

Shape from Sensors

A new approach to 3D reconstruction using inertial sensors

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thesis supervised by S. Hahmann^{2,3}, G.-P. Bonneau^{2,3} & N. Saguin-Sprynski^{1,2}

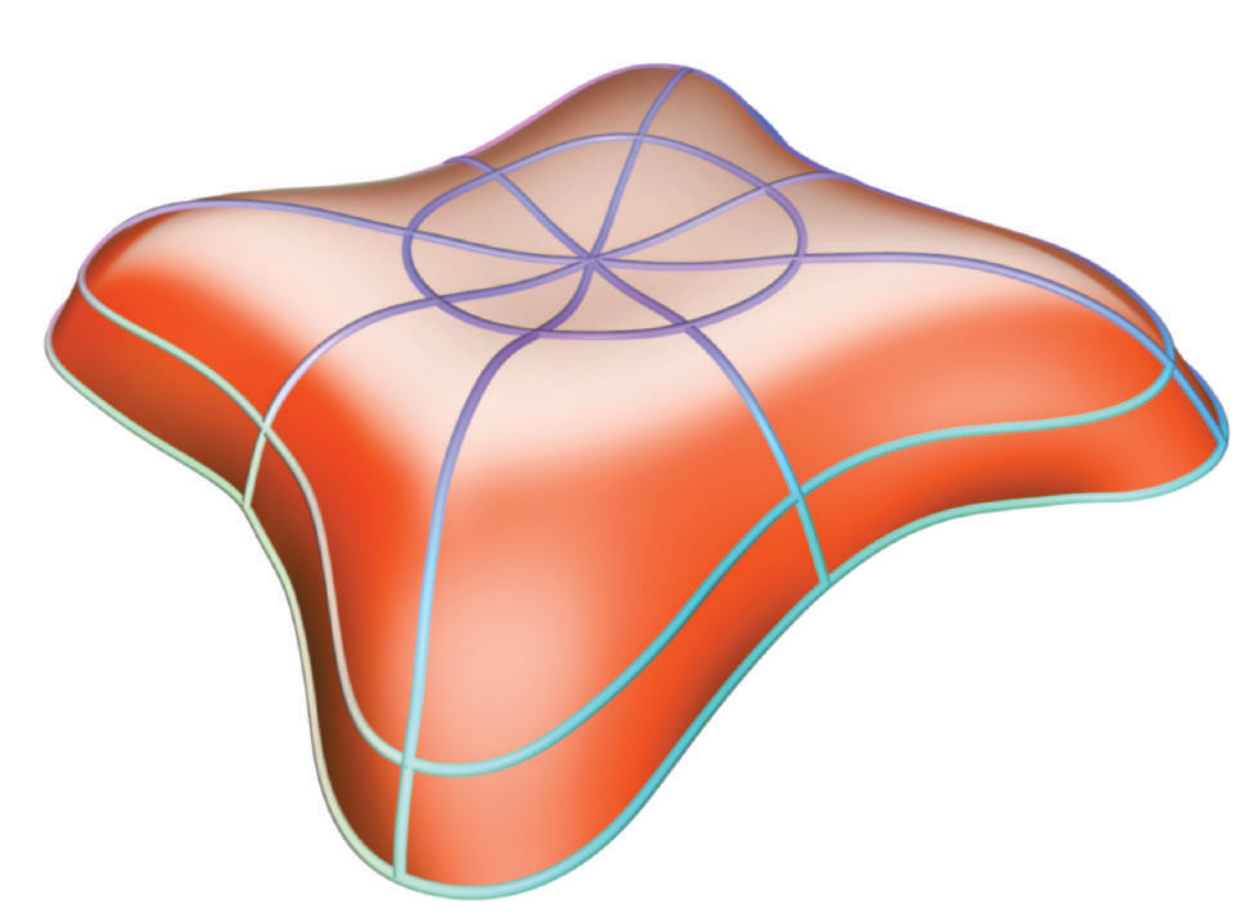
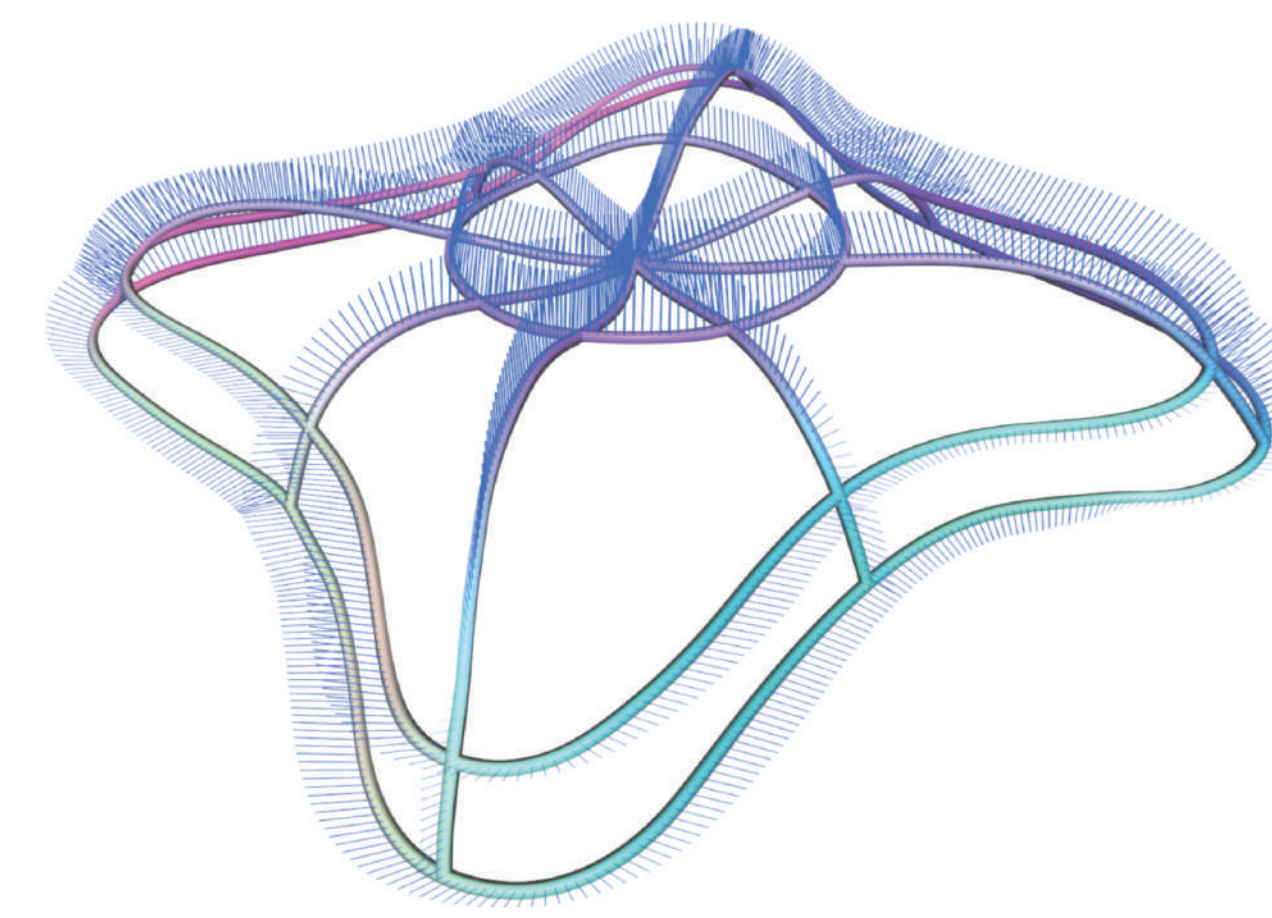
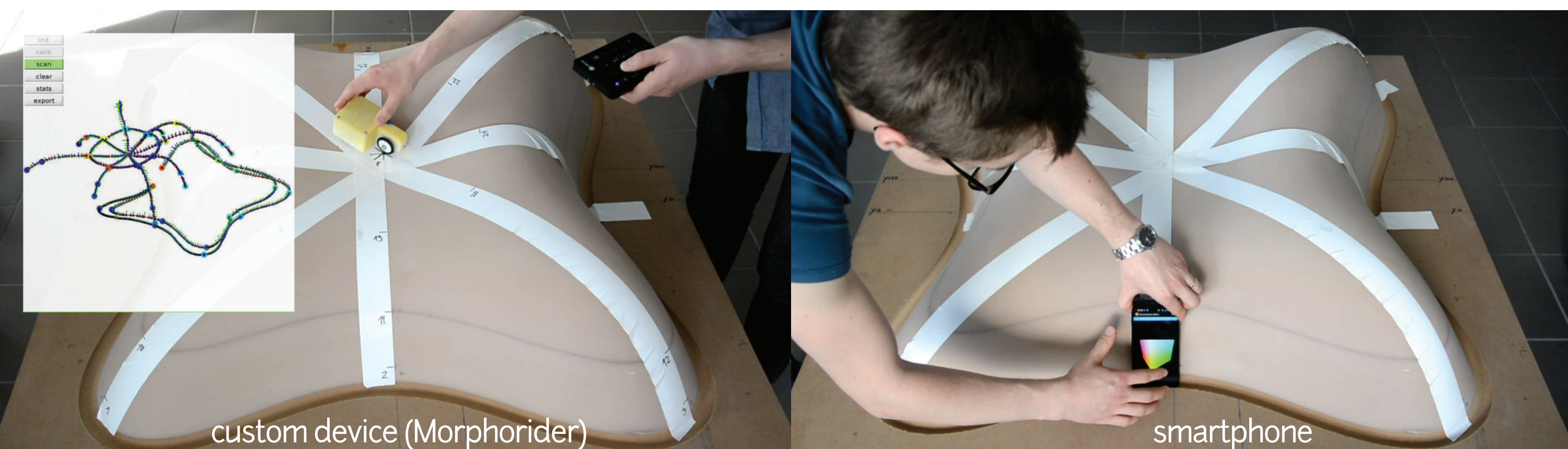


