

Curvature Enhance With and Adapted Laplacian Operator For Hybrid Quad/Triangle Meshes

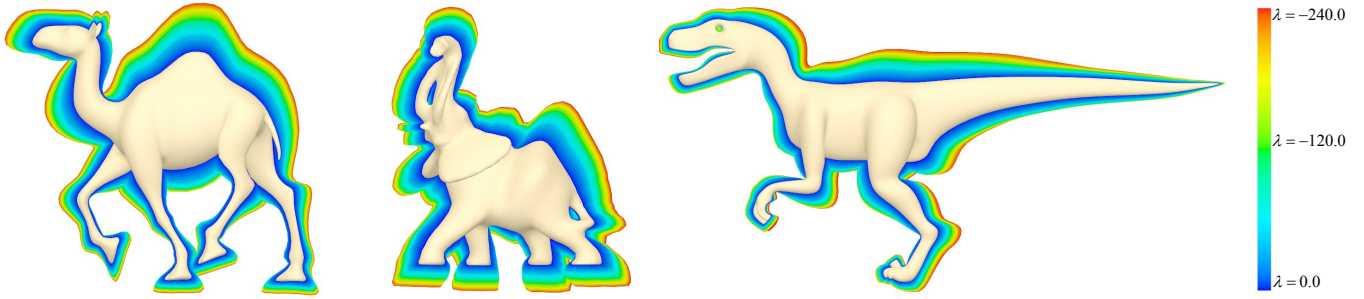


Figure 1: A set of 48 successive curvature enhance shapes, from $\lambda = 0.0$ in blue to $\lambda = -240.0$ in red, with steps of -5.0 .

Abstract

This paper proposes a novel method for modeling a polygonal mesh by enhancing the object curvature. This method uses an adapted extension of the Laplace Beltrami operator for hybrid quad/triangle meshes, to enhance the global curvature. Along with the method, this work also presents new applications of curvature enhancement in sculpting and modeling with subdivision surfaces and weight vertex groups. A series of graphics examples demonstrates the quality, predictability and flexibility of the method in a real production environment with software blender.

CR Categories: I.3.5 [Computer Graphics]: Computational Geometry and Object Modeling —Modeling packages

Keywords: laplacian smooth, curvature, sculpting, subdivision surface

1 Introduction

Over the last years several modeling techniques have been developed to generate a variety of shapes that look natural and realistic [Botsch et al. 2006]. Editing techniques have evolved from affine transformations to advanced tools like sculpting [Coquillart 1990; Galyean and Hughes 1991; Stanculescu et al. 2011], editing and creation from sketches [Igarashi et al. 1999; Gonen and Akleman 2012], and complex interpolation techniques [Sorkine et al. 2004; Zhou et al. 2005].

Traditional methods for smoothing surfaces from coarse geometry, like the Catmull-Clark, have become widely popular [Catmull and Clark 1978; Stam 1998]. These works generalize the uniform B-cubic splines knot insertion to meshes, some of them adding some type of control, for instance with the use of creases to produce sharp edges [DeRose et al. 1998], or the modification of weights on the vertices to locally control the zone of influence [Biermann et al. 2000]. Instead, the presented method performs a feature enhancement of the model by parameterizing the surface curvature and thereby creating a family of different versions of the same object, preserving therefore the detail of the original model and a realistic appearance.

On the other hand, many types of brushes have been developed to sculpt meshes. Brushes that perform inflation end up by losing detail when inflating the vertices [Stanculescu et al. 2011], in contrast

the presented method allows inflation of the mesh vertices by moving them towards the opposite curvature direction, conserving the shape and sharp features of the model.

Contributions This work presents an extension of the Laplace Beltrami operator for hybrid quad/triangle meshes representing a larger mesh spectrum from what has been presented so far. The method eliminates the need of preprocessing and allows preservation of the original topology. Likewise, along with this operator, it is proposed a method to generate a family of parameterized shapes, in a robust and predictable way. This method enables customization of the smoothness and curvature, obtained during the subdivision surfaces process. Finally, it is proposed a new brush for enhancing silhouette mesh features in modeling and sculpting.

This work is organized as follows: Section 2 presents works related to the Laplacian mesh processing, digital sculpting, and offsetting methods for polygonal meshes; In section 3, it is described the theoretical framework of the Laplacian operator for polygon meshes; In section 4, it is presented the method for curvature enhancement and applications of subdivision of surfaces and sculpting; finally some Laplacian operator results, to hybrid quad/triangle meshes are graphically shown as well as results of the curvature enhancement applications in sculpting, subdivision and modeling.

2 Related work

Many tools have been developed for modeling, based on Laplacian mesh processing. Thanks to the advantages of the Laplacian operator, these different tools preserve the surface geometric details when using them for different processes such as free-form deformation, fusion, morphing and other application [Sorkine et al. 2004].

