GAMES102 HW7 Differential Coordinates

Si Zhe 2020年12月12日

任务:

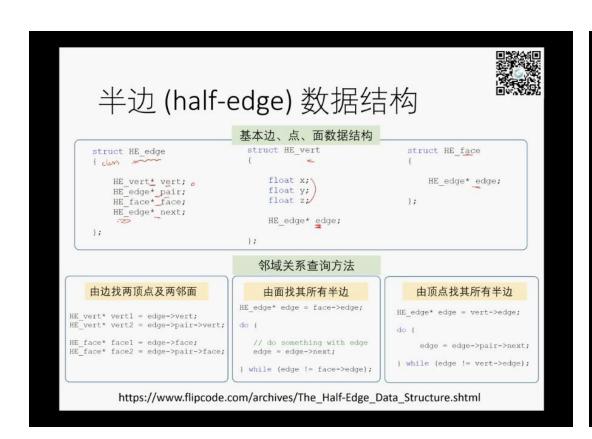
实现极小曲面的全局方法:边界固定,求解方程组实现曲面参数化:边界映射到平面,求解方程组只要实现Floater1997论文中的一种方法(cot权)即可,其他的可选目的

学习使用数学库(推荐Eigen库)求解稀疏线性方程组 数据

带一条边界的网格曲面(暂不处理复杂曲面)

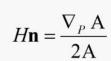
Deadline: 2020年12月12日晚

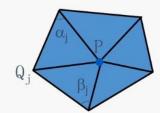
做法



Discrete Mean Curvature

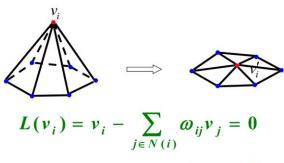






$$H\mathbf{n} = \frac{1}{4A} \sum_{j} (\cot \alpha_{j} + \cot \beta_{j}) (\mathbf{P} - \mathbf{Q}_{j})$$

微分坐标一致为0



 $\omega_{\text{cotangent}}$: $\omega_{ij} = \cot \alpha_{ij} + \cot \beta_{ij}$

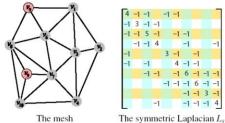
• 所有顶点的方程联立,得到网格曲面的整体 Laplacian方程:

$$Ax = 0$$

Reconstruction

- From relative coordinates to absolute coordinates.
- Solving a sparse linear system

$$Lv = \delta$$



The mesh

做法

其他资料

给定边界的极小曲面生成算法研究

https://www.doc88.com/p-9119776101740.html

做法 Half edge

- XuRongYan/half-edge-master
- https://github.com/XuRongYan/half-edge-master

做法 cloudcompare

- 开发 CloudCompare 2.12 插件
- cloudcompare.org
- https://github.com/cloudcompare/cloudcompare

Eigen库

• 在Visual Studio中用Manage NuGet Packages...安装Eigen库

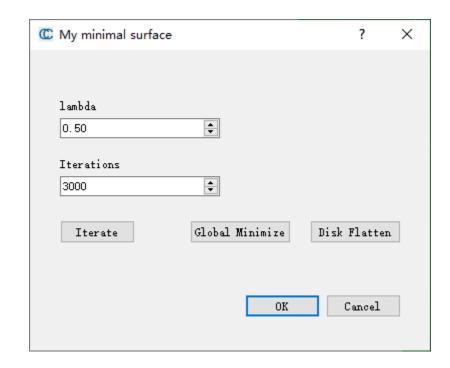
做法

• GUI

• lambda: lambda参数

• Iterations: 迭代给定次数

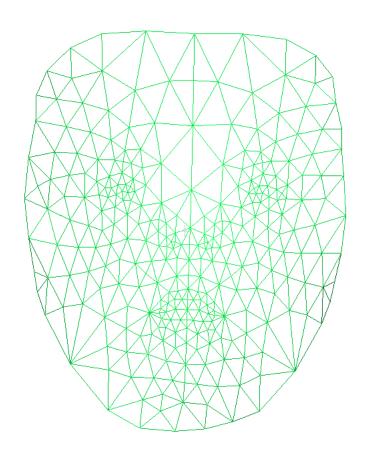
- Iterate 极小曲面局部法
- Global Minimize 极小曲面全局法
- Disk Flatten 圆边界参数化

