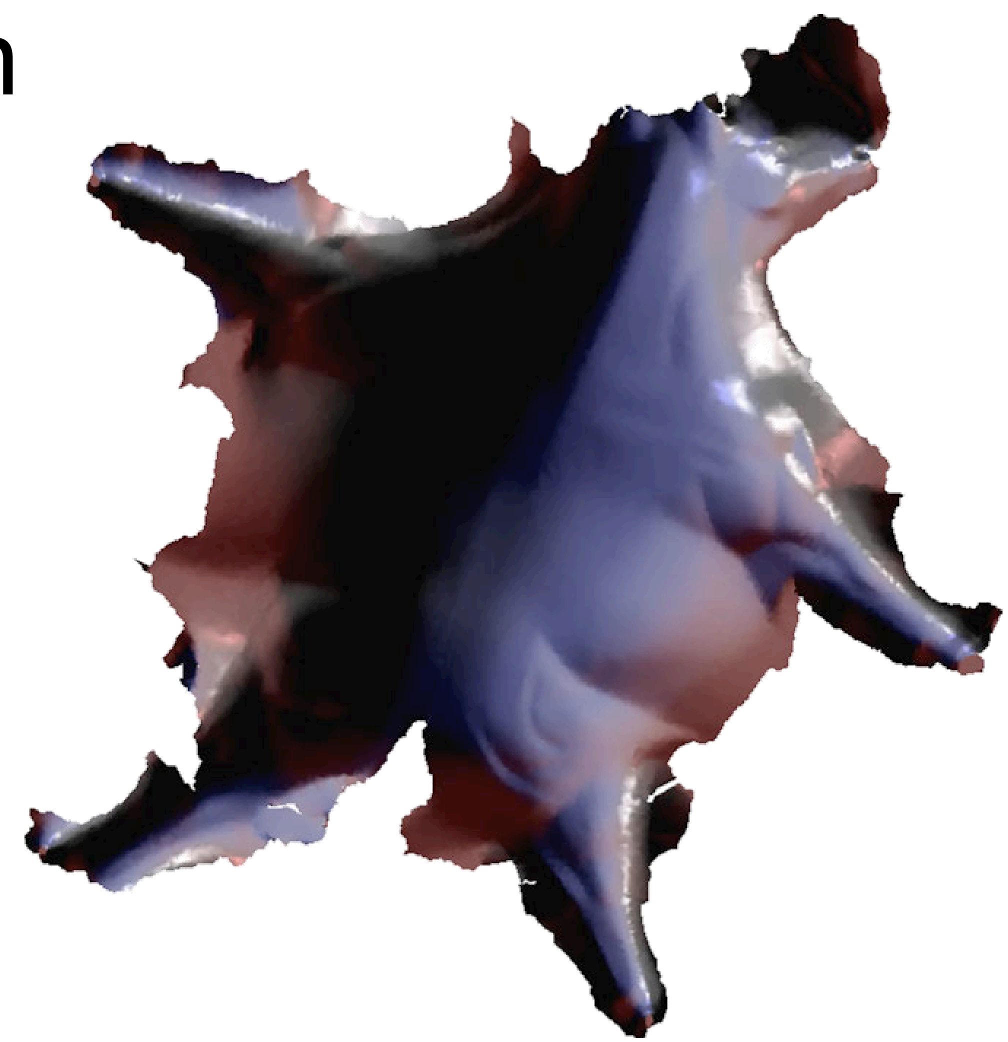
preserve angles 2D ~3D

"optimal" angles (uniform scaling)

Angle Based Flattening

- Free boundary
- Validity: no local self-intersections
- Non-linear optimization

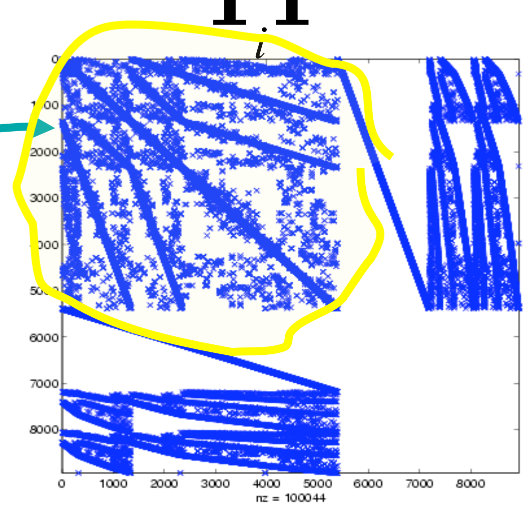




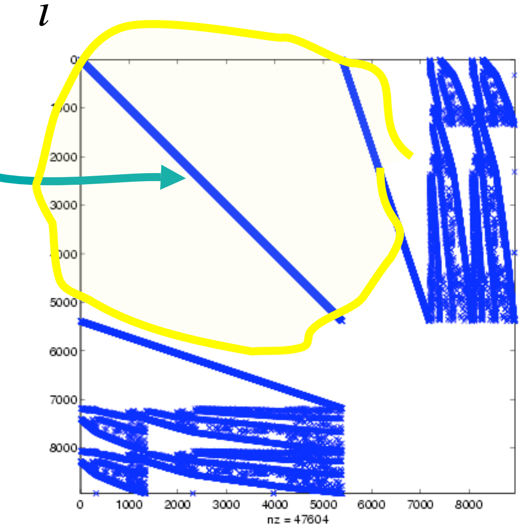
Angle Based Flattening

- Free boundary
- Non-linear optimization
  - Newton iteration
  - Solve linear system in every step