Offset polygon mesh methods, based on the curvature defined by the Laplace Beltrami operator, have been developed. These methods adjust the shape offset by a constant distance, with high precision as to minimize the Hausdorff error. Nevertheless, these methods fail to conserve enough detail because of the smoothing, a crucial issue which depends on the offset size [Zhuo and Rossignac 2012]. In volumetric approaches for point-based representation the computing the offset boundary that are based on distance field computation, when performing the offset, the topology of the model may be different from the original, changing the original design [Chen and Wang 2011].

[Gal et al. 2009] proposes automatic features detection and shape

edition with feature inter-relationship preservation. They define salient surface features like ridges and valleys with based the first and second order curvature derivatives [Ohtake et al. 2004], and angle-based threshold. Later the curves are classified by several properties as planar or non-planar, approximated by lines, circles, ellipses and other complex shapes. In then the user defines an initial change over several features and then this change is propagated over other features with base in the classified shapes and the inter-relationships between these. This method works fine with objects that have sharp edges composed of basic geometric shapes such as lines, circles or ellipses but method has problems to classify when models are smoother with organic forms because it cannot find the features to edit and preserve.

Digital sculpting can be divided into two principal approaches: based on polygonal methods and voxel grid-based methods. Brushes for inflate operations in polygonal methods only depends on the normal at each vertex [Stanculescu et al. 2011], in grid-based sculpting some operations allow to add or remove voxels, for produce polygonal meshes require processing isosurfaces from volume [Galyean and Hughes 1991]. The problem whit this type of operations is the difficult to maintain surface details during larger scale deformation.

3 Laplacian Smooth

Computer graphics objects which have been reconstructed from real world, contain undesirable noise. Laplacian Smooth techniques allow noise reduction on a mesh's surface with minimal changes on its shape while still preserves desirable geometry as well as the shape of the original model.

The functional used in many Laplacian smoothing approaches to constrain energy minimization is based on a total curvature of a surface S .

$$E(S) = \int_S \kappa_1^2 + \kappa_2^2 dS \quad (1)$$

Where κ_1 and κ_2 are the two principal curvatures of the surface S .

3.1 Gradient of Voronoi Area

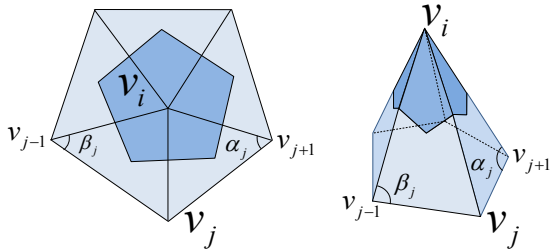


Figure 3: Area of Voronoi region around v_i in dark blue. v_j 1-ring neighbors around v_i . α_j and β_j opposite angles to edge $v_j - v_i$.

Consider a surface S composed by a set of triangles around vertex v_i . We can define the Voronoi region of v_i as show in figure 3, The change in the area produced by the movement of v_i is named gradient of Voronoi region [Pinkall et al. 1993; Desbrun et al. 1999;

Meyer et al. 2003].

$$\nabla A = \frac{1}{2} \sum_j (\cot \alpha_j + \cot \beta_j) (v_i - v_j) \quad (2)$$

If we normalize this gradient in equation (2) by the total area in 1-ring around v_i , we have the *discrete mean curvature normal* of a surface S as shown in equation (3).

$$2\kappa\mathbf{n} = \frac{\nabla A}{A} \quad (3)$$

3.2 Laplace Beltrami Operator

The *Laplace Beltrami operator* LBO denoted Δ_g is used for measures mean curvature normal of the Surface S [Pinkall et al. 1993].

$$\Delta_g S = 2\kappa\mathbf{n} \quad (4)$$

The LBO has desirable features: one feature of the LBO is in direction of surface area minimization, allowing to minimize energy using it on a total curvature of a surface S at equation (1).

4 Proposed Method

Our method allows the editing of geometric features using the curvature enhancement and smoothing, generating a parameterized family of shapes from a set of vertices which represent a coarse sketch of the desired model. Our approach can be mixed with traditional or uniform subdivision surfaces methods, is iterative and converges towards a continuous and smooth version of the original model.

Unlike other methods, our method allows to use mixed arbitrary types of mesh representation as triangles and quads, exploiting the basic geometrical relationships facilitating and ensuring convergence of the algorithm and similar shapes consistent with the original shape against the other methods.

Our method allows the use of soft constraints weighting the effect of smoothing at each vertex based on a normalized weight, which are assigned to the control vertices of the original mesh or. The weights of the new vertices resulting from the subdivisions are calculated by interpolation, allowing modifying the behavior of the method on specific regions of the original model.

Our approach is based on an extension of the Laplace Beltrami operator for meshes composed by triangles and quads. Interest on meshes composed by triangles and quads has increasing in recent years due to the flexibility of modeling tools as Blender 3D [Blender-Foundation 2012]. Today many artists manually connect vertices such that its edition allows a simple way to perform animation processes and interpolation [Mullen 2007]. For these reasons it is very important to develop an operator that allows working with this type of mesh immediately, eliminating the need to preprocessing the mesh to convert to triangles and losing the original design made by users.