Framework overview

1. Acquisition of orientations

2. Curve network + normals

3. Surfaced network



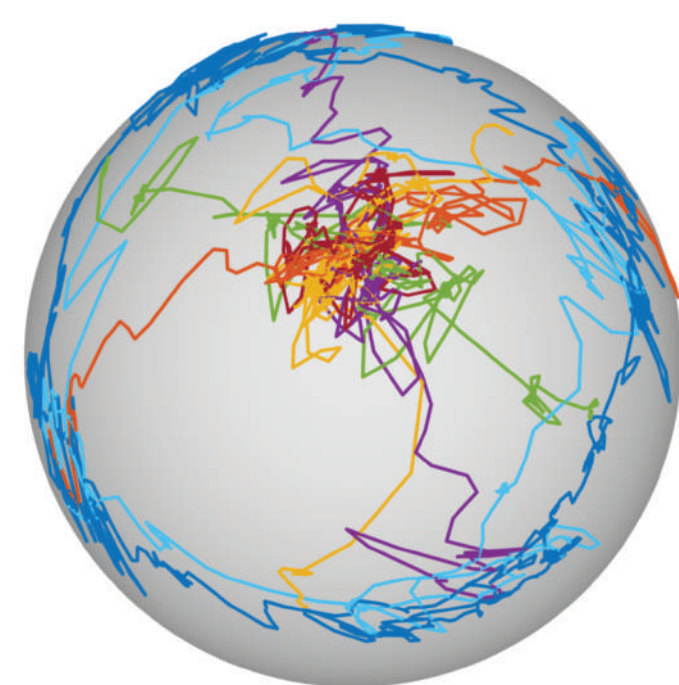
Main challenges • no positions, only orientations • inconsistent data at curve intersections • noisy sensor measurements •

Key ingredients • general, unified formulation • discrete representation (polylines, meshes) • constrained optimization •

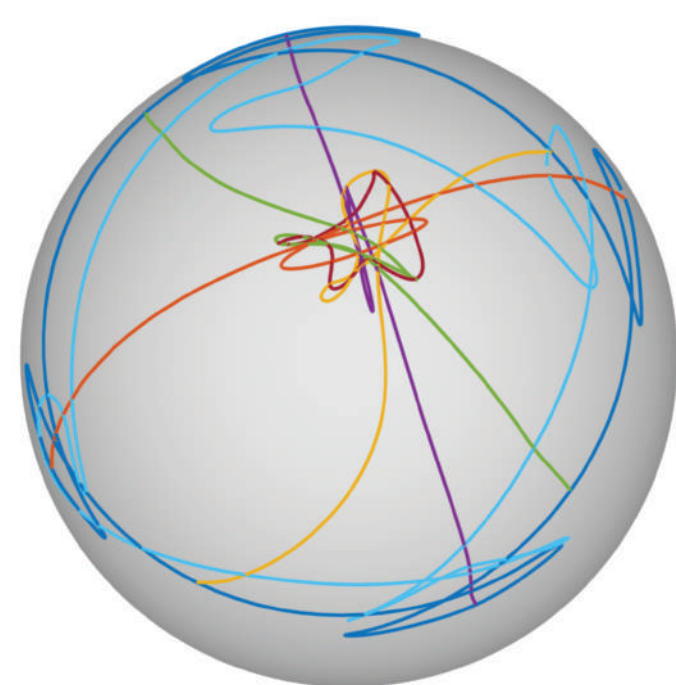
a) Orientation filtering via regression on $SO(3)$