$$\prod_i \sin(\alpha_i) - \prod_i \sin(\beta_i) = 0$$

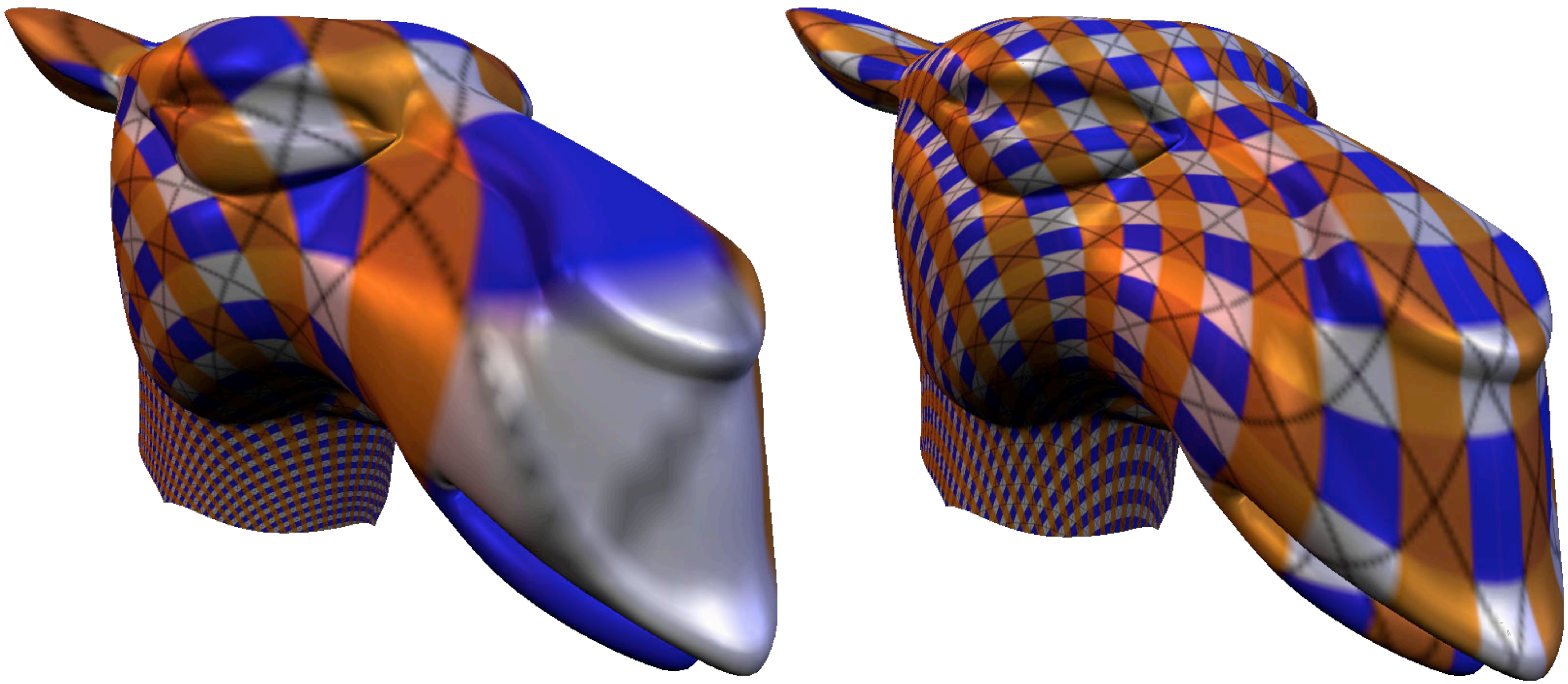


$$\prod_i \log\sin(\alpha_i) - \prod_i \log\sin(\beta_i) = 0$$

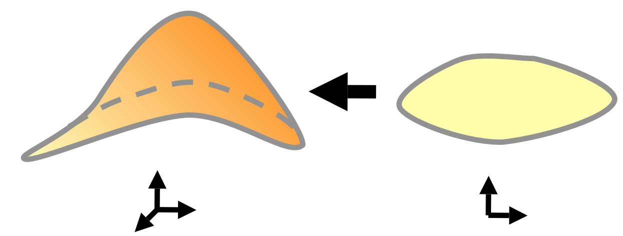


[Zayer et al. 2005]

And how about area distortion?