4.1 Laplace Beltrami Operator for Hybrid Quad/Triangle Meshes TQLBO

Given a mesh $M = (V, Q, T)$, with vertices V , quads Q , triangles T .

The area of 1-ring neighborhood (N_1) with shared face quad or triangle to vertex v_i in M is.

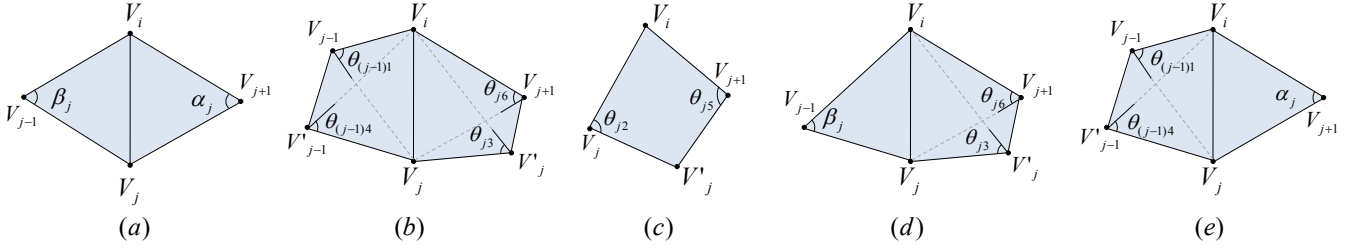


Figure 2: The 5 basic triangle-quad cases with common vertex V_i and the relationship with V_j and V'_j . (a) Two triangles [Desbrun 1999]. (b) (c) Two quads and one quad [Xiong 2011]. (d) (e) Triangles and quads (TQLBO).

$$A(v_i) = A(Q_{N_1(v_i)}) + A(T_{N_1(v_i)}).$$

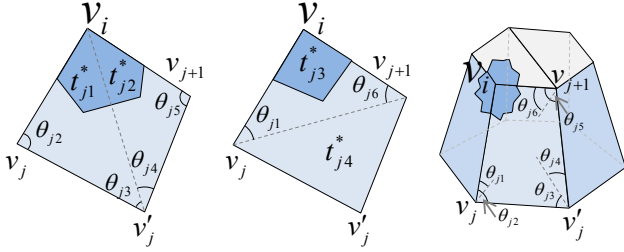


Figure 4: $t_{j1}^* \equiv \Delta v_i v_j v'_j$, $t_{j2}^* \equiv \Delta v_i v'_j v_{j+1}$, $t_{j3}^* \equiv \Delta v_i v_j v_{j+1}$ Triangulations of the quad with common vertex v_i proposed by [Xiong 2011] to define Mean LBO.

Applying the mean average area according to [Xiong et al. 2011] of all possible triangulations for each quad to $A(Q_{N_1(v_i)})$ as show in figure 4.

$$A(v_i) = \frac{1}{2^m} \sum_{j=1}^m 2^{m-1} A(q_j) + \sum_{k=1}^r A(t_k)$$

Where $q_1, q_2, \dots, q_j, \dots, q_m \in Q_{N_1(v_i)}$ and $t_1, t_2, \dots, t_k, \dots, t_r \in T_{N_1(v_i)}$.

$$A(v_i) = \frac{1}{2} \sum_{j=1}^m [A(t_{j1}^*) + A(t_{j2}^*) + A(t_{j3}^*)] + \sum_{k=1}^r A(t_k) \quad (5)$$

Applying the gradient operator to (5).

$$\nabla A(v_i) = \frac{1}{2} \sum_{j=1}^m [\nabla A(t_{j1}^*) + \nabla A(t_{j2}^*) + \nabla A(t_{j3}^*)] + \sum_{k=1}^r \nabla A(t_k) \quad (6)$$

According to (2), we have.

$$\nabla A(t_{j1}^*) = \frac{\cot \theta_{j3}(v_j - v_i) + \cot \theta_{j2}(v'_j - v_i)}{2}$$

$$\nabla A(t_{j2}^*) = \frac{\cot \theta_{j5}(v'_j - v_i) + \cot \theta_{j4}(v_{j+1} - v_i)}{2}$$

$$\nabla A(t_{j3}^*) = \frac{\cot \theta_{j6}(v_j - v_i) + \cot \theta_{j1}(v_{j+1} - v_i)}{2}$$

$$\nabla A(t_k) = \frac{\cot \alpha_k(v_k - v_i) + \cot \beta_{k+1}(v_{k+1} - v_i)}{2}$$

Thus triangles and quads configurations of the 1-ring neighborhood faces adjacent to v_i can be simplified to five cases shown in figure 2.

