



Faculty of Science



Bachelor Project

Visualizing Chan-Vese segmentation results through the DSC framework in Autodesk Maya

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Introduction

Designing a cross-platform solution to visualize the result of the given Chan-Vese simulation using the DSC framework via a plugin for Autodesk Maya.



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Deformable Simplicial Complexes

Theory

- Simplicial Complexes
- Criteria
- Domains
- Quality measure

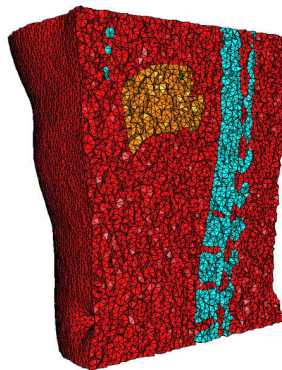


Figure : Image from
<http://doc.cgal.org/>



Chan-Vese Segmentation

Theory

- Level-Set Method
- Adapted Chan-Vese Method

$$\begin{aligned}
 \hat{E}(C) = & \mu \sum_{\alpha \in C} A_{\alpha} \\
 & + \nu \sum_{\beta \in \Omega_{in}} V_{\beta} \\
 & + \alpha_{in} \sum_{\beta \in \Omega_{in}} \left(\hat{U}(\rho_{\beta}) - c_{in} \right)^2 V_{\beta} \\
 & + \alpha_{out} \sum_{\gamma \in \Omega_{out}} \left(\hat{U}(\rho_{\gamma}) - c_{out} \right)^2 V_{\gamma}
 \end{aligned}$$

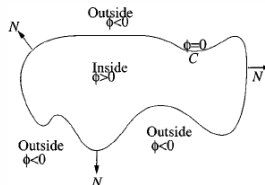


Figure : Image from: Chan & Vese - Active Contours without Edges.

Autodesk Maya

Theory

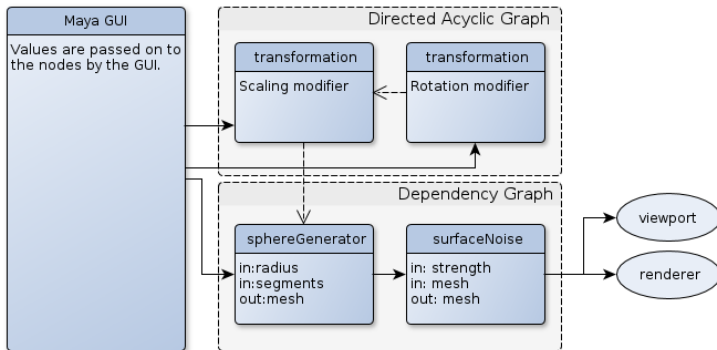


Figure : Example DAG and DG graph

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Mesh

Analysis, Design & Implementation

- Uniform Interface
- Design
- Maya-like mesh storage
- Integrating DSC



Simulator

Analysis, Design & Implementation

- Uniform Interface
- Design
- Integrating Chan-Vese with DSC



Plugin

Analysis, Design & Implementation

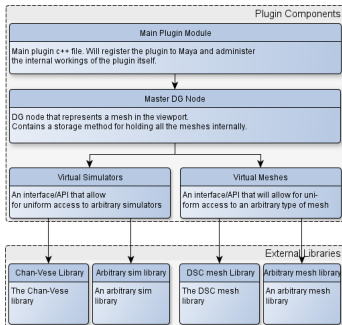


Figure : Designed solution.

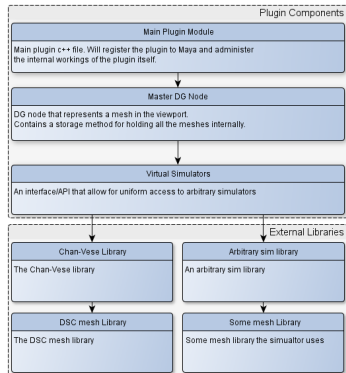


Figure : Implemented solution.



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UI

Results & Future

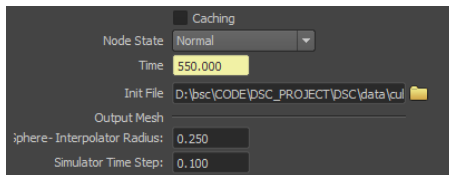


Figure : Arguments for the Chan-Vese simulator.



