

# IG3DA Personal Project

## Characterising Shapes using Conformal Factors

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04/02/2018

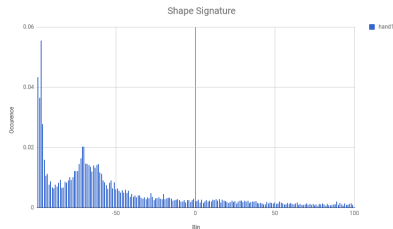
# Implementation : Conformal Factor

- Starting point: IGR202 project
- Fill vector and matrix iterating on vertices
- Eigen solver for sparse matrices

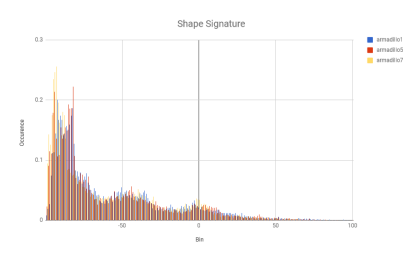
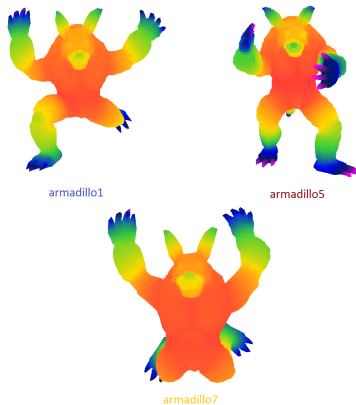


# Implementation : Signature

- Supersampling
  - Random triangle by area
  - Random point in triangle
- Normalisation
- Bins



# Results : Signature of similar meshes 1/2



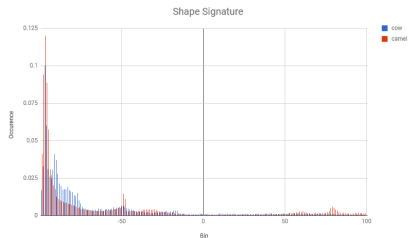
# Results : Signature of similar meshes 2/2



COW



camel



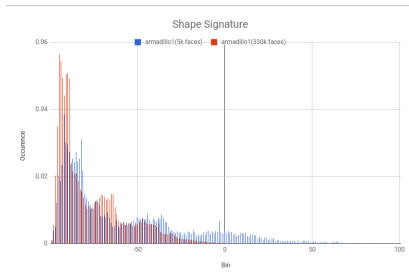
# Results : Robustness with tessellation 1/2



armadillo1 (5k faces)



armadillo1 (330k faces)



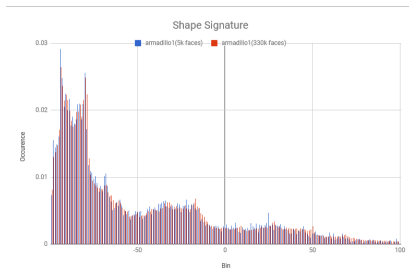
# Results : Robustness with tessellation 2/2



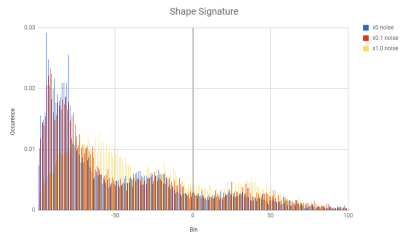
armadillo1 (5k faces)



armadillo1 (330k faces)



# Results : Robustness with noise





# Results : Execution time



neptune (4M faces)

```
Computation begins.  
Initialization ended: 3.59324 seconds  
Gauss curv ended: 5.5468 seconds  
Target curv ended: 5.88394 seconds  
Lap matrix fill ended: 9.47248 seconds  
ConfFactor equation solving ended: 65.5352 seconds  
ConfFact calculation ended: 65.5426 seconds  
Point generation ended: 71.1459 seconds  
Bin filling ended: 71.1512 seconds  
Signature generation ended: 71.1515 seconds
```

# Demo