Then according to equation (3), (4), and five simple cases defined in figure 2 the TQLBO (Triangle-Quad LBO) of v_i is.

$$\Delta_g(v_i) = 2\kappa \mathbf{n} = \frac{\nabla A}{A} = \frac{1}{2A} \sum_{v_j \in N_1(v_i)} w_{ij}(v_j - v_i) \quad (7)$$

$$w_{ij} = \begin{cases} (\cot \alpha_j + \cot \beta_j) & \text{case a.} \\ \frac{1}{2} (\cot \theta_{(j-1)1} + \cot \theta_{(j-1)4} + \cot \theta_{j3} + \cot \theta_{j6}) & \text{case b.} \\ (\cot \theta_{j2} + \cot \theta_{j5}) & \text{case c.} \\ \frac{1}{2} (\cot \theta_{j3} + \cot \theta_{j6}) + \cot \beta_j & \text{case d.} \\ \frac{1}{2} (\cot \theta_{(j-1)1} + \cot \theta_{(j-1)4}) + \cot \alpha_j & \text{case e.} \end{cases} \quad (8)$$

We define a Laplacian operator as a matrix equation

$$L(i, j) = \begin{cases} -\frac{1}{2A_i} w_{ij} & \text{if } j \in N(v_i) \\ \frac{1}{2A_i} \sum_{j \in N(v_i)} w_{ij} & \text{if } i = j \\ 0 & \text{otherwise} \end{cases} \quad (9)$$

Where L is a $n \times n$ matrix, n is the number of vertices of a given mesh M , w_{ij} is the TQLBO defined in equation (8), $N(v_i)$ is the 1-ring neighborhood with shared face to v_i , A_i is the ring area around v_i .

Normalized version of the TQLBO as a matrix equation

$$L(i, j) = \begin{cases} -\frac{w_{ij}}{\sum_{j \in N(v_i)} w_{ij}} & \text{if } j \in N(v_i) \\ \delta_{ij} & \text{otherwise} \end{cases} \quad (10)$$

Where δ_{ij} being the Kronecker delta function.

4.2 Curvature Enhancing

The curvature enhancing uses the inverse direction of the curvature flow to move the vertices in the portions of the mesh with most curvature. In this equation we use a diffusion process:

$$\frac{\partial V}{\partial t} = \lambda L(V)$$

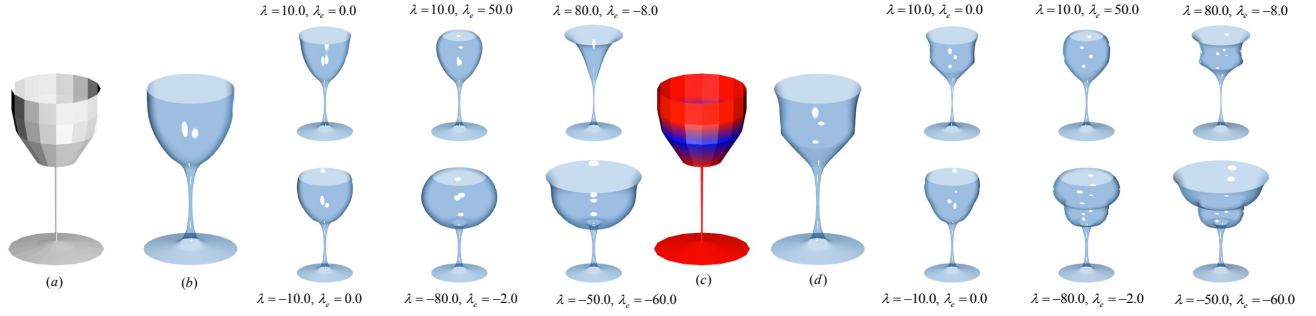


Figure 5: Family of cups generated with our method from coarse model to enhancing the curvature obtained from Catmull-Clark Subdivision and the use of constraints over coarse model with weight vertex group in red.

To solve the equation above we use implicit integration and a normalized version of TQLBO matrix.

$$(I - |\lambda dt| W_p L) V' = V^t \quad (11)$$

$$V^{t+1} = V^t + \text{sign}(\lambda) (V' - V^t)$$

The vertices V^{t+1} are enhanced along their inverse curvature normal directions by solving the linear system: $Ax = b$, where $A = I - |\lambda dt| W_p L$, L is the Normalized TQLBO defined in the equation (10), $x = V'$ are the smoothing vertices, $b = V^t$ are the actual vertices positions, W_p is a diagonal matrix with weight vertex group, and λdt is the enhance factor that support negative and positive values, negative for enhancing positive for smoothing.

The curvature cannot be calculated at the border of the meshes that are not closed, for that reason we use the scale-dependent operator proposed by [Desbrun et al. 1999].

Our method was designed for use with weighted vertex groups which specify the final curvature enhancement on the solution, these weights vary between 0 and 1 with a value of 0 makes no changes and with values 1 applies a maximal change. The weights modify influence zones where the Laplacian is applied as shown in the equation 11. Families of shapes that are generated may change substantially with the weights of specific control points.

