

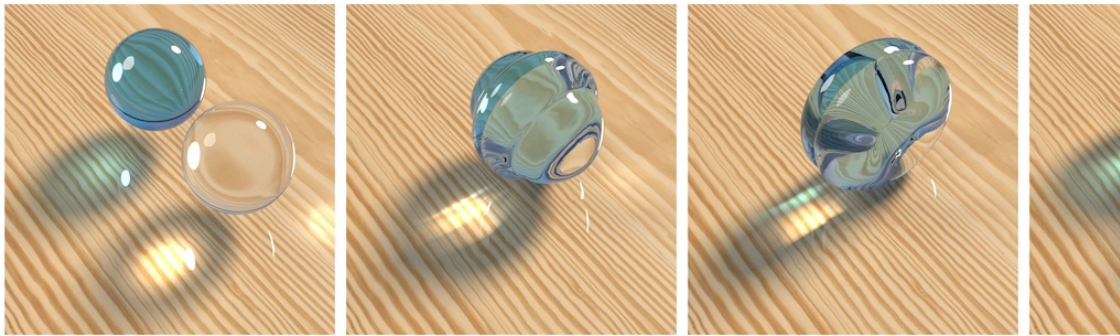
Multimaterial Mesh-Based Surface Tracking

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Abstract

We present a triangle mesh-based technique for tracking the evolution of three-dimensional multimaterial interfaces undergoing complex deformations. It is the first non-manifold triangle mesh tracking method to simultaneously maintain intersection-free meshes and support the proposed broad set of multimaterial remeshing and topological operations. We represent the interface as a non-manifold triangle mesh with material labels assigned to each half-face to distinguish volumetric regions. Starting from proposed application-dependent vertex velocities, we deform the mesh, seeking a non-intersecting, watertight solution. This goal necessitates development of various collision-safe, label-aware non-manifold mesh operations: multimaterial mesh improvement; T1 and T2 processes, topological transitions arising in foam dynamics and multiphase flows; and multimaterial merging, in which a new interface is created between colliding materials. We demonstrate the robustness and effectiveness of our approach on a range of scenarios including geometric flows and multiphase fluid animation.

Files

Paper: [\[PDF\]](#)

Low res: [\[PDF\]](#)

Video: [\[MP4\]](#)

Supplemental [\[PDF\]](#)

material: [Columbia Academic Con
Technical report: [C++] [Github]
Source:

BibTeX

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  author = "Fang Da and Christopher Batty and Eitan Grinspun",  
  title = "Multimaterial Mesh-Based Surface Tracking",  
  journal = {ACM Trans. on Graphics (SIGGRAPH 2014)},  
  year = 2014  
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