

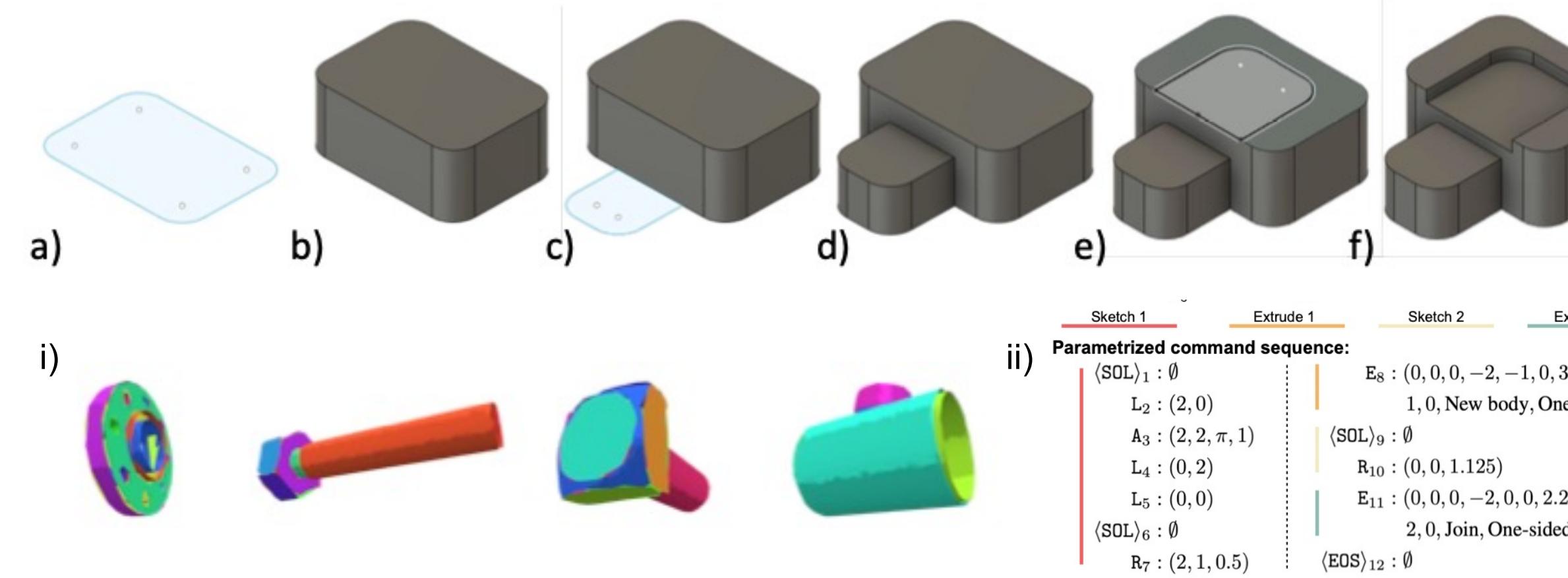
Point2Cyl: Reverse Engineering 3D Objects from Point Clouds to Extrusion Cylinders

Mikaela Angelina Uy* Yen-yu Chang* Minhyuk Sung Purvi Goel
 Joseph Lambourne Tolga Birdal Leonidas Guibas

