

3D Scanning & Motion Capture

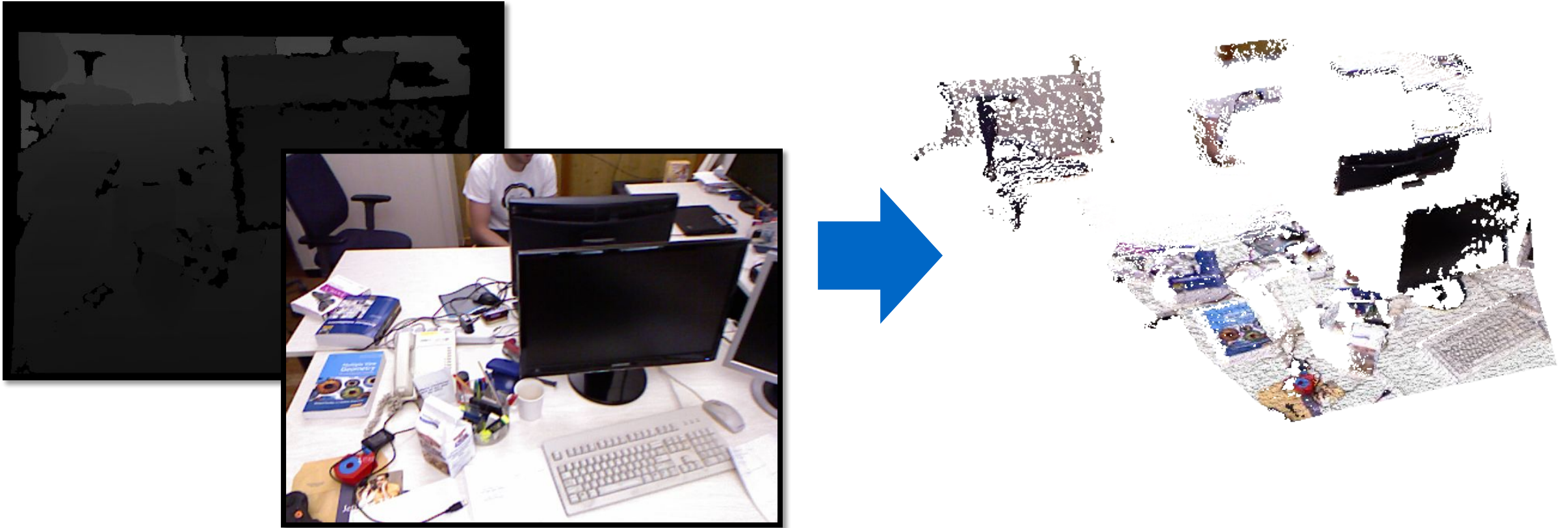
Exercise - 2

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Exercise 1 - Solution

1. Exercise → Camera Intrinsics, Back-projection, Meshes

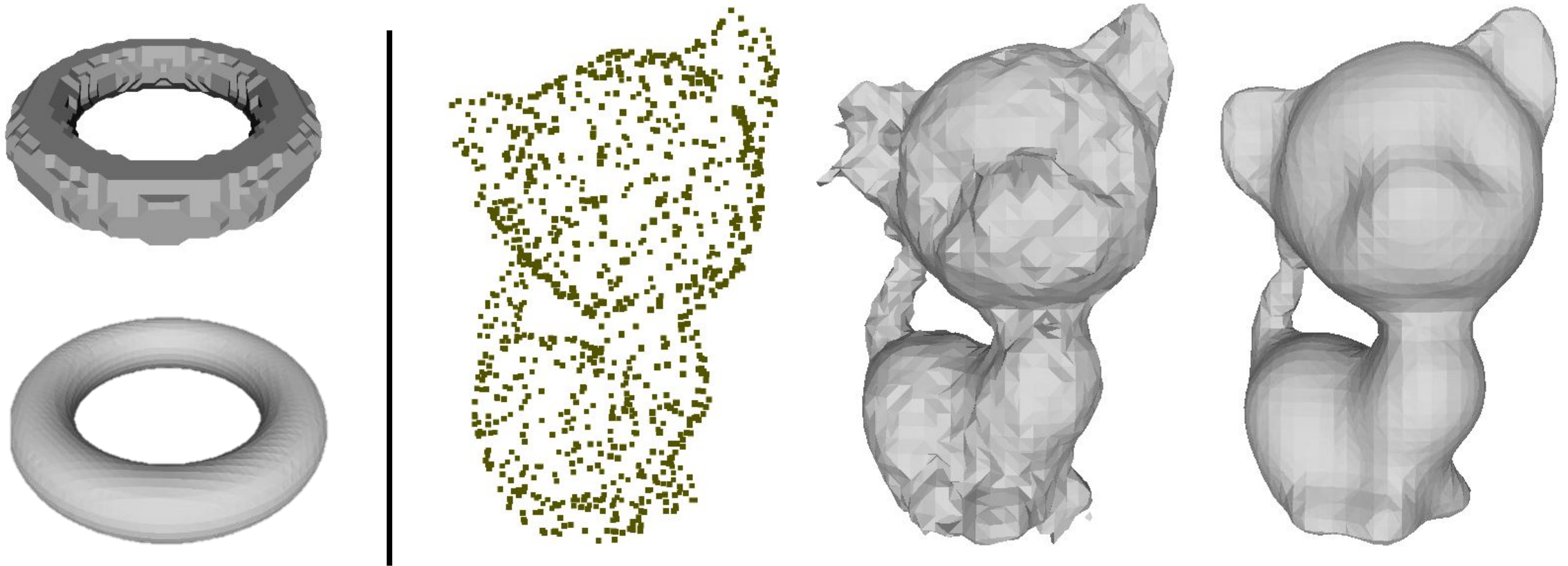


Exercises – Overview

1. Exercise → Camera Intrinsics, Back-projection, Meshes
- 2. Exercise → Surface Representations**
3. Exercise → Coarse Alignment (Procrustes)
4. Exercise → Optimization
5. Exercise → Object Alignment, ICP