The models volume increases as the lambda is larger and negative, this can be go against by a simple method of volume preservation. In [Desbrun et al. 1999] presents a simple method to resize the mesh however the model suffers large displacements when $\lambda < -1.0$ or after multiple iterations. We propose the following solution: If v_i^{t+1} is a mesh vertex of V^{t+1} in the $t + 1$ iteration, we define \bar{v} as:

$$\bar{v} = \frac{1}{n} \sum_{v_i \in V} v_i,$$

\bar{v} is the center of the mesh, vol_{ini} is an initial volume, and vol_{t+1} is the volume at the iteration $t + 1$, then we define a scale factor.

$$\beta = \left(\frac{vol_{ini}}{vol_{t+1}} \right)^{\frac{1}{3}}$$

The new vertices positions are:

$$v_{i_{new}}^{t+1} = \beta (v_i^{t+1} - \bar{v}) + \bar{v}$$

4.3 Sculpting

We designed a new brush that allows the enhancement of the curvatures of a polygon mesh in real time. Our brush works well with the stroke method named *Drag Dot* which allows to preview the

changes in the model before you release the mouse button or pen tablet, also allows to move the mouse over the model to fit exactly where you want to perform the enhancement of the curvature.

Brushes that perform similar work as inflate can create distortions in the mesh and can also produce self-intersections in the mesh, as these brushes only move the vertices along the normal and do not take into account the global information. Whereas our method looks for the best way to make inflation while preserving the global curvature retaining the several shape and sharp features of the model.

Our method simplifies the work required for the enhancement, which would be to use some different brushes for inflating and some other to soften and styling. With our enhanced brush in one step can be performed.

For the real-time brush it necessary that the Laplacian matrix is constructed with the vertices that are within the radius of the sphere defined by the user, which reduces the size of the matrix to be processed, the center of this sphere depends on the place where the user clicks on the canvas and three-dimensional mesh place where the click is projected.

Furthermore special handling is required for the vertices at the boundary which have neighbors that are not within the radius of the brush. These vertices must be marked as boundary and the curvature will not be calculated for them, but must be present in the matrix so that every vertex has their neighbors within the selection, this change allows the results to be much smoother on the border. The Laplacian matrix for sculpt mode as a matrix equation.

$$L(i, j) = \begin{cases} -\frac{w_{ij}}{\sum_{j \in N(v_i)} w_{ij}} & \text{if } \|v_i - u\| < r \wedge \|v_j - u\| < r \\ 0 & \text{if } \|v_i - u\| < r \wedge \|v_j - u\| \geq r \\ \delta_{ij} & \text{otherwise} \end{cases}$$

Where $v_j \in N(v_i)$, u is the center of sphere of radius r . The matrixes should remove rows and columns of vertices index that are not within the radius.

4.4 Subdivision surfaces

The Catmull-Clark subdivision transformation is used to smooth a surface as the limit of a sequence of subdivision steps[Stam 1998]. This process is governed by properties of B-splines curve from multivariate spline theory[Loop 1987]. This method does a recursive subdivision transformation that refines the model into a linear interpolation that approximates a smooth surface. The smoothness of the model is automatically guaranteed [DeRose et al. 1998].

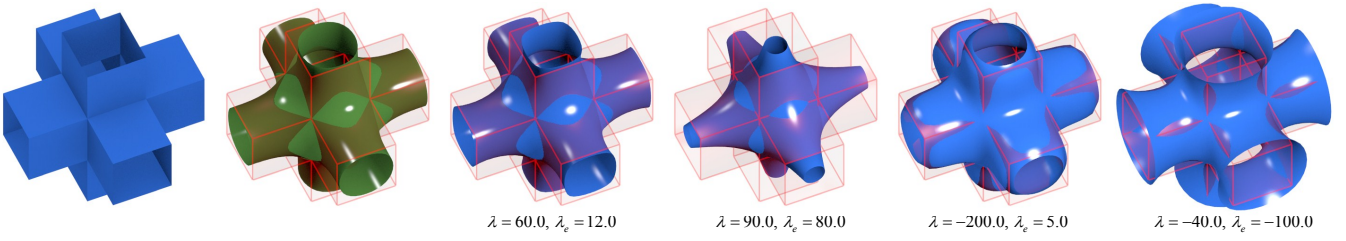


Figure 6: Left: Original Model, in green color model with Catmull-Clark Subdivision. Models with Laplacian smoothing: $\lambda = 60.0$, $\lambda_e = 12.0$ and $\lambda = 90.0$, $\lambda_e = 80.0$. Models first filter with Laplacian smoothing $\lambda = 60.0$, $\lambda_e = 12.0$ and before applied curvature enhancing: $\lambda = -200.0$, $\lambda_e = 12.0$ and $\lambda = -40.0$, $\lambda_e = -100.0$.

Catmull-Clark subdivision surface methods generate smooth and continuous models from a coarse model and produce results quickly due to the simplicity of implementation, but with these methods is not easy to make changes to the global curvature of the model. If we use Catmull-Clark subdivision surfaces and curvature enhancement for modeling from coarse models with few vertices can generate families of shapes changing a single parameter, this would allow an artist to choose the model from a similar set of options that best meets his/her needs without having to change each one of the control vertices.