Reducing Area Distortion



- Energy minimization based on
  - MIPS [Hormann & Greiner 2000]

$$\| J \|_F \| J^{-1} \|_F = \frac{\sigma_1}{\sigma_2} + \frac{\sigma_2}{\sigma_1}$$

  - *modification* [Degener et al. 2003]

$$\det J + \frac{1}{\det J} = \sigma_1\sigma_2 + \frac{1}{\sigma_1\sigma_2}$$

  - "Stretch" [Sander et al. 2001]

$$\| J \|_F = \sqrt{\sigma_1 + \sigma_2}$$ or $$\| J \| \infty = \sigma_1$$

  - *modification* [Sorkine et al. 2002]

$$\max\{\sigma_1, \frac{1}{\sigma_2}\} \,|$$

Non-Linear Methods

- Free boundary
- Direct control over distortion

- No convergence guarantees
- May get stuck in local minima
- May not be suitable for large problems
- May need feasible point as initial guess
- May require hierarchical optimization even for moderately sized data sets

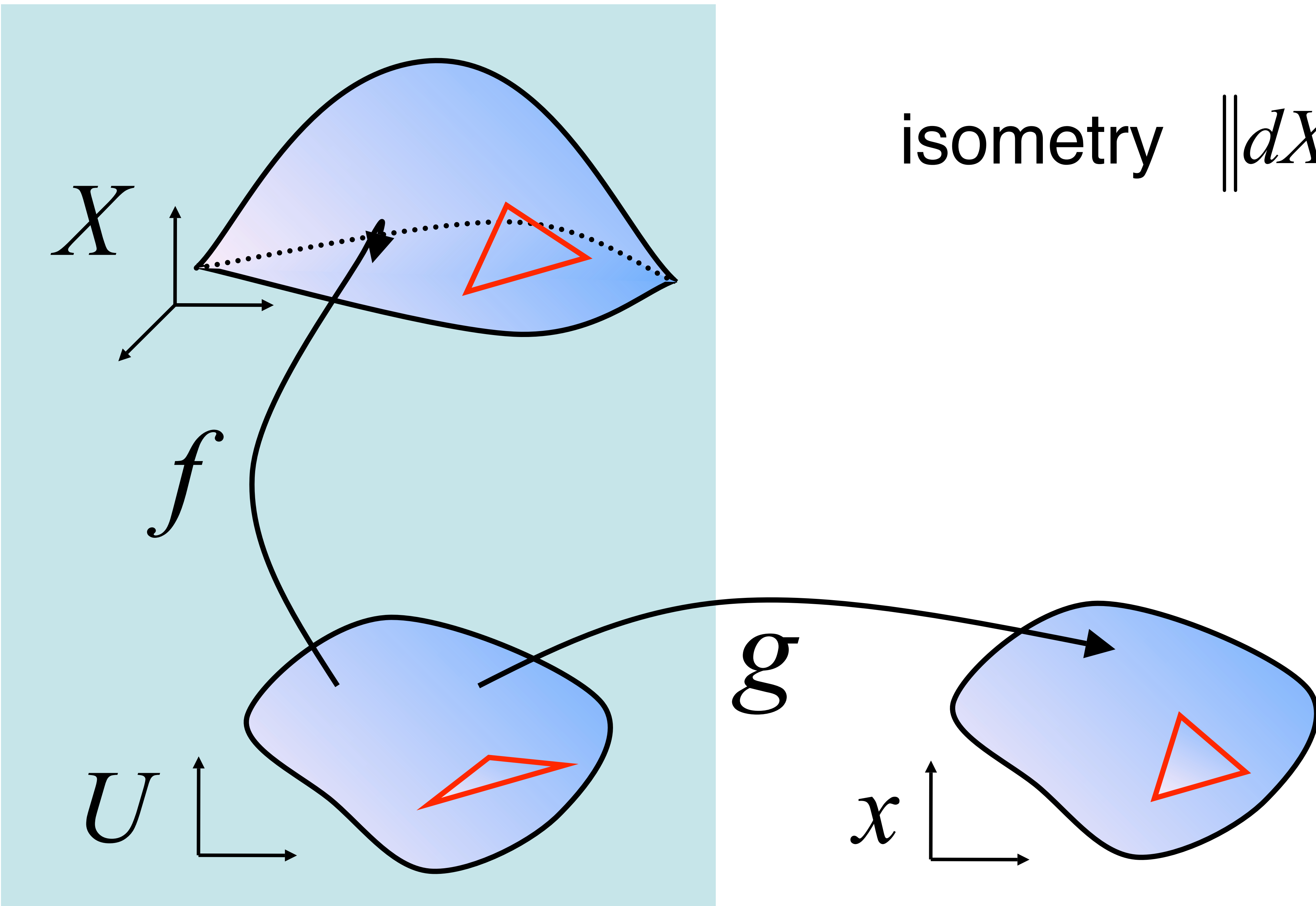
Linear Methods

- Efficient solution of a sparse linear system
- Guaranteed convergence

- Fixed convex boundary
- May suffer from area distortion for complex meshes

- *An alternative approach to reducing area distortion…*
  - *How accurately can we reproduce a surface on the plane?*
  - *How do we characterize the mapping?*