Exercises – Overview (2/5)

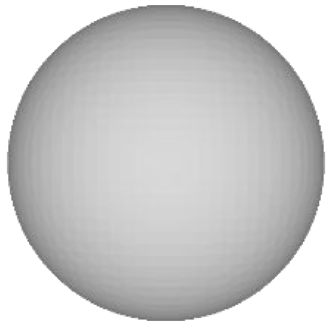
2. Exercise → Surface Representations



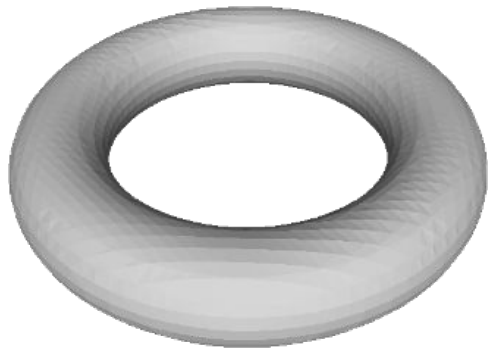
Tasks

1. Project dependencies & CMake configuration
2. Implicit Surfaces
 - Sphere
 - Torus
3. Marching Cubes
 - Improve vertex positions using linear interpolation
4. Hoppe
 - Convert a point cloud to an implicit surface
5. Radial Basis Functions
 - Setup and solve system of linear equations for smoother surfaces

