

# Volumetric Style Transfer using Neural Cellular Automata

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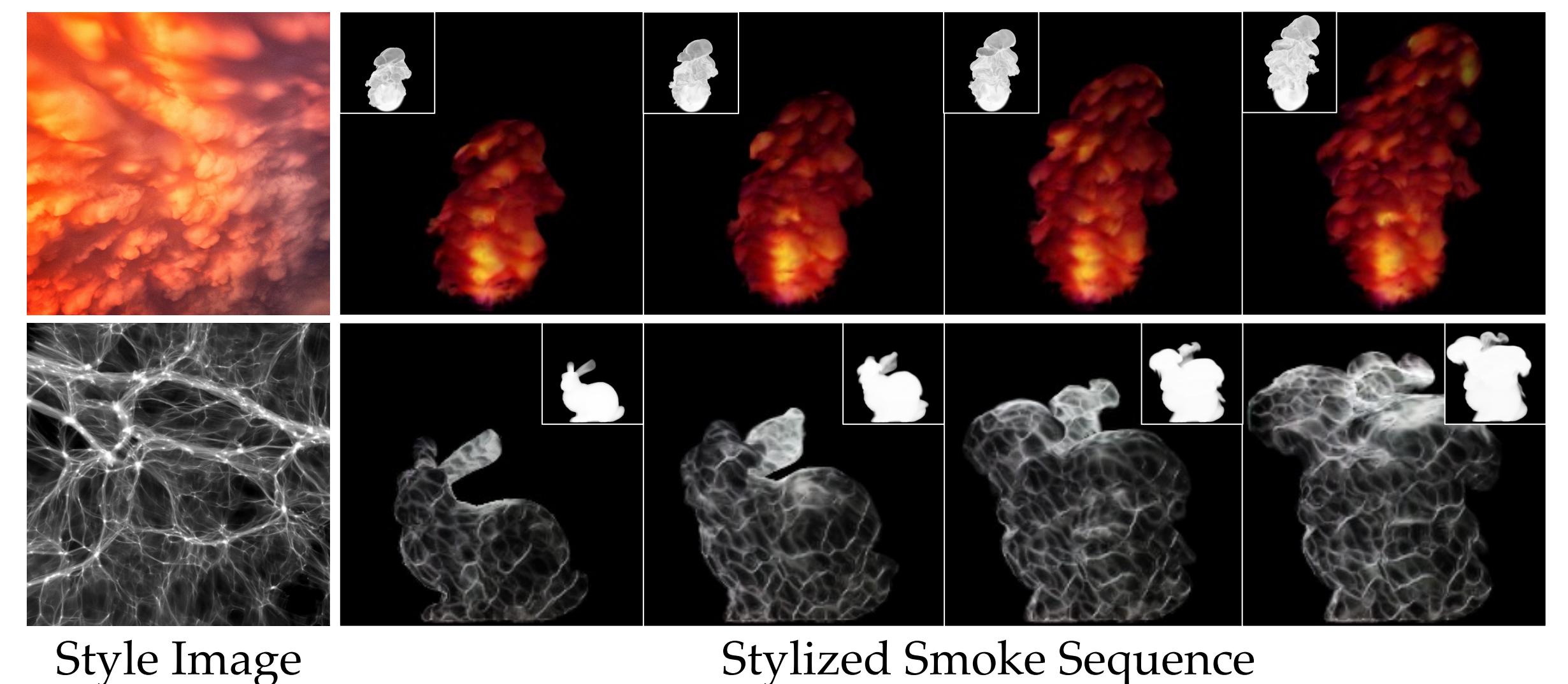


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## Problem

The difficulty of exemplar-based stylization of 3D volumetric smoke data:

- Ensuring the stylization consistency across multi-views and time frames
- Preserving visually plausible motion as the original smoke data.
- Requiring reasonable time and computational resources.



We introduce **Volumetric Neural Cellular Automata (VNCA)**, a novel method synthesizing volumetric temporal textures for smoke stylizations in real-time.

## Contributions

- VNCA present a novel volumetric temporal texturing method for real-time stylization of 3D smoke simulations that is consistent w.r.t. the style image with visually plausible smoke motion.
- VNCA speed up baseline training by over an order of magnitude.
- VNCA synthesize texture volumes for mesh stylization.

