

Mesh Smoothing based on Anisotropic Mean Curvature Flow

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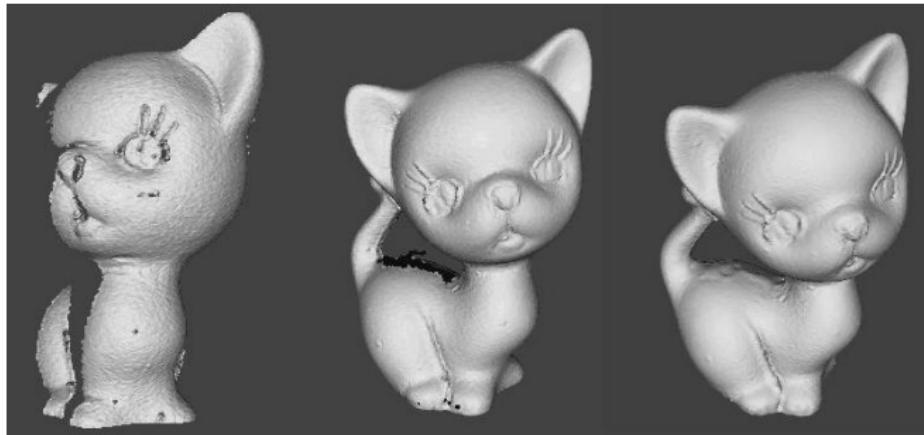
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Outline

- 1 Motivation
- 2 Anisotropic Prescribed Mean Curvature
- 3 Results
- 4 Summary and Future work

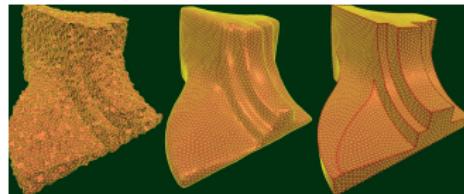
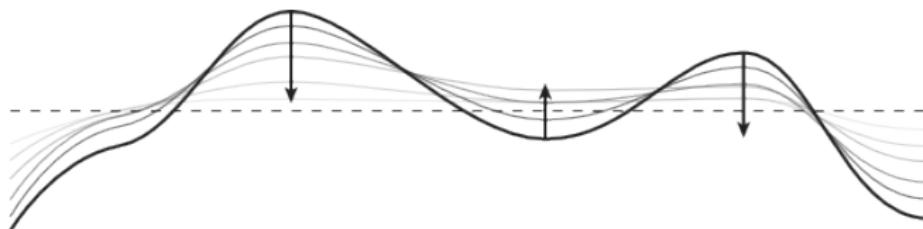
Geometry pipeline



- Many range image patches are acquired by a 3D scanner
- Patches are aligned and merged
- Holes are filled and the mesh is **smoothed**

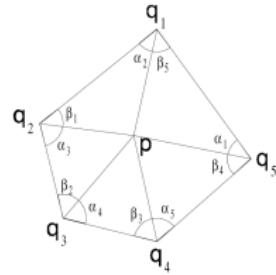
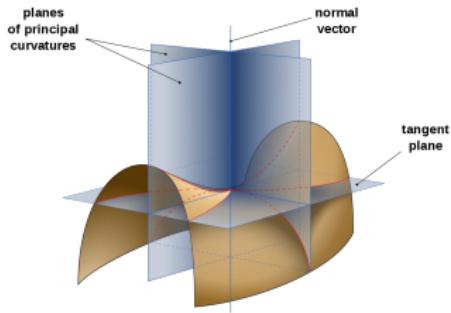
Remove noise from 3D scanners

- Idea: Diffuse high curvature region by averaging over its neighborhood.