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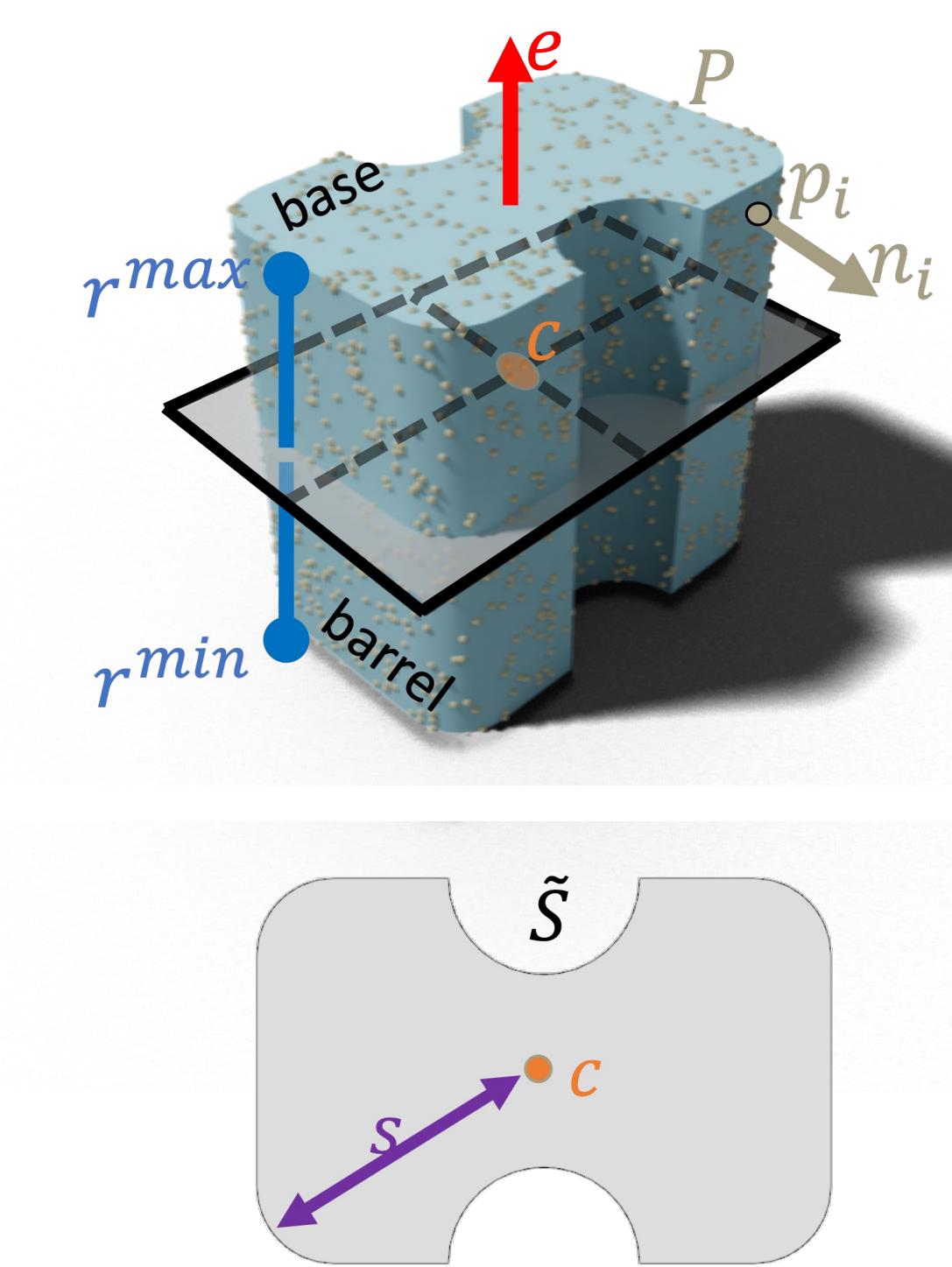
PROBLEM OVERVIEW



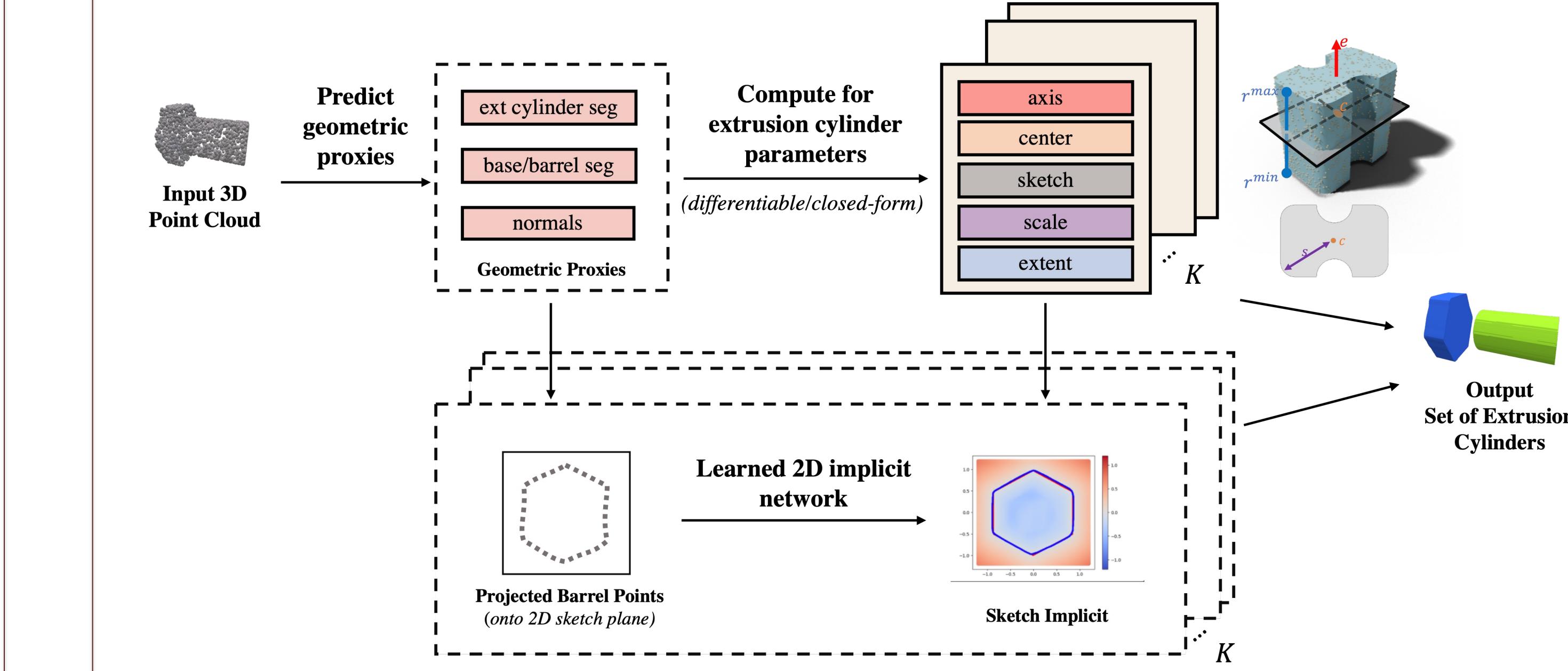
- Reverse engineering from a raw geometry to a CAD model is an essential task to enable manipulation of the 3D data.
- Given an input point cloud, our task is to infer its CAD program.
- Recent approaches either assume i) fixed and finite number of primitives [2], or ii) directly predict a program without utilizing geometry [3].
- We introduce a novel **geometry-aware approach** that casts the problem as an **extrusion cylinder decomposition** problem.