## Comparison of Relevant Methods

A. No training time scale up.

B. Inter-frame consistent.

C. Generalize to unseen smoke.

D. Color and density 3D stylization.

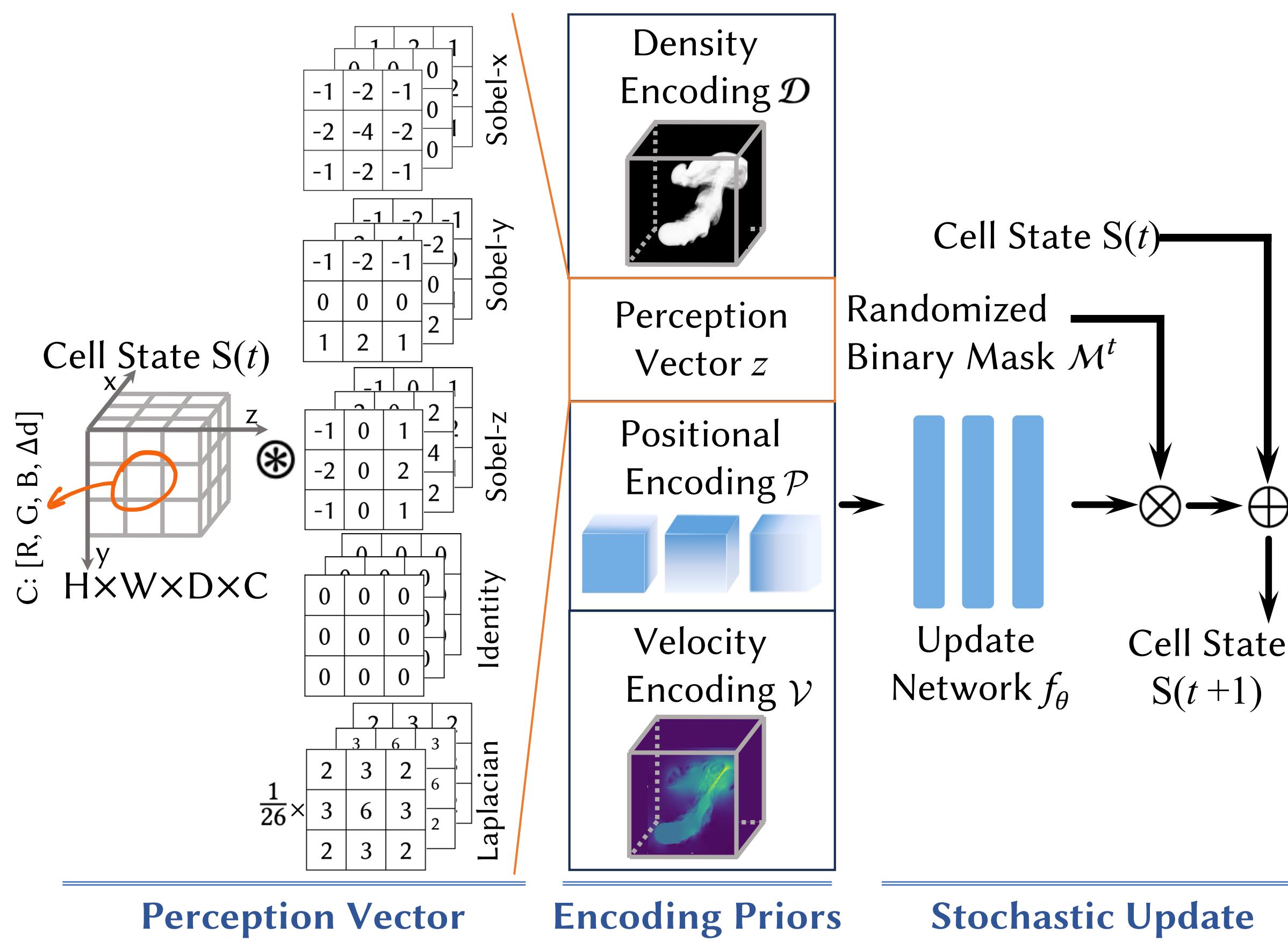
E. Inference time < 10s/frame.