Reducing Area Distortion



isometry $\|dX\| = \|dx\|$

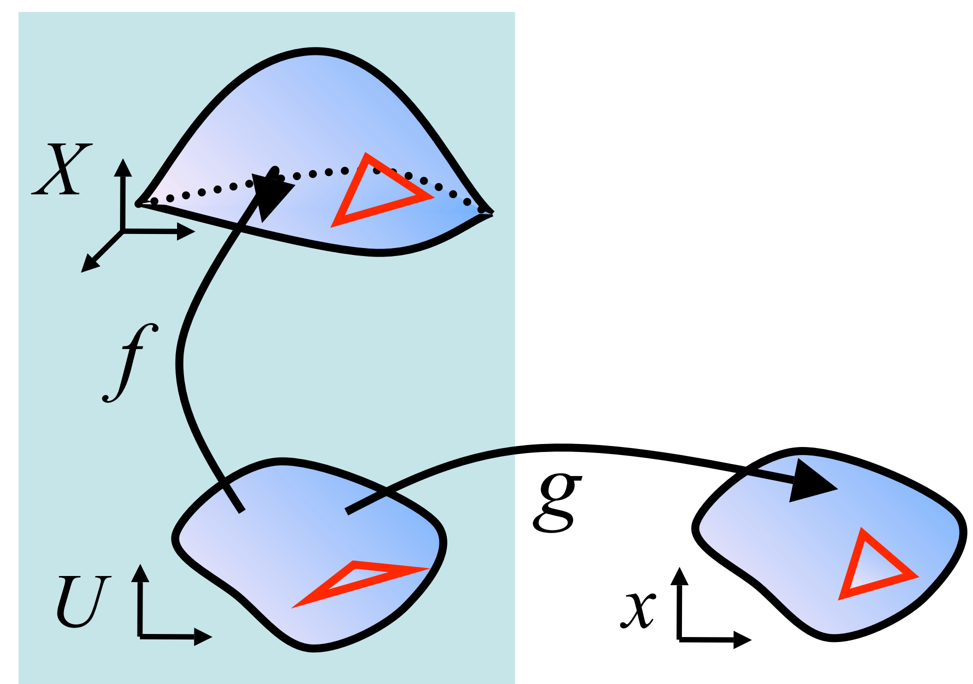
Reducing Area Distortion

- Quasi-harmonic maps [Zayer et al. 2005]