Our method allows the use of vertex weight paint over the control points. The weights can be applied to a coarse model, then to perform a Catmull-Clark subdivision where weights are interpolated, producing weights with smooth changes in the zones of influence, so the obtained curvature is much softer at those areas as shown in figure 5.c.

In the equation 11, W_p is a diagonal matrix with weights corresponding to each vertex. Weights at each vertex produce a different solution for this reason the matrix is placed in the diffusion equation, as families that are generated may change substantially with weighted of specific control points.

5 Results

In this section we describe the results of our curvature enhance method with the extension of the Laplace Beltrami operator for hybrid quad/triangle meshes with several example models (see figures 1, 5, 6, 7, 8, 9, 10, 11, 12). We test the curvature enhance with TQLBO method on a PC with AMD Quad-Core Processor @ 2.40 GHz and 8 GB RAM.

Figure 7 show the results when applying Laplace Beltrami Operator TQLBO of equation (9) in a model with a simple subdivision. In column (c) Laplacian smoothing was applied to the model consists of only quads. In column (d) the model was converted to triangles and then Laplacian smoothing was applied. In column (e) the model is converted randomly some quads into triangles and then Laplacian smoothing is applied, showing similar results to those composed only of triangles or squares.

Methods using Catmull-Clark subdivision surface and the enhancement allows to modify the curvature that is obtained with the process of subdivision as shown in figure (5) this test used a coarse model of a cup, after the model was performed subdivision then was performed Laplacian smoothing and enhancement by modifying the parameters λ y λ_e corresponding to the lambda for rings and edges respectively. In figure (5).c, (5).d shows also the use weight vertex groups over coarse models with subdivision surfaces that allowed to generate the weights for the new interpolated vertices, these new weights were used for the enhancement obtained the 6 cups that are to the right of the figure (5).d.

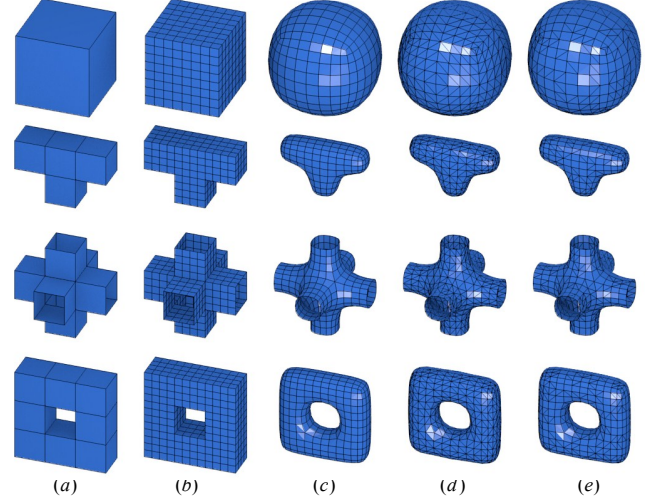


Figure 7: (a) Original Model. (b) Simple subdivision. (c), (d) (e) Laplacian smoothing with $\lambda = 7$ and 2 iterations: (c) for triangles, (d) for quads, (e) for triangles and quads random chosen.

Laplacian smoothing applied with simple subdivision may produce results similar to obtained with Catmull-Clark whose models are on average equal triangles as shown in figure 6 green model and that obtained with Laplacian smoothing $\lambda = 60.0$, $\lambda_e = 12.0$, but also can modify the curvature obtained after applying Catmull-Clark as shown in the three columns to the right of the figure 6.

Figure 8 show the generation of different versions of a camel according to parameter lambda. In the top row you can see results of do curvature enhance over all model, as the lambda becomes larger and negative in this model it inflates the convex parts as shown in figure 1. The larger λ the larger enhancements on the model features. In the bottom row of the figure 8 can be observed using weighted vertex groups, which allows you to specify which areas you want to model enhancement, on the left is the enhancement of the legs of the camel produces enhancement of organic aspect, also notes that the border is not distorted and smooth in the union.

Our method for enhancement of the silhouette features is predictable and invariant under isometric transformations as those present in some animations (see Figure 12) in this animation shows some poses of a camel doing a walk. In this animation the legs and neck are the parts that enhancement is performed as shown in the bottom left part of the figure 12. Local modifications produced by methods such as pose interpolation or animation rigging not significantly affect the result as with camel legs in each sample pose different flexion of the leg joints enhancement camel keeps