F. Training GPU < 12GB.

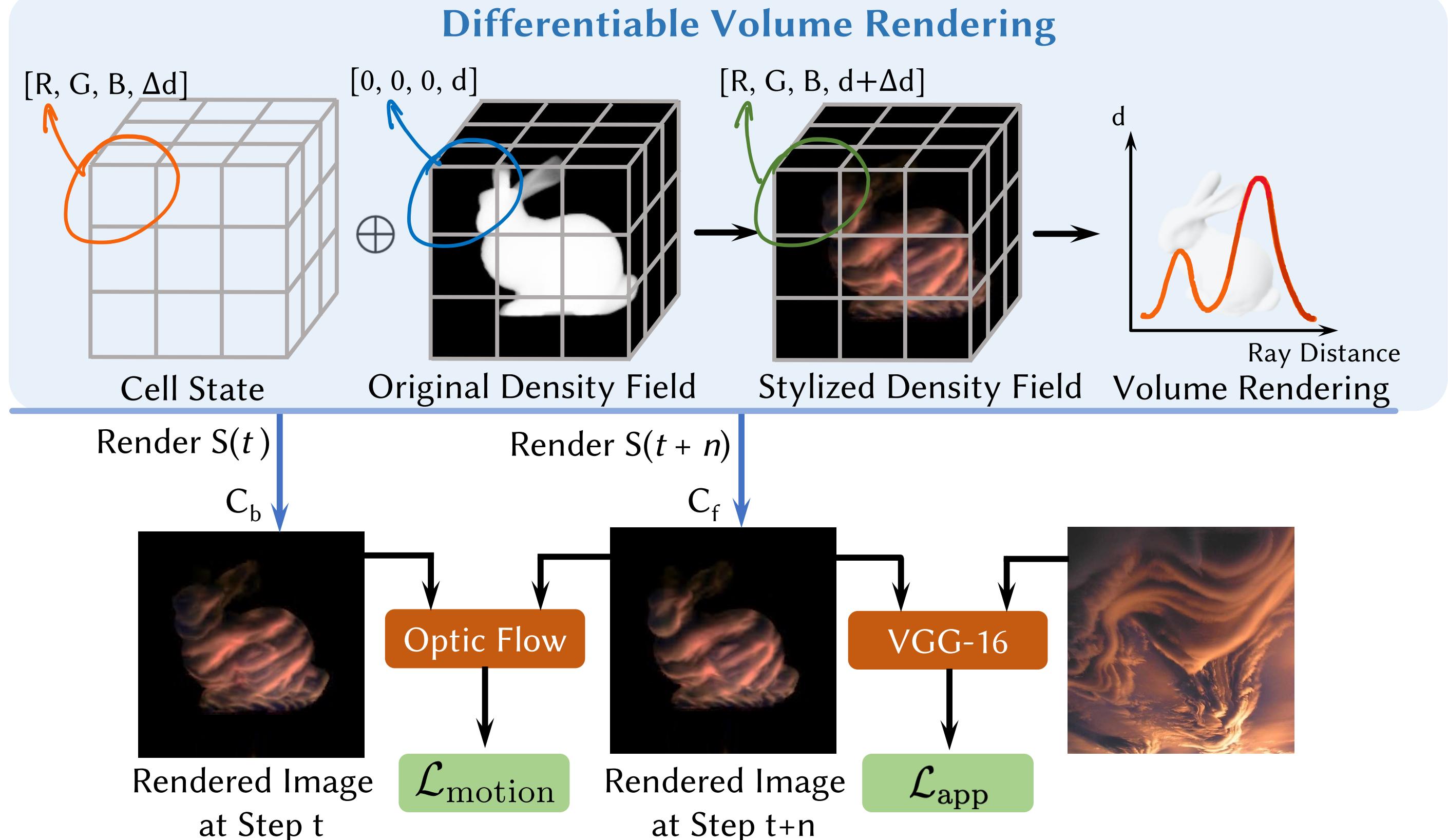
Methods	A	B	C	D	E	F	G	Type
Kim et al. [2019]	X	✓	X	X	X	✓	X	Optim.
Kim et al. [2020]	X	✓	X	X	X	✓	X	Optim.
Aurand et al. [2022]	X	✓	X	X	✓	✓	X	Optim.
Guo et al. 2021	✓	✓	✓	X	✓	X	X	Feed Forward
VNCA (Ours)	✓	✓	✓	✓	✓	X	✓	Feed Forward

