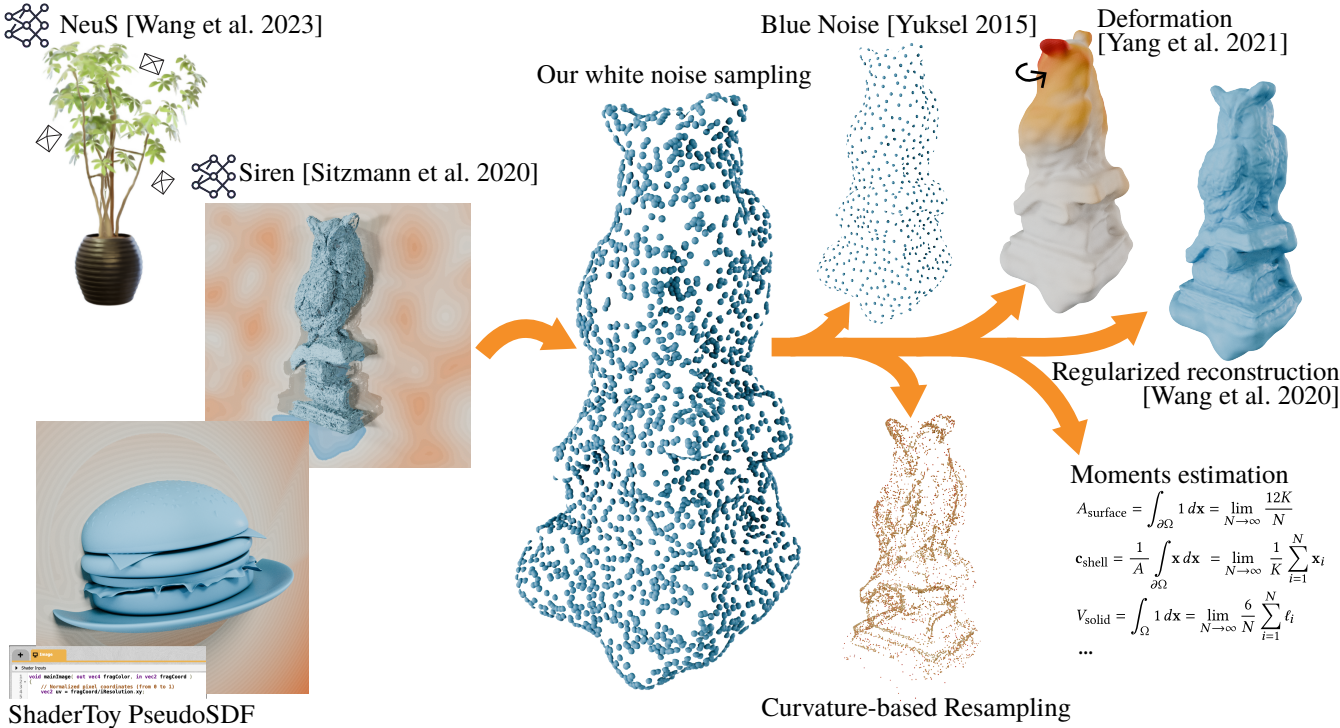
NeuS [Wang et al. 2023]
Siren [Sitzmann et al. 2020]
ShaderToy PseudoSDF
Our white noise sampling
Blue Noise [Yuksel 2015]
Deformation [Yang et al. 2021]
Regularized reconstruction [Wang et al. 2020]
Moments estimation
$A_{\text{surface}} = \int_{\partial\Omega} 1\, d\mathbf{x} = \lim_{N\to\infty} \frac{12K}{N}$
$\mathbf{c}_{\text{shell}} = \frac{1}{A} \int_{\partial\Omega} \mathbf{x}\, d\mathbf{x} = \lim_{N\to\infty} \frac{1}{K} \sum_{i=1}^{N} \mathbf{x}_i$
$V_{\text{solid}} = \int_{\Omega} 1\, d\mathbf{x} = \lim_{N\to\infty} \frac{6}{N} \sum_{i=1}^{N} \ell_i$
...
Curvature-based Resampling