Mesh loading and surface inspection

Results & Future

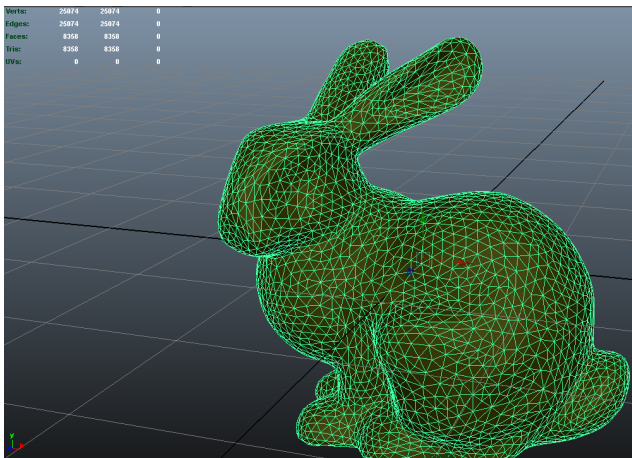


Figure : Mesh loaded with shader+wireframe and mesh stats.

Simulation

Results & Future

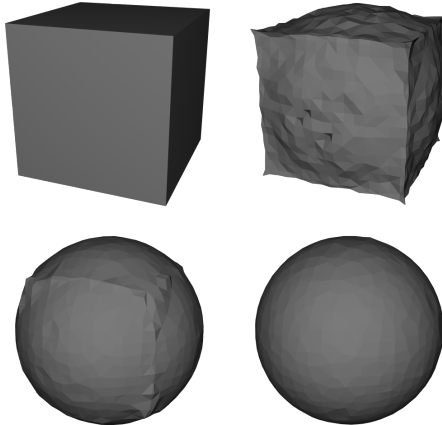


Figure : Pictures of four different stages in the simulation process using the visMesh plugin.

Textures & Renderes

Results & Future

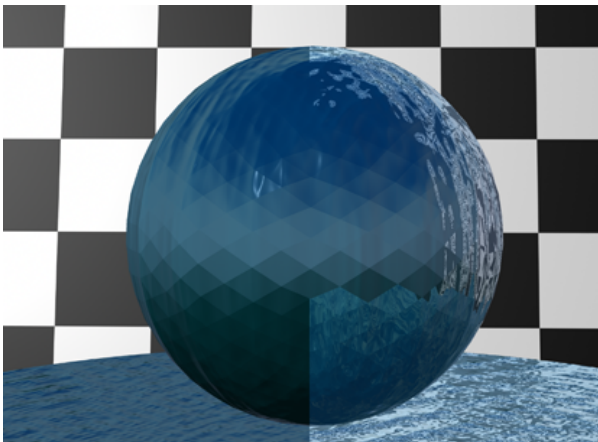


Figure : An advanced texture applied to a multi body mesh.

Performance & Memory Load

Results & Future

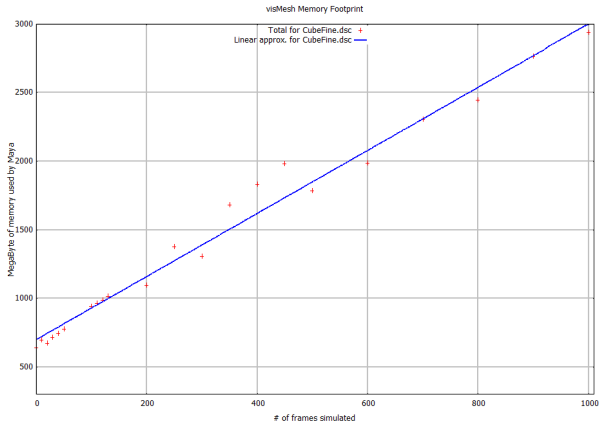


Figure : The memory load of the plugin during simulation



What's next?

Results & Future

- Implement uniform mesh storage
- Easier usage
- New parametertypes
- Saveability



Demonstration & Questions

If there is time: Demo video.

Else: Questions.