Task 2) Implicit Functions – Sphere / Torus



$$f(x, y, z) = x^2 + y^2 + z^2 - R^2$$

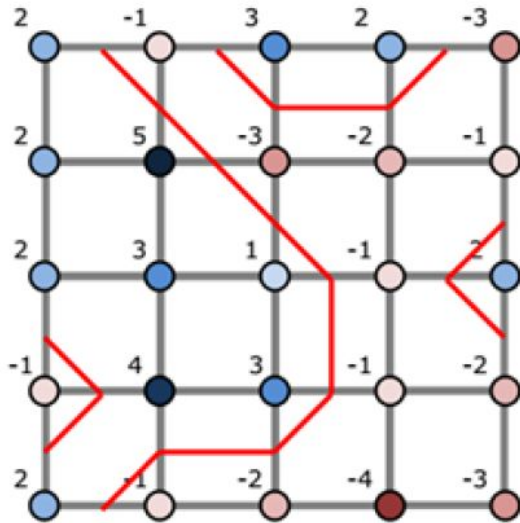


$$f(x, y, z) = (x^2 + y^2 + z^2 + R^2 - a^2)^2 - 4R^2(x^2 + y^2)$$

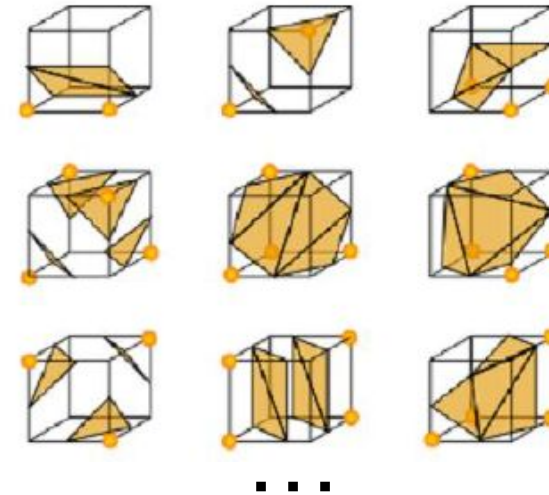
The given equations assume the sphere/torus is centered at the origin.

Task 3) Marching Cubes

- Regular grid/volume → Extract iso-surface
 - Check for zero-crossings within each cell



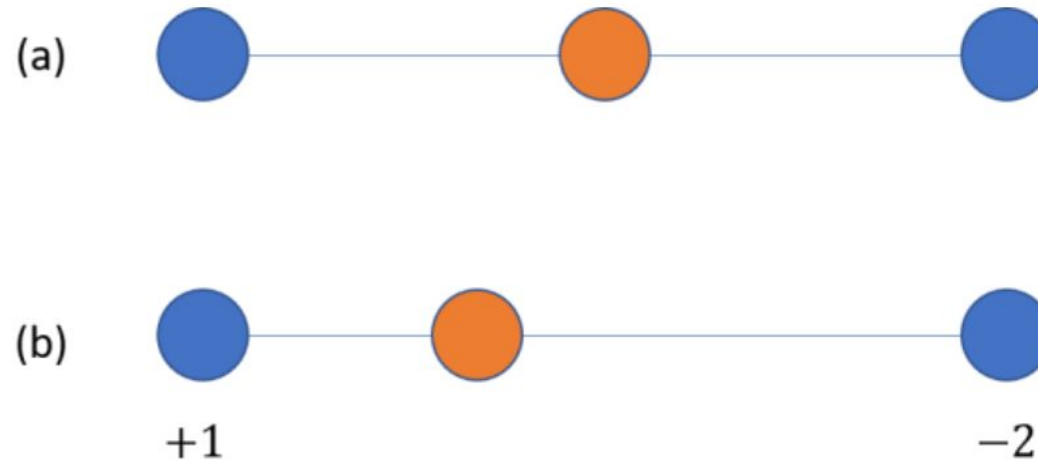
Marching Squares (2D)
16 configurations



Marching Cubes (3D)
256 configurations

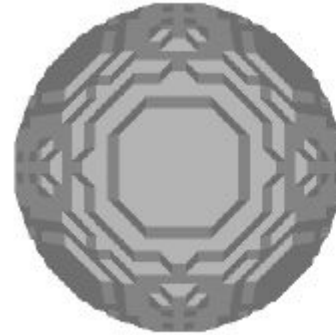
Task 3) Linear Interpolation

- Compute the linear interpolated point using the provided distances
 - (a) shows the basic implementation
 - (b) shows an example with *isolevel* = 0, *valp1* = +1 and *valp2* = -2 .

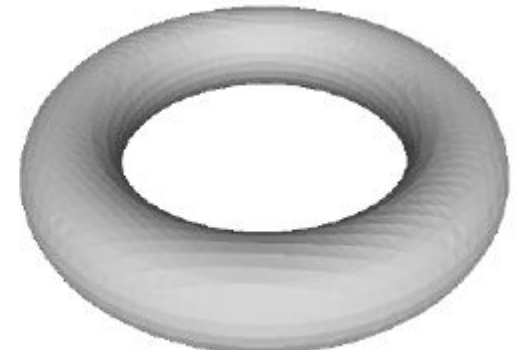
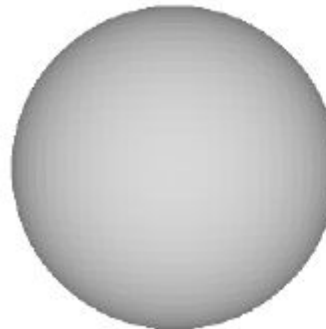