- Isotropic e.g. Laplacian: sharp features not preserved
- Anisotropic mean curvature: preserves sharp features

Mean Curvature



- Curvature: measure deviation from flat
- Mean Curvature: average between min and max curvatures
- Smooth: reduce curvature (equivalent to area gradient)

$$\nabla_p \text{area } M = \vec{H}(p) = 1/2 \sum_{q_i \in \text{link } p} (\cot\alpha_i + \cot\beta_i)(p - q_i)$$

Mean Curvature

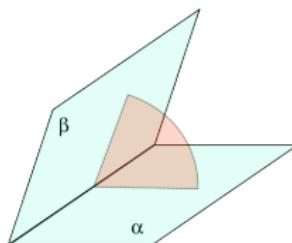


Figure : Dihedral angle θ_e

- Let $\vec{H}(e) = H_e \vec{N}_e$ be an edge mean curvature vector, where \vec{N}_e is edge normal and $H_e = 2|e|\cos(\theta_e/2)$ then:

$$\vec{H}(p) = 1/2 \sum_{e=(p,q), q \in \text{link } p} \vec{H}(e)$$

Anisotropic Mean Curvature

- Weight less for feature vertices to avoid smoothing sharp features

$$\vec{H}_A(p) = 1/2 \sum_{e=pq, q \in \text{link } p} w(H_e) H_e \vec{N}(e)$$

$$w_{\lambda,r}(a) = \begin{cases} 1 & \text{for } |a| \leq \lambda \\ \frac{\lambda^2}{r(\lambda - |a|)^2 + \lambda^2} & \text{for } |a| > \lambda \end{cases}$$

Anisotropic mean curvature flow

- Explicit iteration step of the anisotropic mean curvature flow

$$p^{j+1} = p^j - \frac{3s}{\text{area(star } p^j)} \vec{H}_A(p^j)$$

- s controls the speed of an integration step

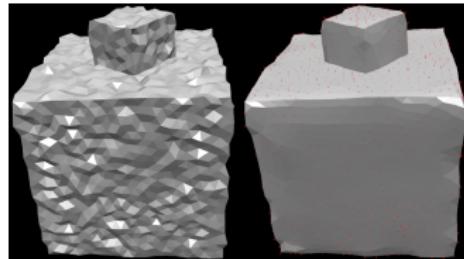


Figure : AMC after 100 iterations

Drawback of Anisotropic mean curvature

- slow down the smoothing process in regions with high curvature.
- cause deformations of the surface

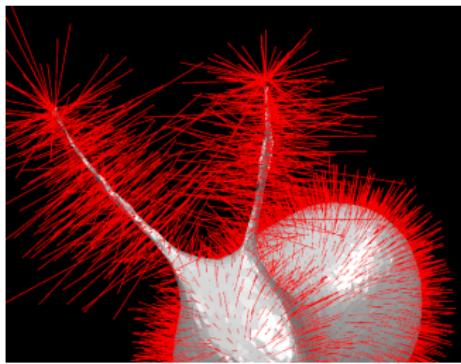


Figure : anisotropic mean curvature after 100 iterations

Prescribed Mean Curvature

- AMC: $\vec{H}_A(p) \rightarrow 0$, APMC: $\vec{H}_A(p) \rightarrow H\vec{V}_A(p)$, where H is some constant mean curvature
- compute mean curvature (H), smooth this scalar field
- evolve the surface towards a surface having this smoothed mean curvature

$$p^{j+1} = p^j - \frac{3s}{\text{area(star } p^j)} (\vec{H}_A(p^j) - f(p^j) \vec{V}_A(p^j))$$

- f is a function, that prescribes the anisotropic mean curvature
- \vec{V}_A is an anisotropic volume gradient.