$$\int C \nabla g \cdot \nabla g \rightarrow \min$$

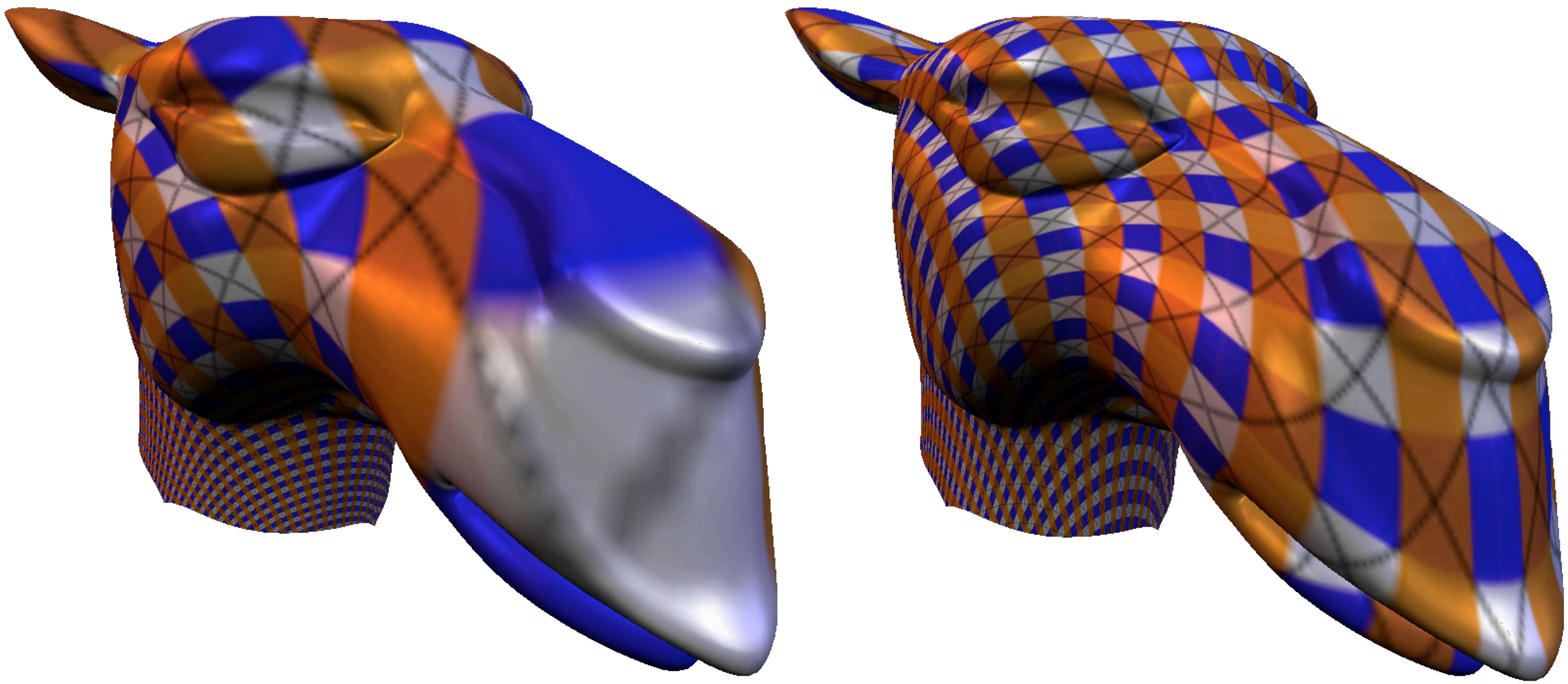
estimate from f

$$\operatorname{div}(C \nabla g) = 0$$

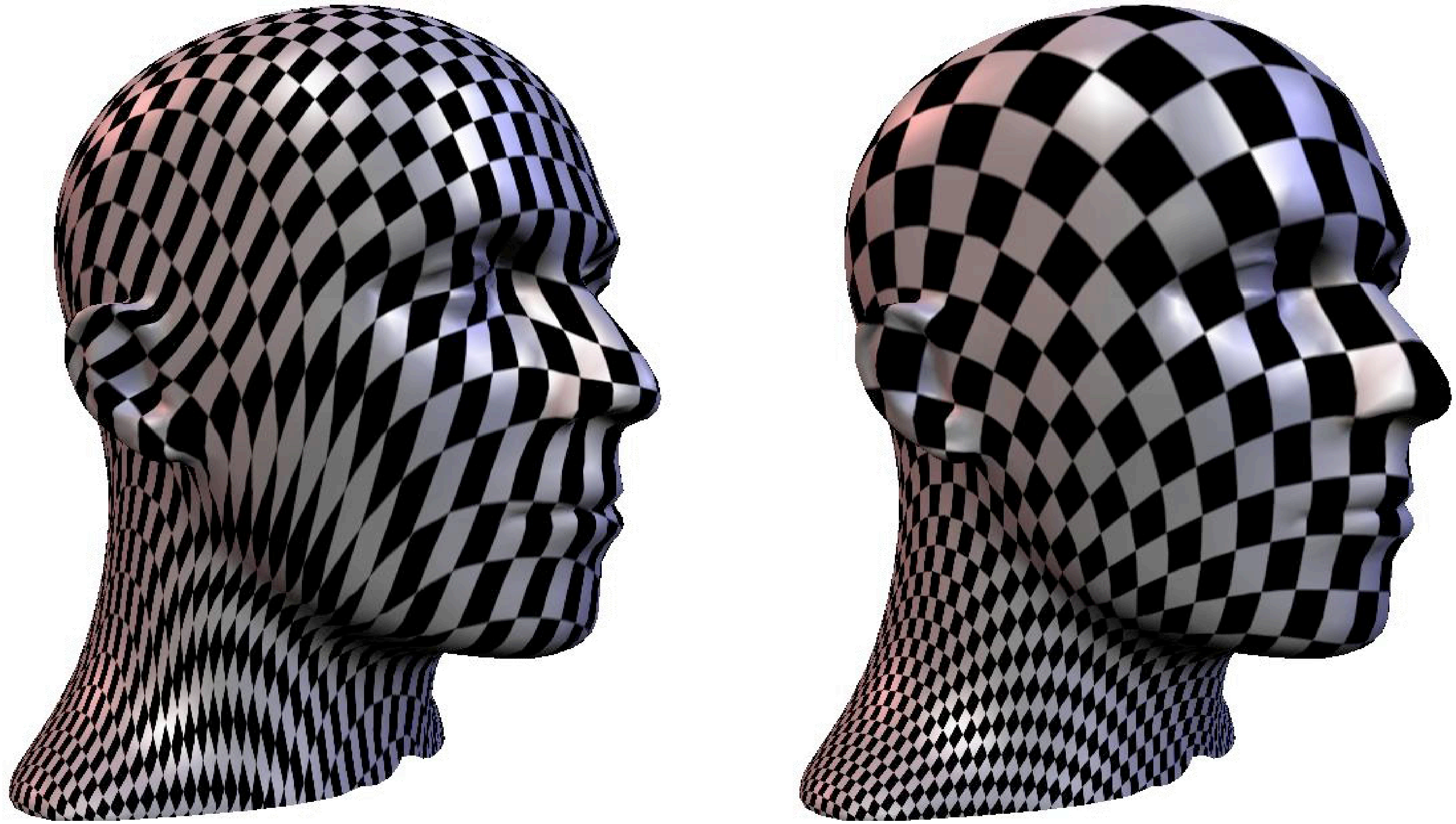


- Iterate *(few iterations)*
  - Determine tensor C from f
  - Solve for g

Examples



Examples