Task 3) Linear Interpolation

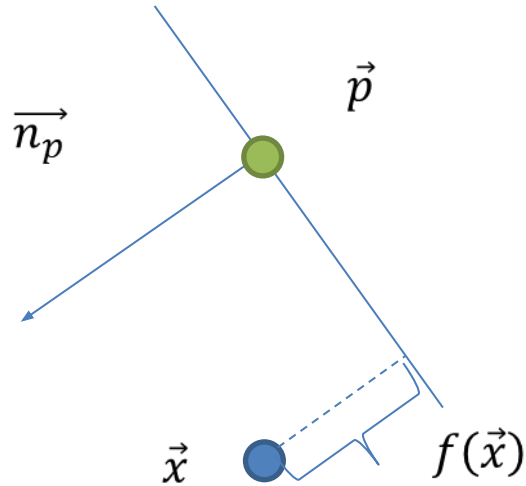
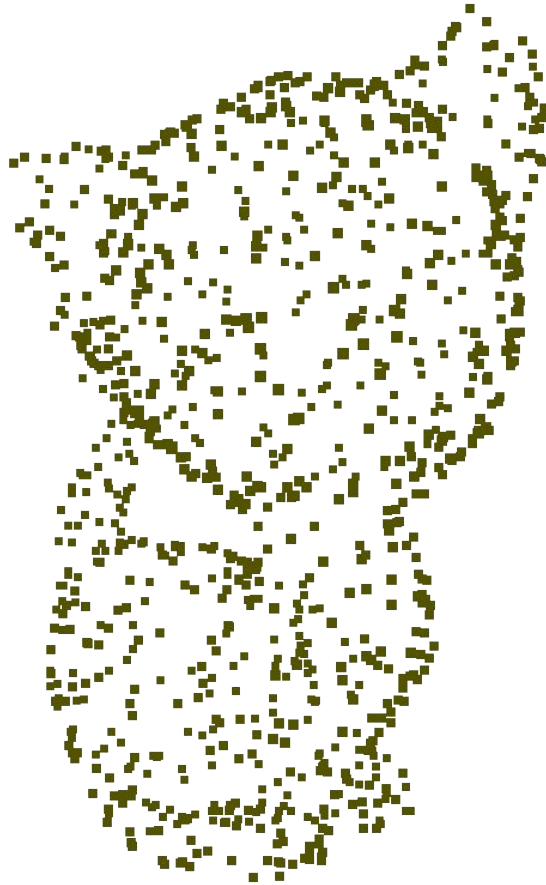
- Without linear interpolation
 - i.e. taking midpoint of each edge