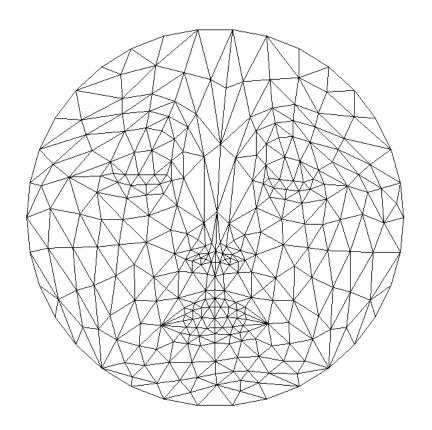


试验

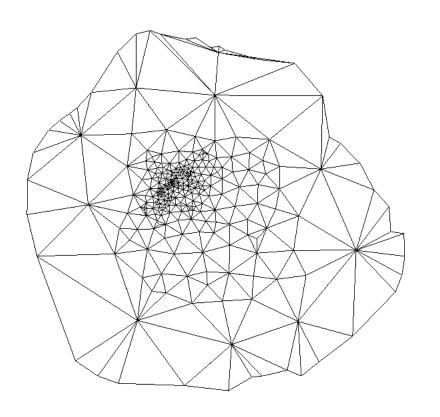
实现的极小曲面的局部法足够迭代的结果和全局法结果差别很小

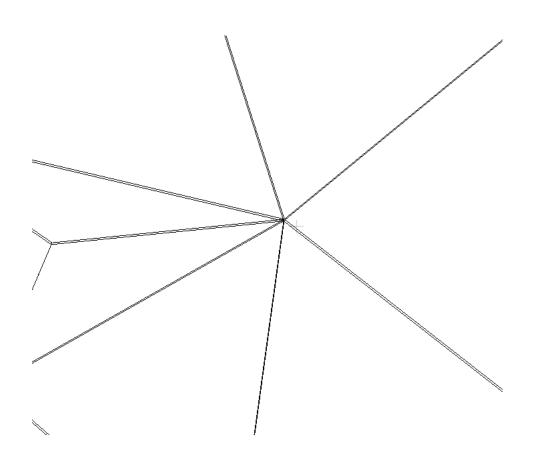




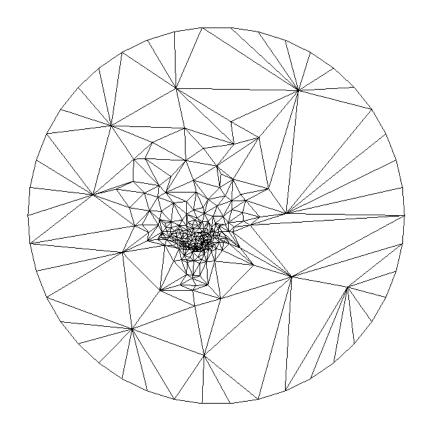


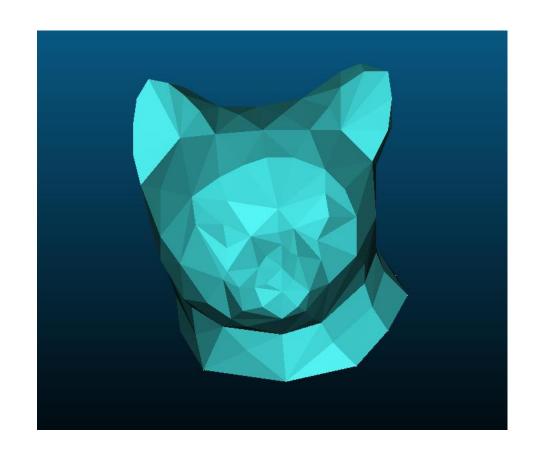


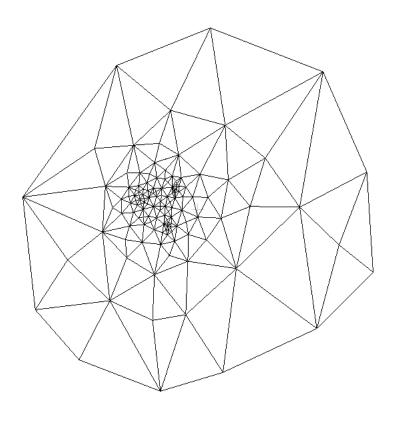


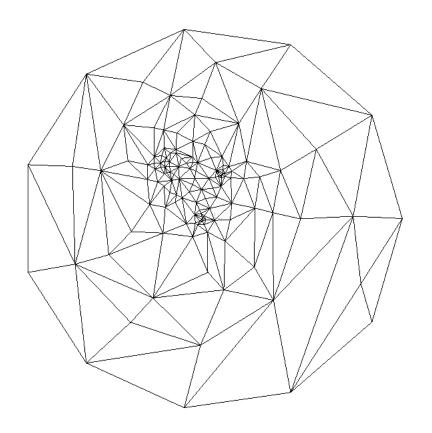