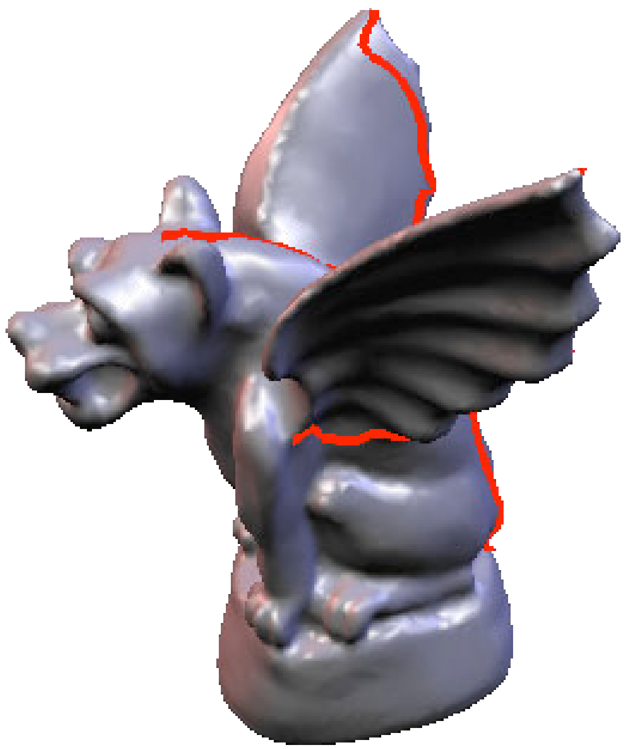
$\sqrt{\sigma_1 + \sigma_2} \rightarrow \min$

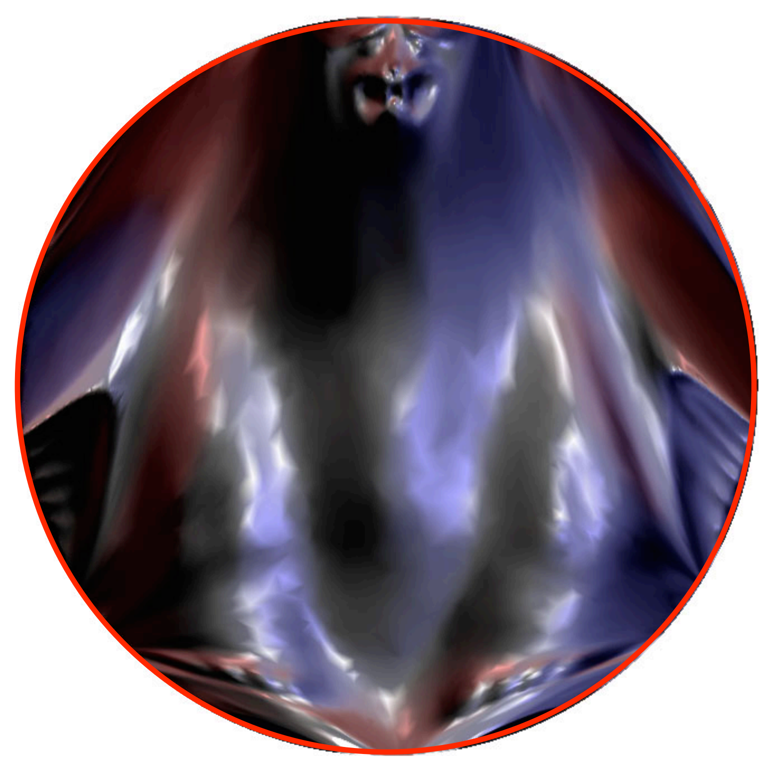
Stretch metric minimization

Using [Yoshizawa et. al 2004]

Reducing Area Distortion

- Introduce cuts ⇨ area distortion *vs.* continuity
- Often cuts are unavoidable (e.g., open sphere)