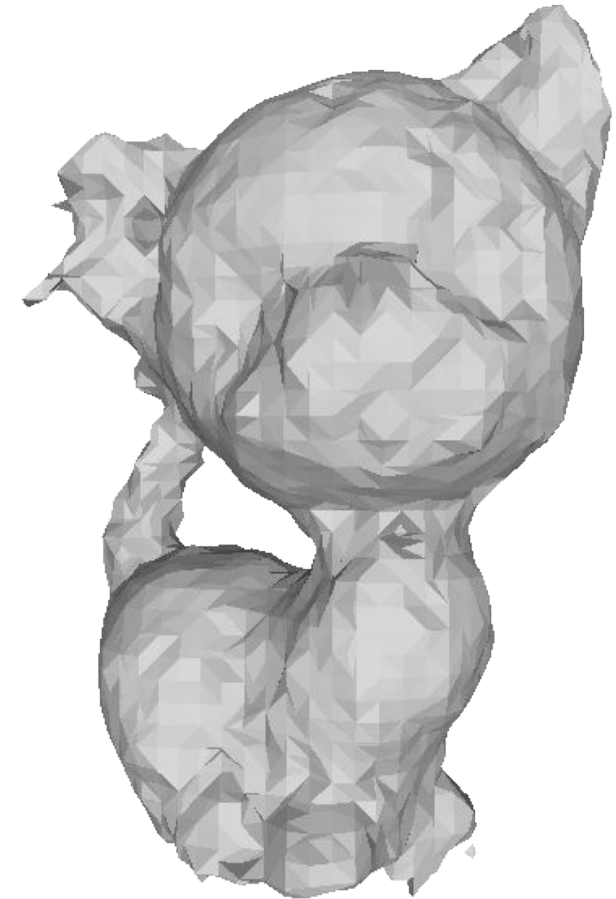
- With linear interpolation



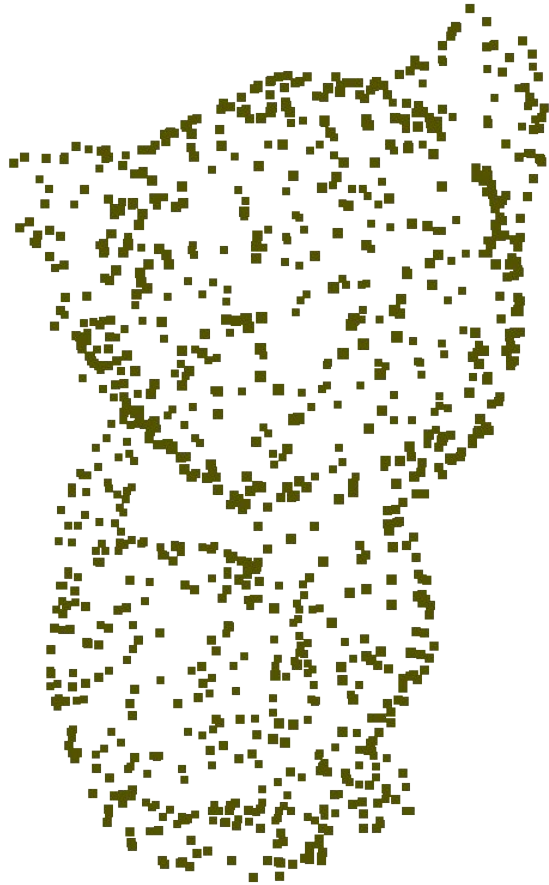
Task 4) Hoppe



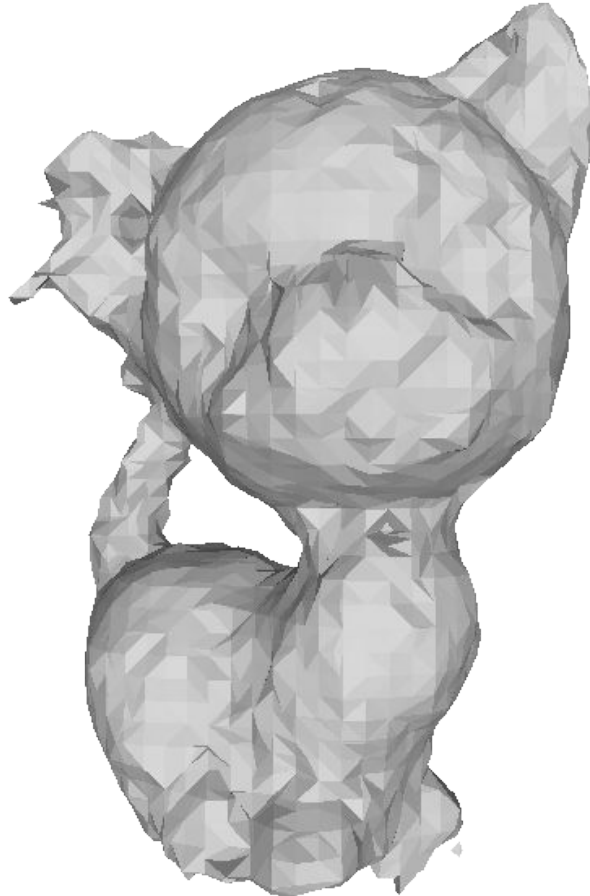
Piecewise linear surface approximation



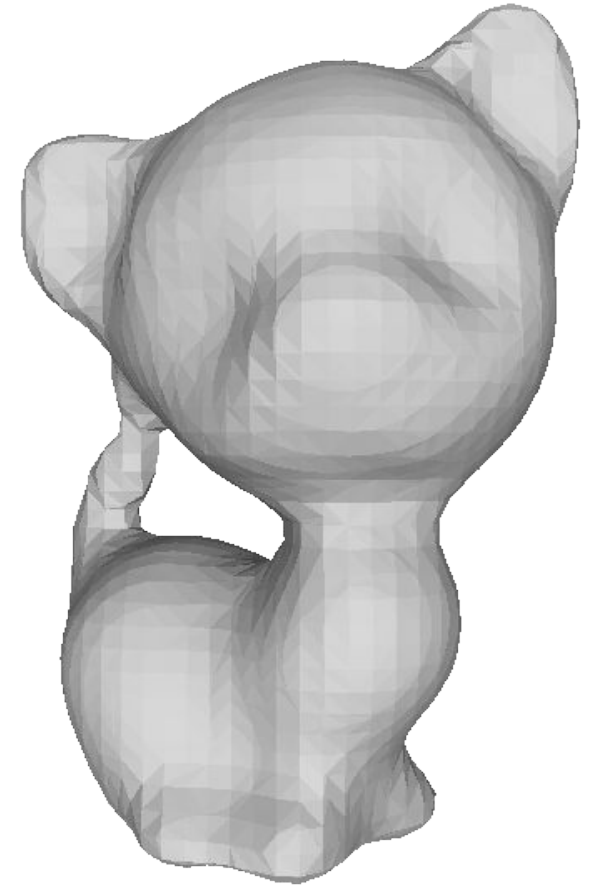
Task 5) Radial Basis Functions (RBF)