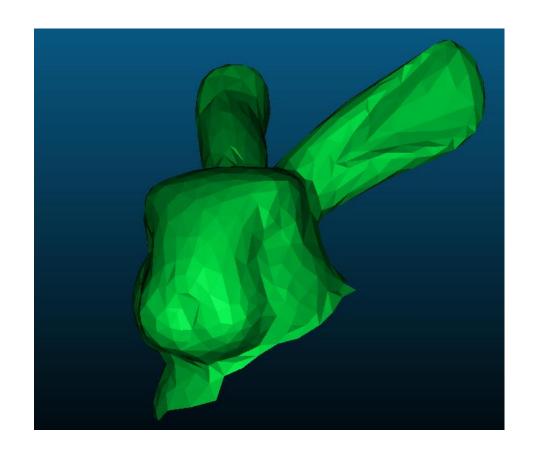
实现的极小曲面的局部法足够迭代的结果和全局法结果叠加局部放大显示

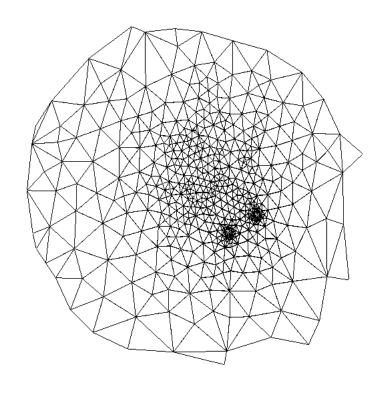


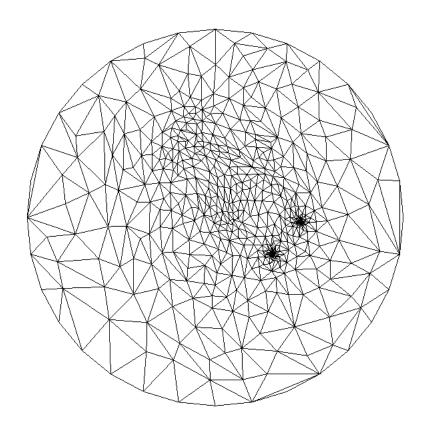


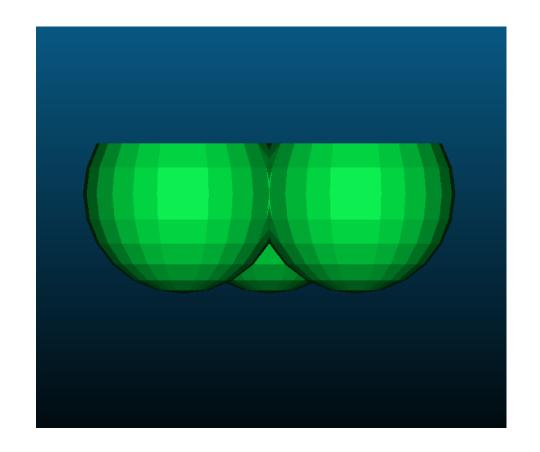


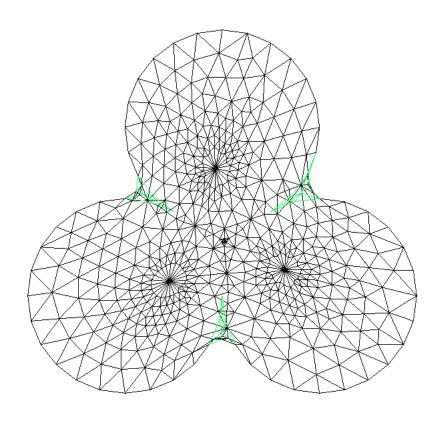


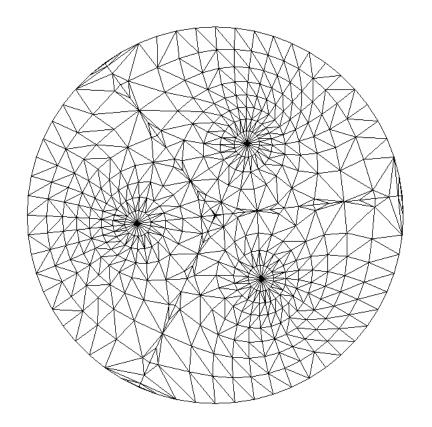












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