EXTRUSION CYLINDER

- We predict **geometric proxies**, which are used to **estimate extrusion parameters** in **differentiable and closed-form formulations**.
- Geometric Proxies:
 - Extrusion cylinder segmentation**
 - Per-point normals**
 - Base-barrel segmentation**
- Derived extrusion cylinder parameters:
 - Extrusion axis**
 - Extrusion center**
 - Normalized sketch**
 - Sketch scale**
 - Extrusion extent**

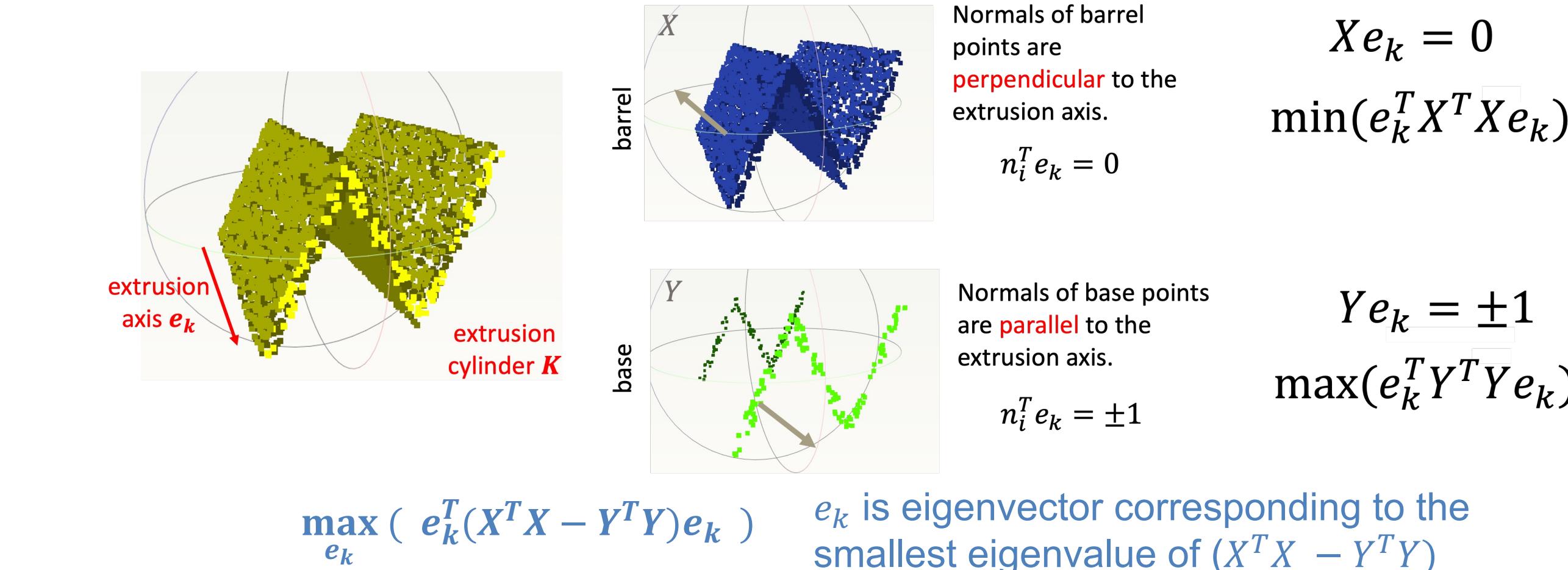


OUR POINT2CYL

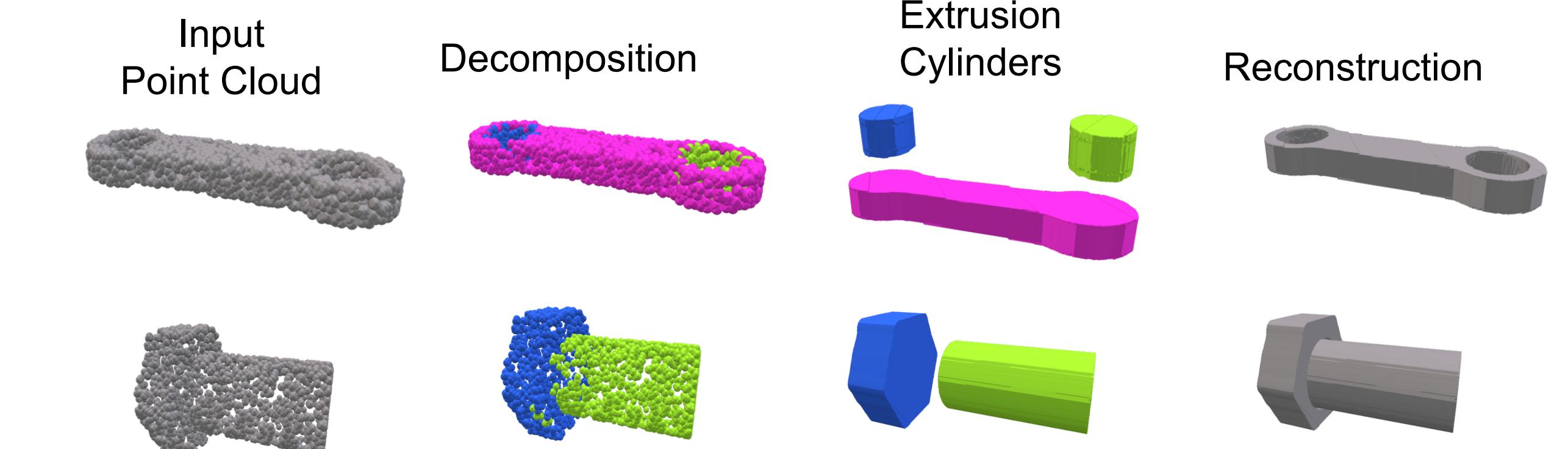


We represent sketches as **implicits** [3]