Input Points



Hoppe



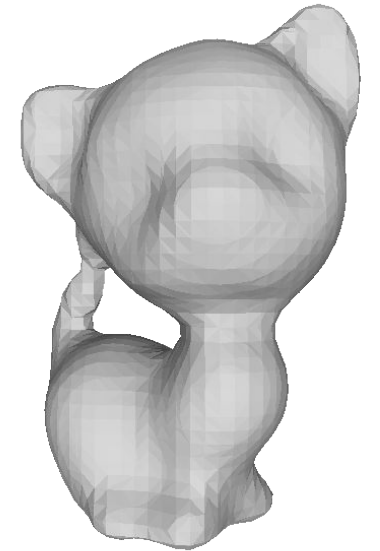
RBF

Task 5) Radial Basis Functions (RBF)

$$f(\vec{x}) = \sum_i \alpha_i \cdot \|\vec{p}_i - \vec{x}\|^3 + \vec{b} \cdot \vec{x} + d$$

$$\begin{array}{l}
 \text{on surface points} \\
 \text{off surface points}
 \end{array}
 \left[\begin{array}{ccccccc}
 \varphi_{1,1} & \cdots & \varphi_{1,n} & p_{1,x} & p_{1,y} & p_{1,z} & 1 \\
 \vdots & \ddots & \vdots & \vdots & \vdots & \vdots & \vdots \\
 \varphi_{n,1} & \cdots & \varphi_{n,n} & p_{n,x} & p_{n,y} & p_{n,z} & 1 \\
 \varphi_{n+1,1} & \cdots & \varphi_{n+1,n} & p_{n+1,x} & p_{n+1,y} & p_{n+1,z} & 1 \\
 \vdots & \ddots & \vdots & \vdots & \vdots & \vdots & \vdots \\
 \varphi_{2 \cdot n,1} & \cdots & \varphi_{2 \cdot n,n} & p_{2 \cdot n,x} & p_{2 \cdot n,y} & p_{2 \cdot n,z} & 1
 \end{array} \right] \cdot \begin{bmatrix} \alpha_1 \\ \vdots \\ \alpha_n \\ b_1 \\ b_2 \\ b_3 \\ d \end{bmatrix} = \begin{bmatrix} h_1 \\ \vdots \\ h_{2 \cdot n} \end{bmatrix}$$

$$\underbrace{\left[\begin{array}{ccccccc} \varphi_{1,1} & \cdots & \varphi_{1,n} & p_{1,x} & p_{1,y} & p_{1,z} & 1 \\ \vdots & \ddots & \vdots & \vdots & \vdots & \vdots & \vdots \\ \varphi_{n,1} & \cdots & \varphi_{n,n} & p_{n,x} & p_{n,y} & p_{n,z} & 1 \\ \varphi_{n+1,1} & \cdots & \varphi_{n+1,n} & p_{n+1,x} & p_{n+1,y} & p_{n+1,z} & 1 \\ \vdots & \ddots & \vdots & \vdots & \vdots & \vdots & \vdots \\ \varphi_{2 \cdot n,1} & \cdots & \varphi_{2 \cdot n,n} & p_{2 \cdot n,x} & p_{2 \cdot n,y} & p_{2 \cdot n,z} & 1 \end{array} \right]}_A \cdot \underbrace{\begin{bmatrix} \alpha_1 \\ \vdots \\ \alpha_n \\ b_1 \\ b_2 \\ b_3 \\ d \end{bmatrix}}_{\vec{c}} = \underbrace{\begin{bmatrix} h_1 \\ \vdots \\ h_{2 \cdot n} \end{bmatrix}}_{\vec{b}}$$



See you next time!