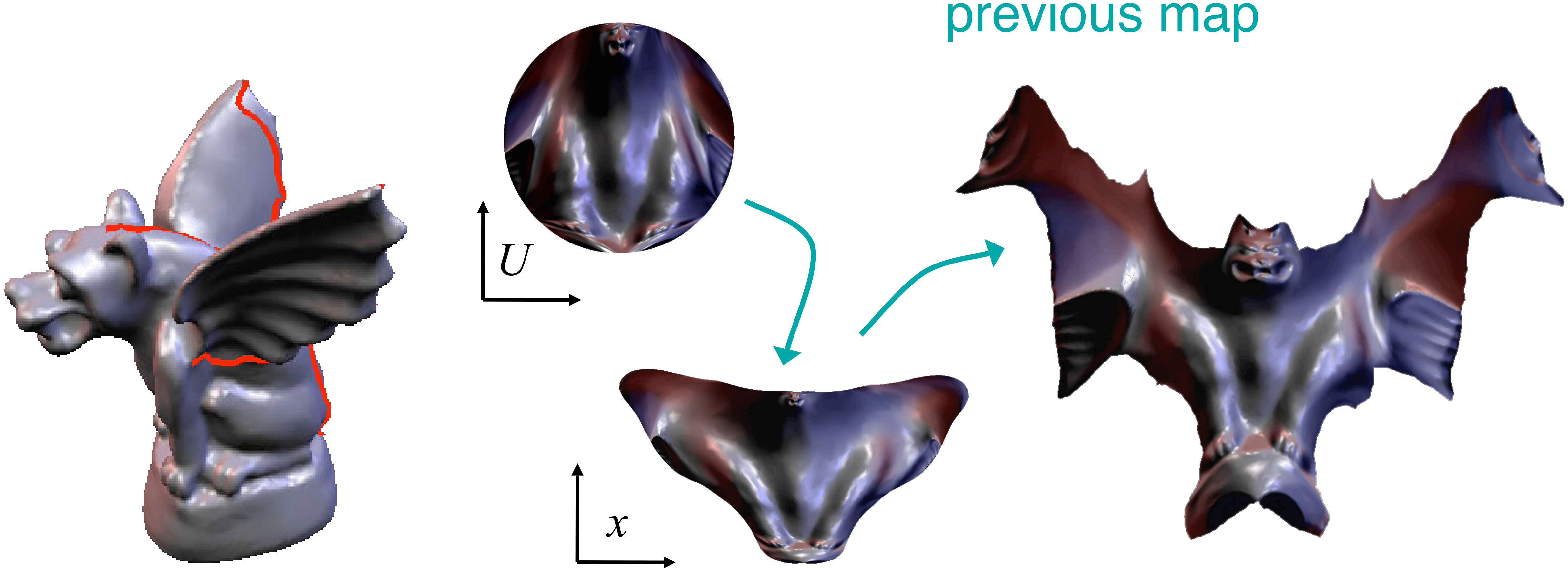
Treatment of boundary is important!

Reducing Area Distortion

- Solve Poisson* system [Zayer et al. 2005]