“Riemannian smoothing spline & normal constraints at intersections”

$$\text{minimize } E_{\text{approx}} + \lambda E_{\text{stretch}} + \mu E_{\text{bend}} + \xi E_{\text{normal}}$$



raw orientations
(normal component)

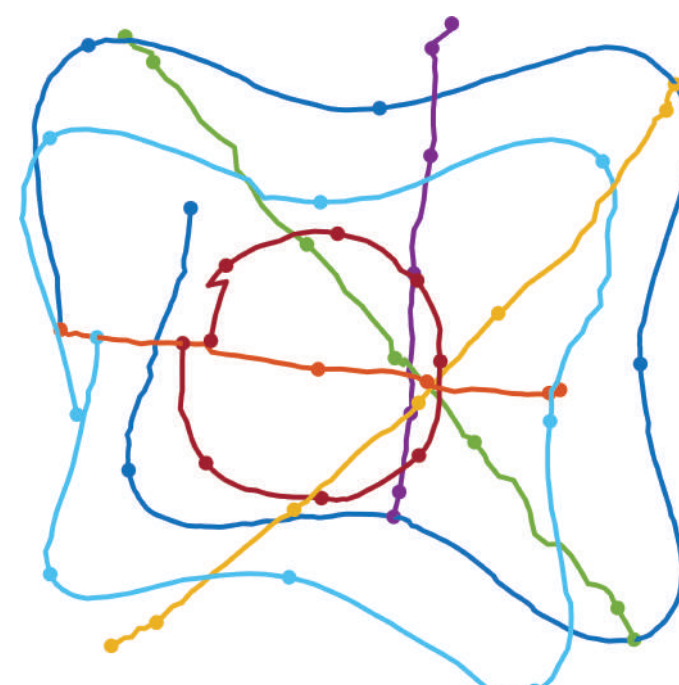


filtered orientations
(normal component)

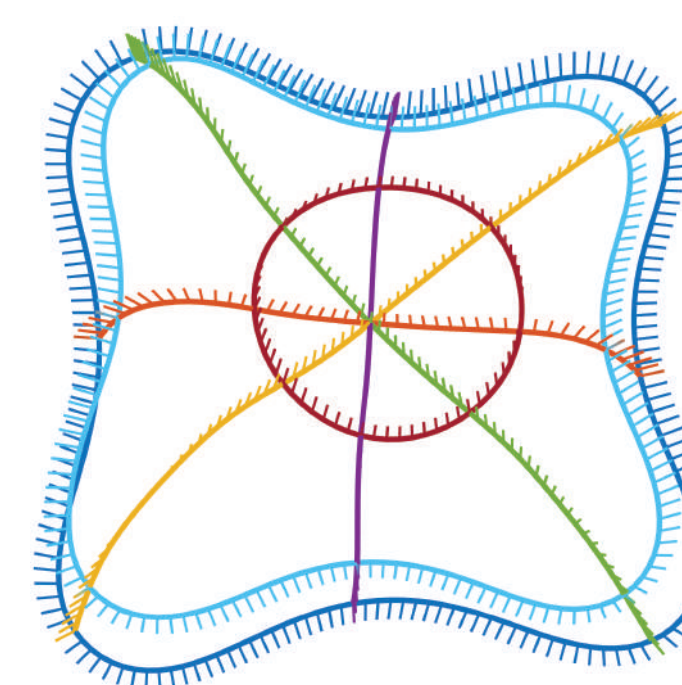
b) Poisson reconstruction of curve positions