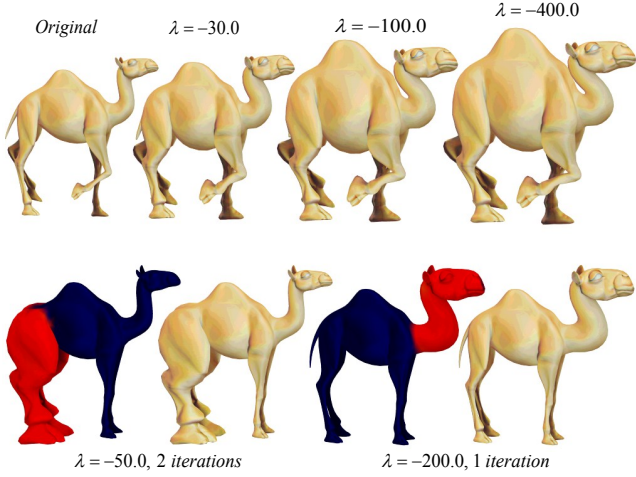


Figure 8: Top row: Original camel model in left. Curvature enhancing with $\lambda = -30.0$, $\lambda = -100.0$, $\lambda = -400.0$. Bottom row: Curvature enhancing with weight vertex group, $\lambda = -50.0$ and 2 iterations at legs, $\lambda = -200.0$ and 1 iteration in head and neck.

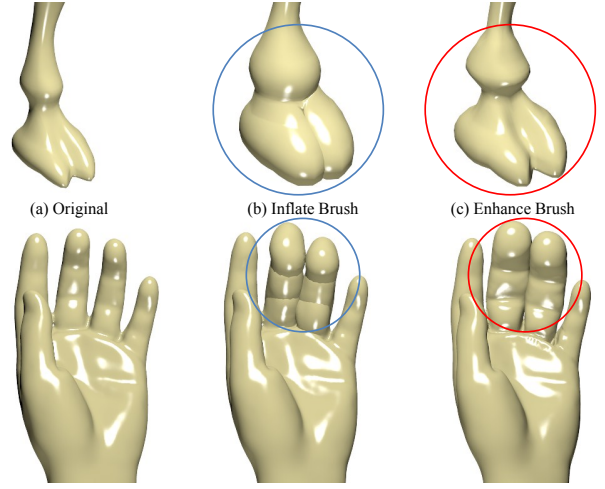


Figure 9: Top row: (a) Leg Camel, (b) Inflate brush for leg into blue circle, (c) Enhance curvature brush for leg into red circle. Bottom row: (a) Hand, (b) Inflate brush for fingers into blue circle, (c) Enhance curvature brush for fingers in red circle.

flesh-like shapes in the pattern produced original by the artist. This is due to the diffusion process which is subjected to the mesh so that small local changes are treated without significantly affecting global solution. Our method is invariant of rotation, this since depends solely the normal field of the mesh, wish is invariant under global rotations.

Figure 9 shows the use of curvature enhancement brush for sculpting in real time. One pass was used with the brush as shown in the figure with the blue and red radius. In the bottom of the figure 9.b shows how the camel leg self-intersecting and looks like two bubbles stuck, so do the fingers on the bottom of figure. Using silhouette features enhancement in figure 9.c we see better results because not lost the shape of the silhouette and kept the details of the fingers and leg. Similar results can be obtained by an artist but it would take several steps and the use of several brushes with curvatures enhancement only takes one step. With this new method can easily enhance organic features how muscles during the sculpting process. In figure 10 we show the performance of curvature enhancement brush, in this experiment we use three models with 12K, 40K and 164K vertices, this models were sculpted with curvature enhance brush in each step the brush sphere contain a variable number of vertices for processing. The processing time for 800 vertices in the camel paw (40k model) only take 0.1 seconds, for 2600 vertices in leg and neck (model 40k) take 0.5 seconds, these times are good, because usually an artist sculpts a model for parts, and each part is represented by an average of about 3000 vertices in the models we use.

We did tests with the Laplacian operator to equation (9) and its normalized version equation (10), the two produce similar results if the triangles that compose the mesh are the same size on average, but the normalized version is more stable and predictable because it is not divided by the area of the ring which may be zero or very small and cause problems due to floating point calculation errors as shown in figure 11.c bottom row in which the mesh is deformed because the TQLBO is susceptible to the size of the triangle. The enhancement of curvature of the model with the normalized Laplacian operator has a more regular behavior. The model can deform in TQLBO normalized version with large lambdas > 400 intersects self, but produces no peaks observed with the TQLBO. Figure 11 observed different results because the area of the triangles in this

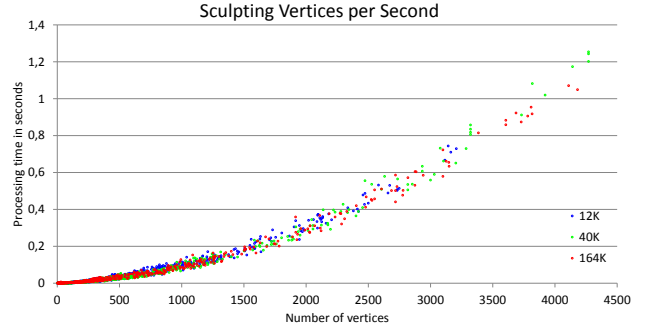


Figure 10: Performance of our dynamic curvature enhance brush in terms of vertices sculpted per second. Three models with 12K, 40K, 164K vertices used for sculpting in real time.

model is not so regular triangles where greater area enhancement is less (figure 11.c skull), and where the smaller triangles are produced greater enhancement (figure 11.c chin).