$$\Delta x = \mathrm{div}\nabla U'$$

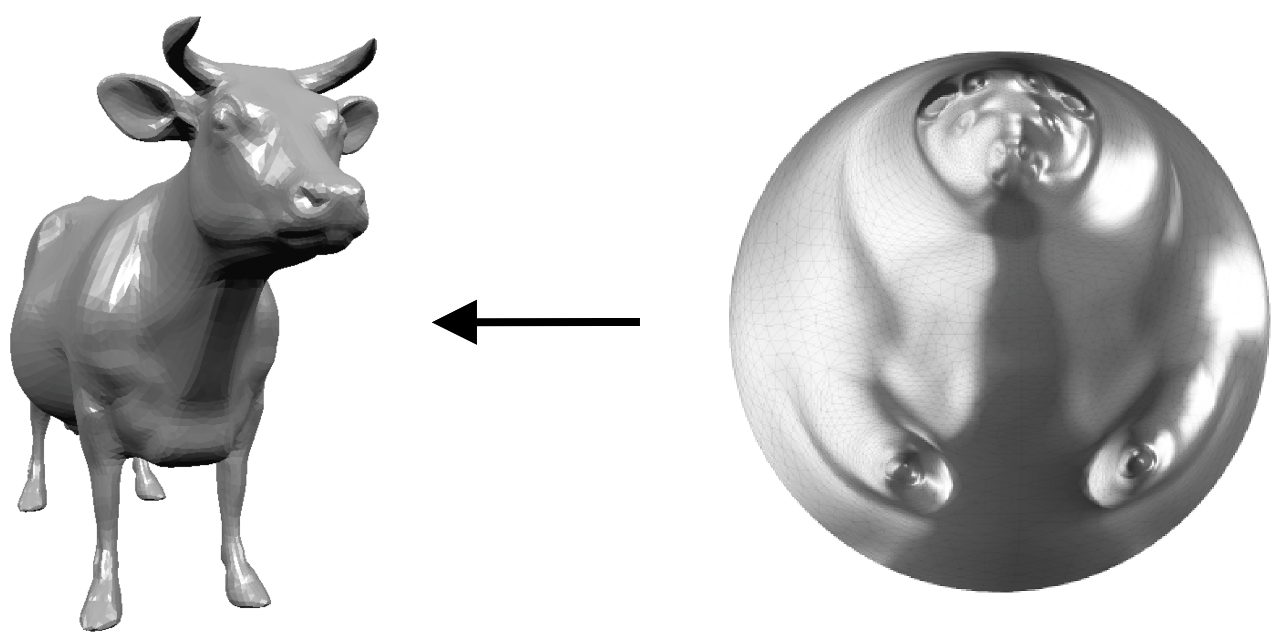
estimate from
previous map



* Similar setting used in *mesh editing*

Spherical Parameterization

- Sphere is natural domain for genus-0 surfaces
- Additional constraint $\| U \|^2 = 1$



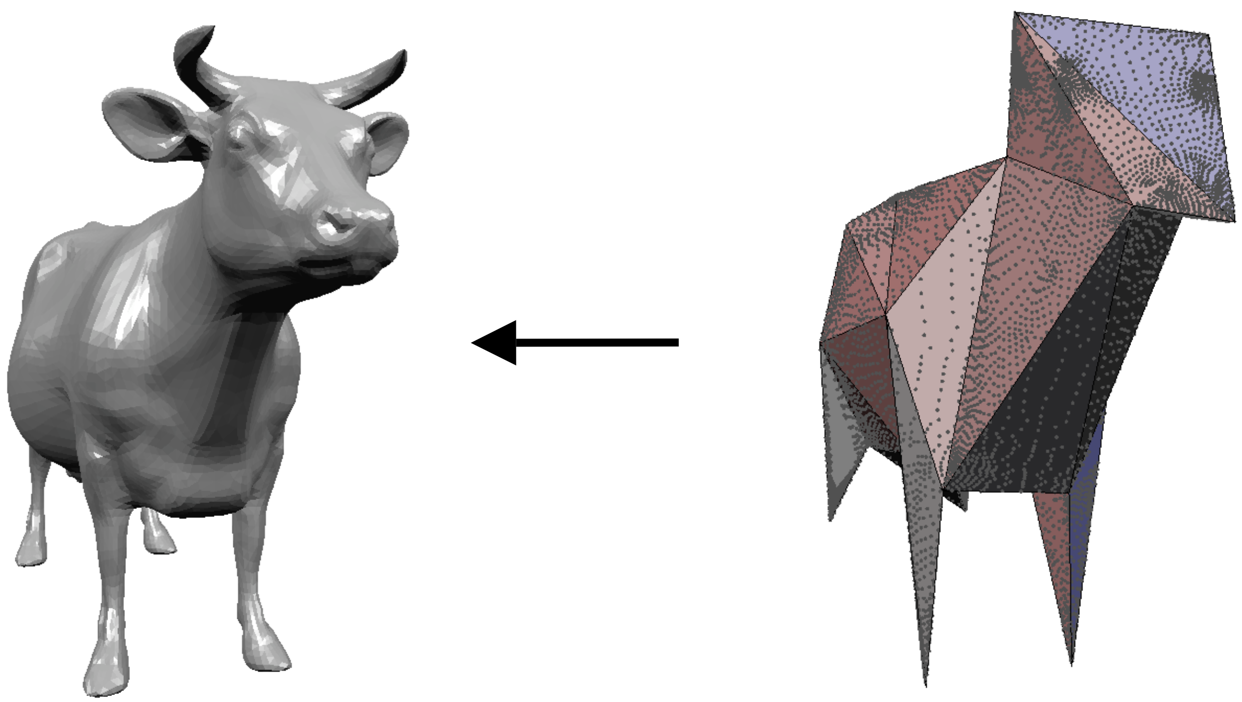
- Naïve approach
  - Laplacian smoothing and back-projection
  - Obtain minimum for degenerate configuration

Spherical Parameterization

- (Tangential) Laplacian Smoothing and back-projection
  - Minimum energy is obtained for *degenerate* solution
- Theoretical guarantees are expensive
  - [Gotsman et al. 2003]
- A compromise?!
  - Stereographic projection
  - Smoothing in curvilinear coordinates

Arbitrary Topology

- Piecewise linear domains
  - *Base mesh* obtained by *mesh decimation*
  - Piecewise maps
  - Smoothness



Literature

- Floater & Hormann: *Surface parameterization: a tutorial and survey,* Springer, 2005
- Lévy, Petitjean, Ray, and Maillot: *Least squares conformal maps for automatic texture atlas generation*, SIGGRAPH 2002
- Desbrun, Meyer, and Alliez: *Intrinsic parameterizations of surface meshes*, Eurographics 2002
- Sheffer & de Sturler: *Parameterization of faceted surfaces for meshing using angle based flattening*, Engineering with Computers, 2000.