“Laplacian of curve positions is the divergence of the tangent field”

$$\Delta x = \nabla \cdot T \rightarrow \text{solve } Ax = b$$



direct integration
using forward Euler

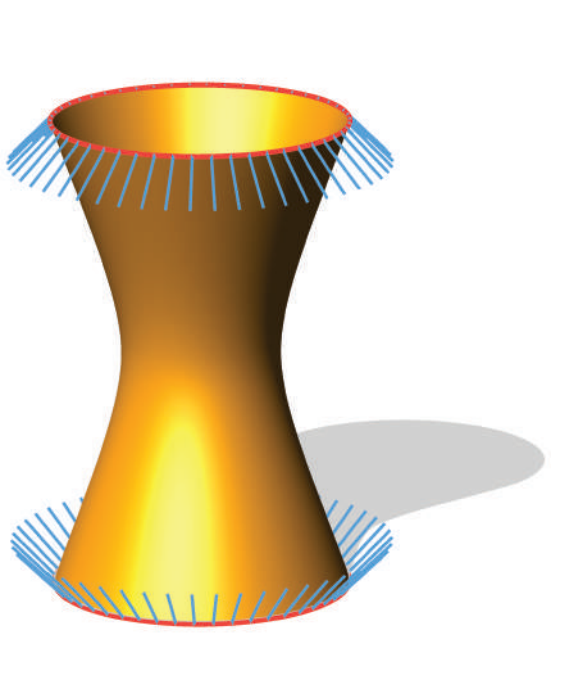
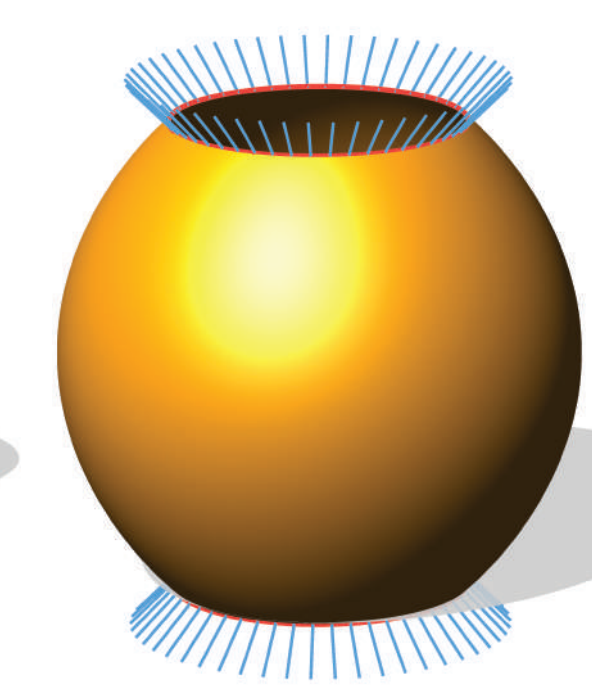
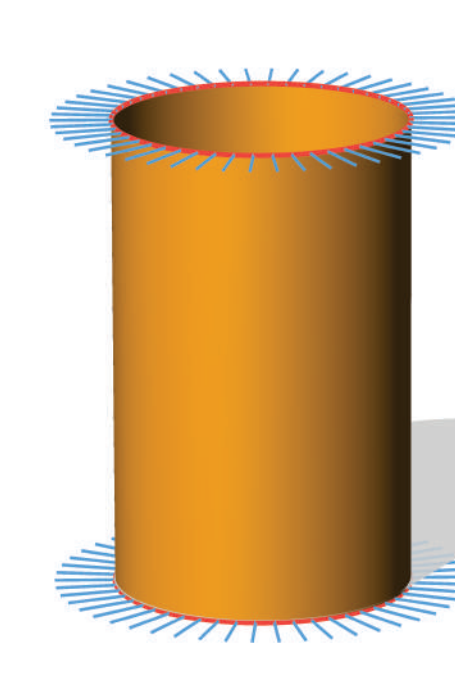