5.1 Implementation

Our method was implemented how a modifier for modeling and brush for sculpting on the Blender software [Blender-Foundation 2012] with C and C++. Working with Blender allowed us to test the method interactively with others as Catmull-Clark, weight vertex groups and sculpting system in Blender.

To improve performance, we worked with the Blender mesh struct calculating all possible data each time visiting each triangle or quad and adding to its corresponding index in a list that stored the sum of the Laplacian weights of the ring, in this way only had to visit two times the list of faces of the mesh list and the two times the list of the edges if the mesh was not closed. To brush sculpting mode was necessary to create a list that will map the index of the selected vertices to a list from 1 to N where N is the number of vertices selected and the number of rows in the linear system to solve, with this drastically reduced the calculations should make working with the tool allowing real-time. In the construction of our Laplacian matrix were blocked at vertices having faces areas or lengths edges

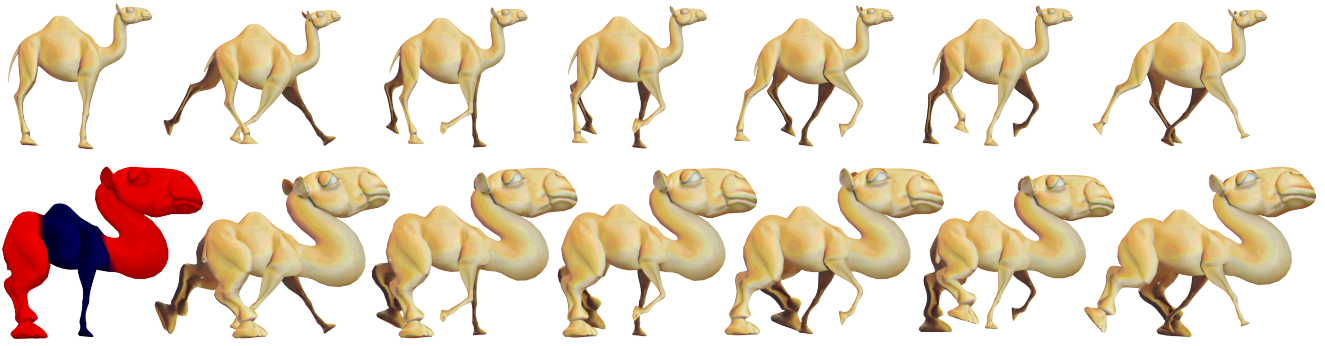


Figure 12: Our method is pose insensitive. The enhanced for the different poses are similar in terms of shape. Top row: Original walk cycle camel model. Bottom row: Curvature enhancing with weight vertex group, $\lambda = -400$ and 2 iterations.

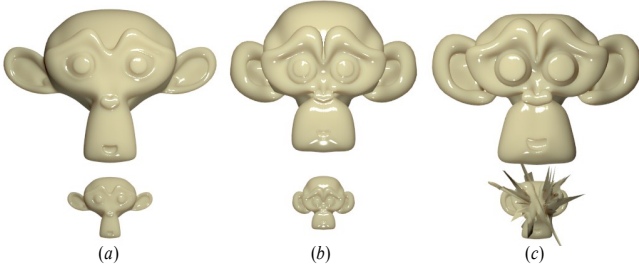


Figure 11: (a) Top row: Original model scaled by 4. Bottom row: Original Model (b) Top and bottom row: enhancing with Normalized-TQLBO $\lambda = -50$ (c) Top and bottom row: enhancing with TQLBO $\lambda = -50$.

with value zero that can cause spikes and bad results.

The matrix $\mathbf{9}$ is sparse since the number of neighbors per vertex corresponding to the number of data per row is small compared to the total number of vertices in the mesh. To solve the linear system equation 11 was used OpenNL which is a library for solving sparse linear system.

6 Conclusion and future work

We present an extension of the Laplace Beltrami operator for triangles and quads that can work in production environments without conversion that provides results similar to those obtained by working only with triangles or quads.

We introduced a new way to perform enhancement silhouettes in a mesh for modeling or sculpted in a few steps allows the modification of the curvature of a model while maintaining its overall shape. We introduce a new method of modeling and show some of its possible uses. We show that the method behaves in predictable ways which facilitate the learning process, it also showed that the method works well with isometric transformations opening the possibility of introducing it on the stages of animation.

We demonstrate that this tool serves to work in the early stages in which are used coarse models to permit modifying the curvature generated by the Catmull-Clark subdivision surfaces, avoiding the edition of the vertices to have only to change a few parameters.

As future work we would like to analyze theoretically the relationship between the Catmull-Clark subdivision surfaces and Laplacian smoothing because in some cases can produce very similar results.

But the subdivision surface is a fast method thereby reducing computation times for calculate curvature in the mesh.

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