Results

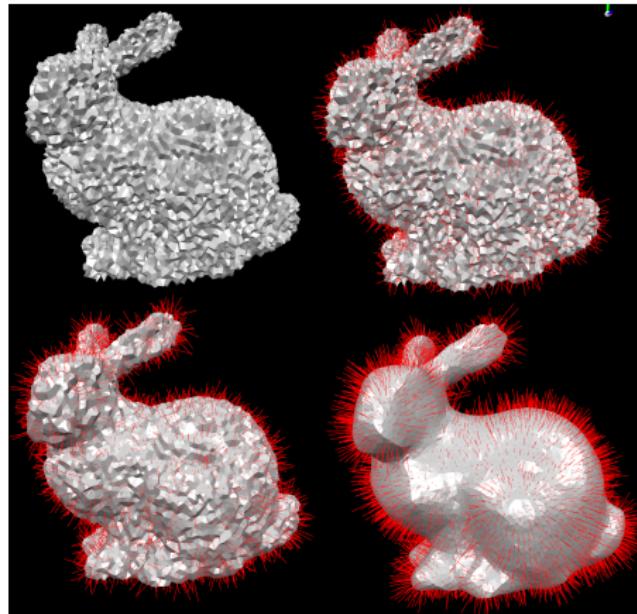


Figure : bunny after 0, 5, 10, 30 iterations

Results

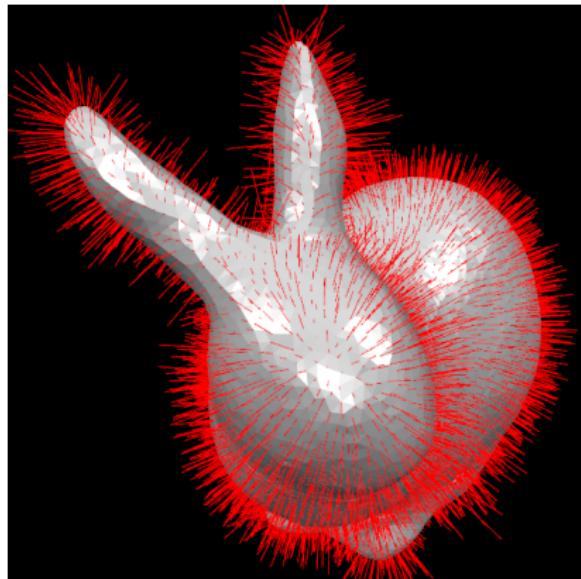


Figure : after 100 iterations

Results

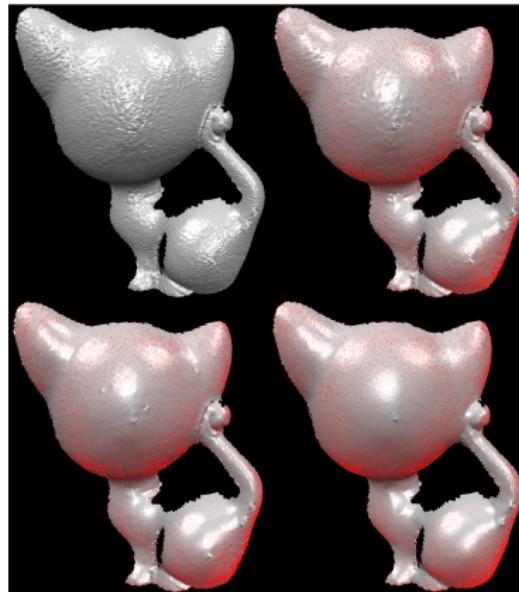


Figure : after 0, 5, 10, 100 iterations

Results

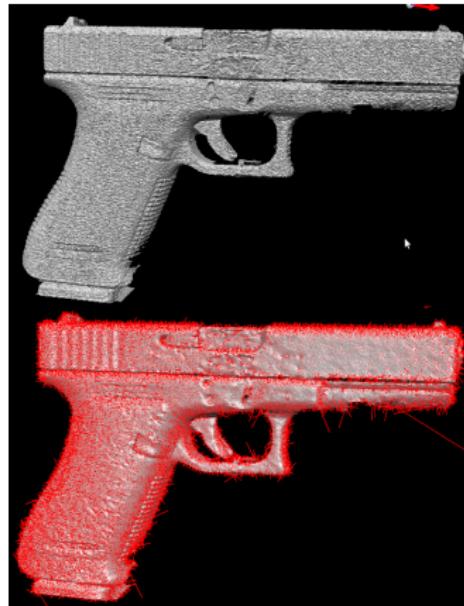


Figure : after 0, 20 iterations

Summary

- Anisotropic mean curvature: reduce smoothing in high curvature regions
 - Preserve linear features but leads to deformation of curves
- Anisotropic prescribed mean curvature: evolve the surface to the precomputed, smoothed mean curvature
- Future work
 - Implement implicit integration methods
 - Color coding
 - Extend to process boundaries