Extrusion Axis Model Estimation



Reverse Engineering



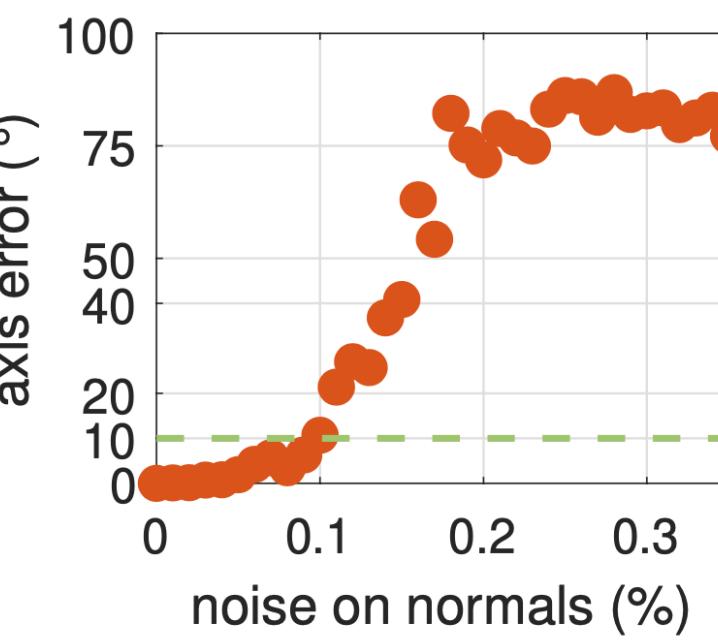
RESULTS

Quantitative Results

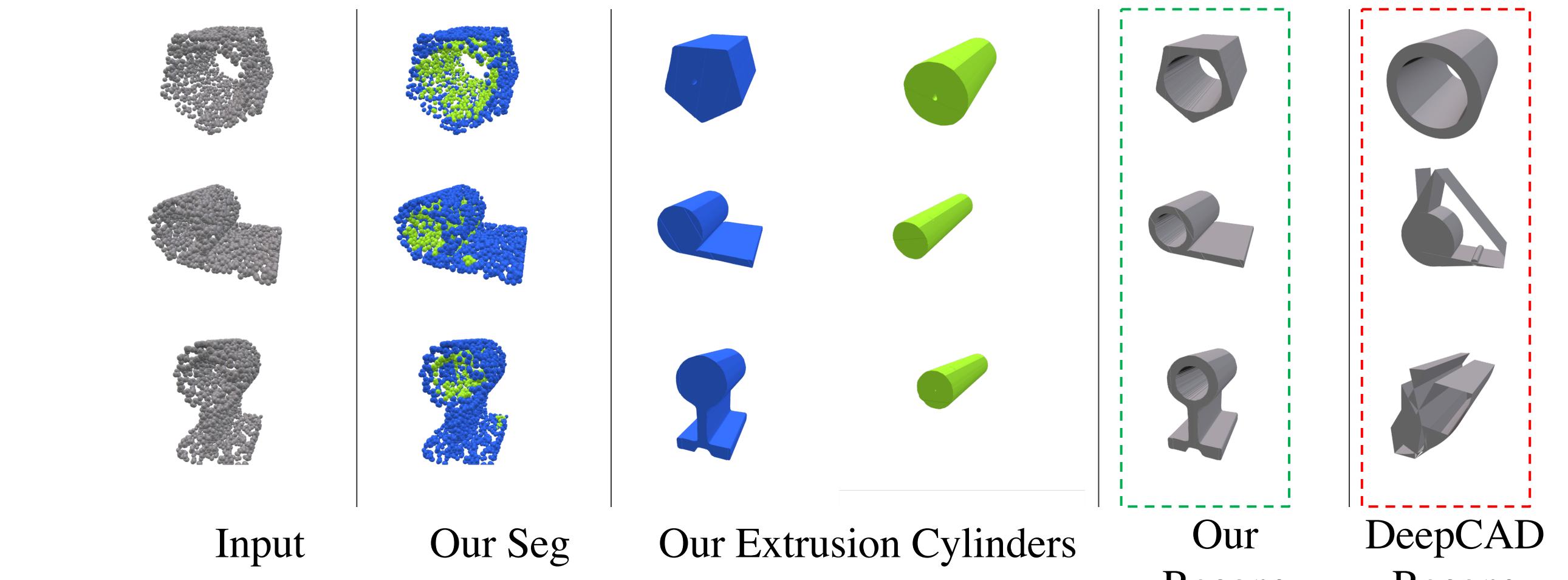
Table 1. Quantitative results on Fusion Gallery and DeepCAD datasets.

	Seg. \uparrow	Norm. $(^\circ)\downarrow$	B.B. \uparrow	E.A. $(^\circ)\downarrow$	E.C. \downarrow	Fit Cyl \downarrow	Fit Glob \downarrow
Fusion Gallery	H.V. + N _J	0.409	12.264	0.595	58.868	0.1248	0.1492
	D.P.	-	-	-	30.147	0.1426	1.4132
	w/o $\mathcal{L}_{\text{sketch}} + N_J$	0.699	12.264	0.913	14.169	0.0729	0.0828
	w/o $\mathcal{L}_{\text{sketch}}$	0.699	8.747	0.913	9.795	0.0727	0.0826
DeepCAD	Ours (Point2Cyl)	0.736	8.547	0.911	8.137	0.0525	0.0704
	H.V. + N _J	0.540	13.573	0.577	59.785	0.0435	0.1664
	D.P.	-	-	-	48.818	0.0716	0.4947
	w/o $\mathcal{L}_{\text{sketch}} + N_J$	0.829	13.573	0.916	10.109	0.0275	0.0856
DeepCAD	w/o $\mathcal{L}_{\text{sketch}}$	0.829	8.850	0.916	8.085	0.0273	0.0783
	Ours (Point2Cyl)	0.833	8.563	0.919	7.923	0.0267	0.0758
							0.0308

Noise Robustness



Qualitative Results



Applications for Shape Editing