G. Generalize to mesh texturing.

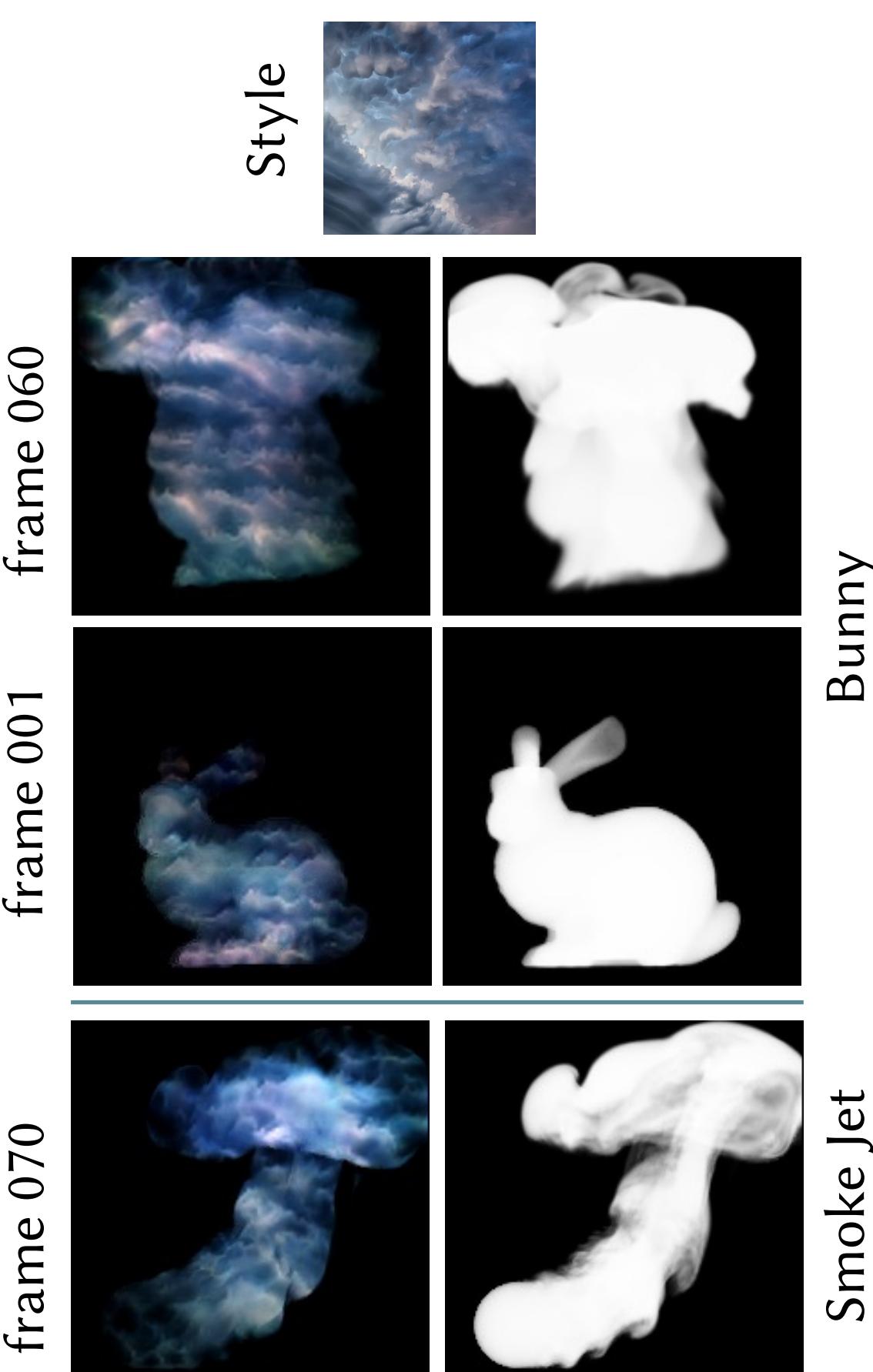
## VNCA Update Rule



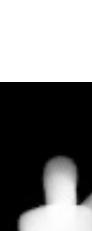
## Training Scheme



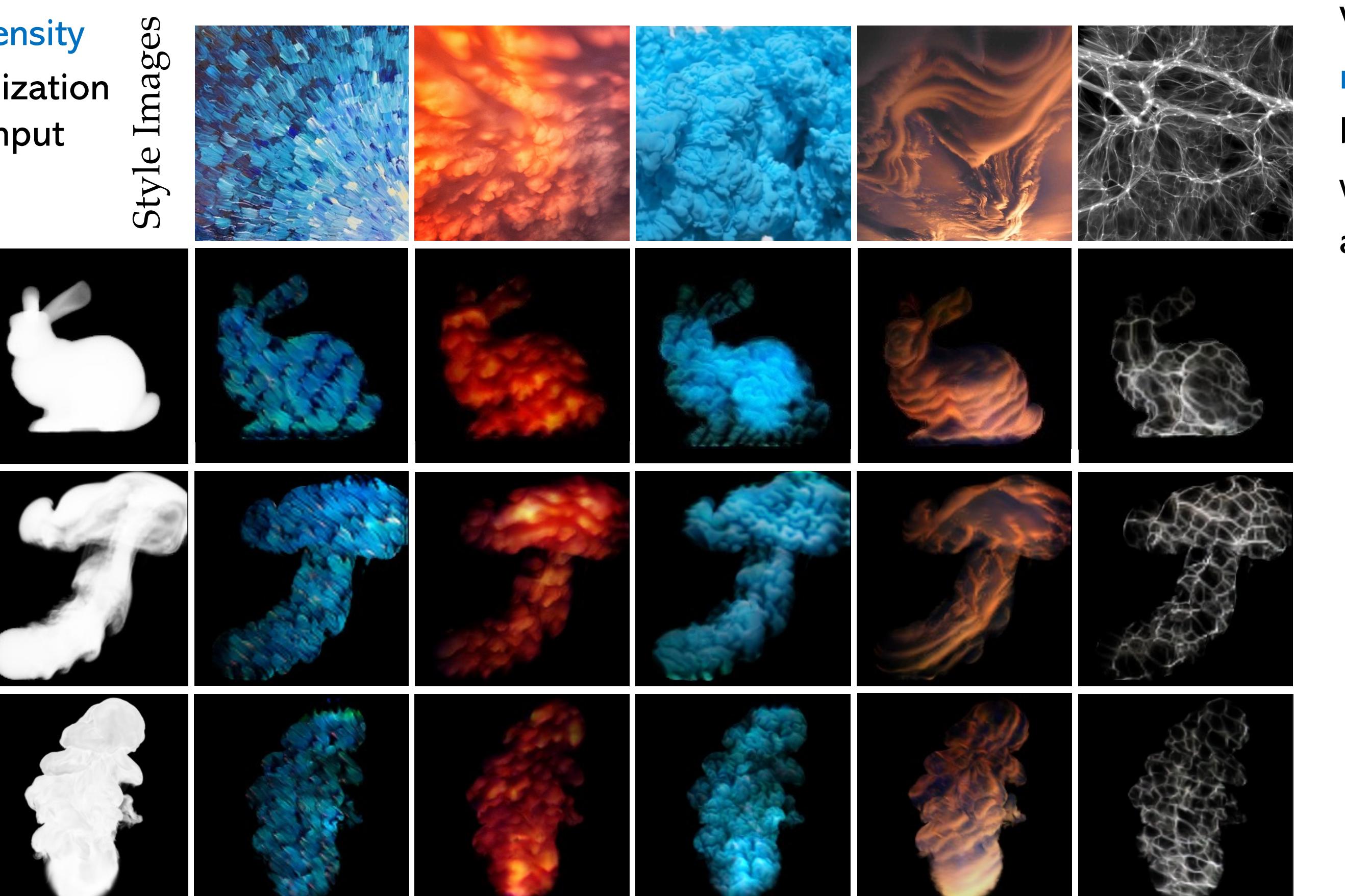
## Generalization Ability



VNCA can both synthesize colour and modify density distribution for a stylization consistent with the input style image.



## Stylization on Smoke Simulations



VNCA can synthesize mesh stylization with better consistency with the style image and fine-level details.