Poisson integration
of orientations

c) Variational surfacing with normal control

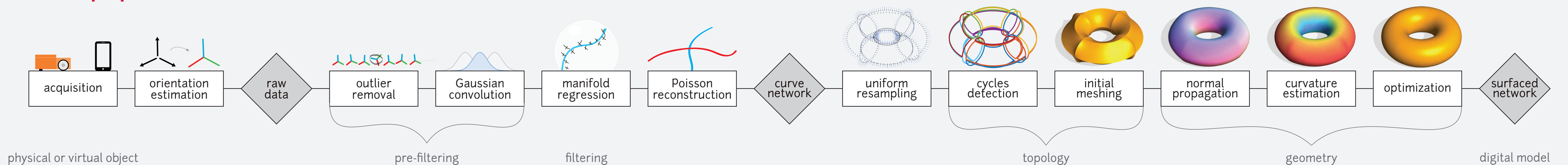
“Laplacian of surface positions is the mean curvature normal”

$$\Delta s = -2HN \rightarrow \text{minimize } \iint_M \|\Delta s + 2HN\|^2$$



final shape is guided by the normal field along constrained curves

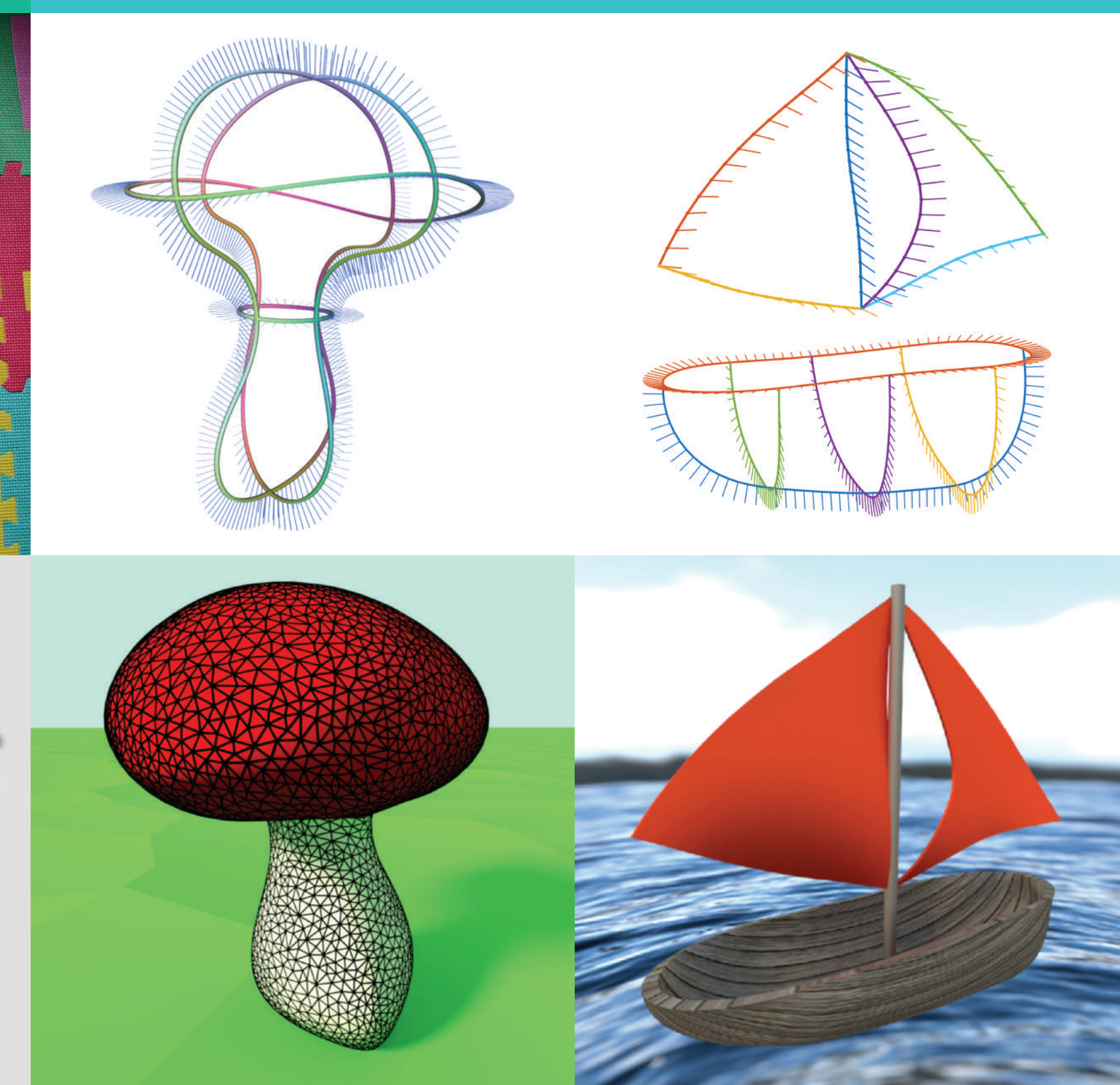
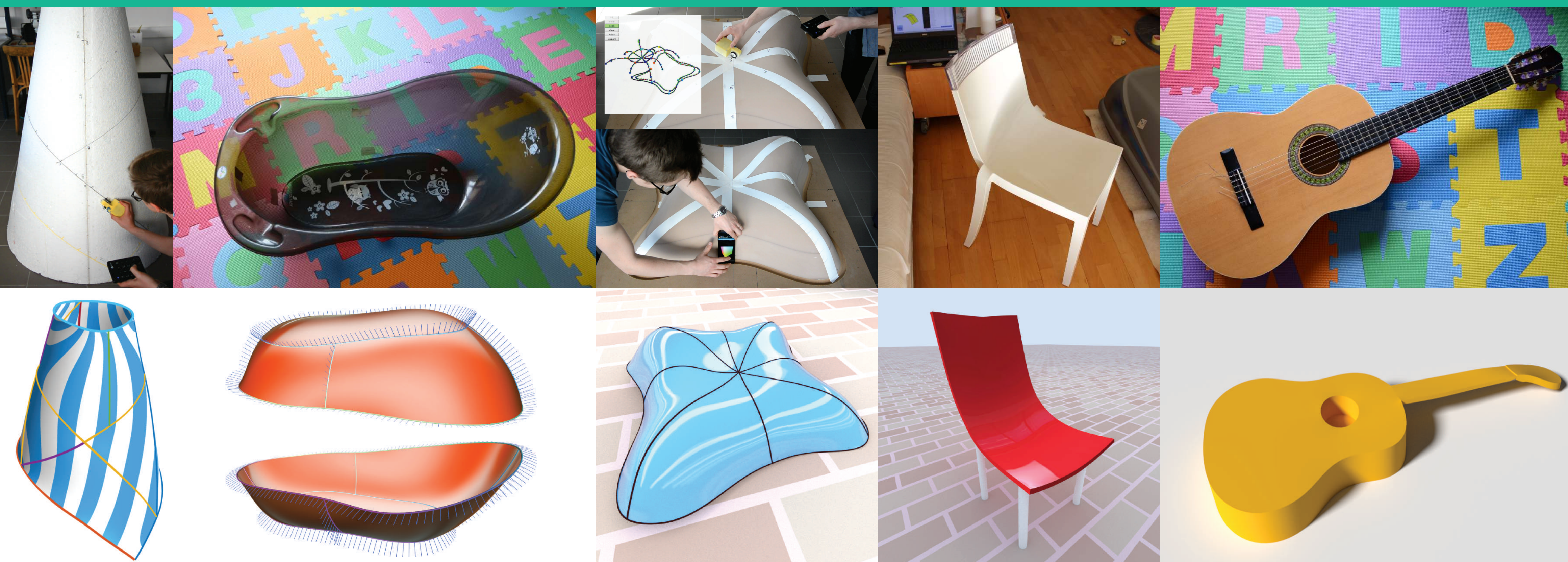
Full pipeline



Applications

reconstruction (physical objects)

sketching (virtual objects)



[1] Botsch M., L. Kobbelt, M. Pauly, P. Alliez, and B. Lévy. “Polygon Mesh Processing”. CRC Press, 2010.

[2] Stanko T. “Shape reconstruction of meshed smooth surfaces equipped with inertial sensors”. PhD thesis, Université Grenoble Alpes, December 2017.

[3] Stanko T., S. Hahmann, G.-P. Bonneau, and N. Saguin-Sprynski. “Shape from sensors: Curve networks on surfaces from 3D orientations”. In: Computers & Graphics 66 (Proc. SMI), August 2017. (Best Paper Award)

[4] Stanko T., S. Hahmann, G.-P. Bonneau, and N. Saguin-Sprynski. “Surfacing curve networks with normal control”. In: Computers & Graphics 60, November 2016.

[5] Sullivan J. “Curvatures of Smooth and Discrete Surfaces”. In: Discrete Differential Geometry, Oberwolfach Seminars, vol 38. Birkhäuser Basel, 2008.