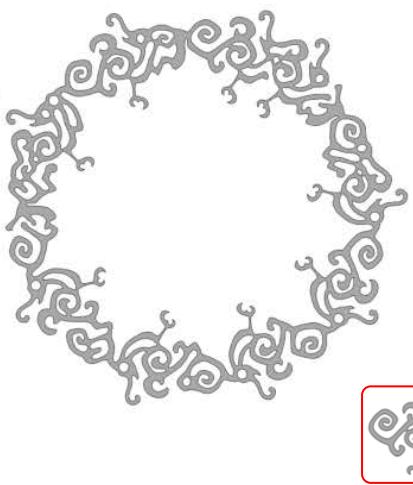


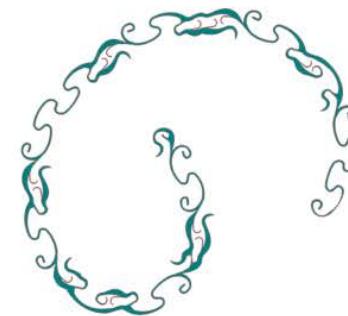
Topology-constrained synthesis of vector patterns



Shizhe Zhou
USTC



Changyun Jiang
USTC



Sylvain Lefebvre*
INRIA

Motivation:

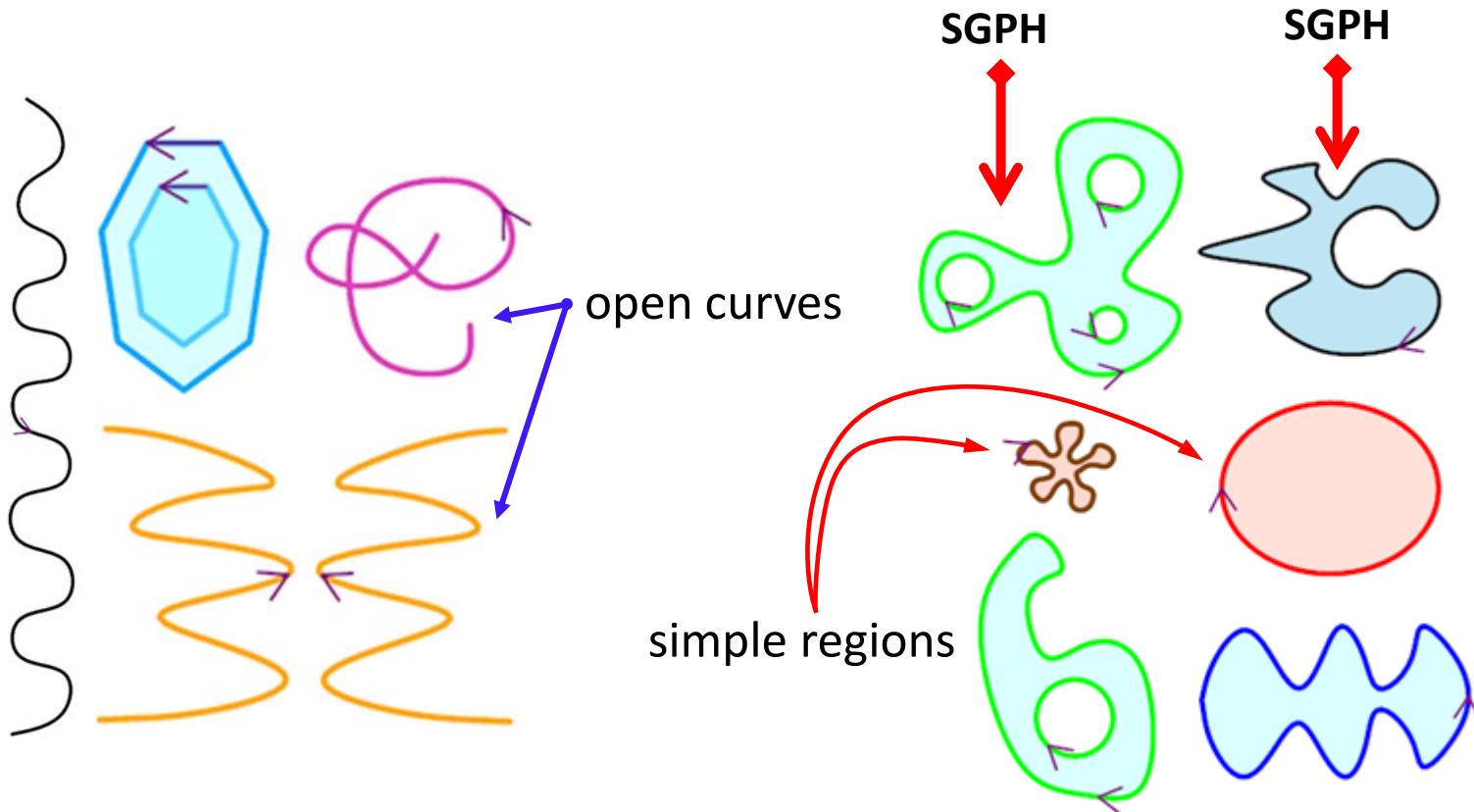
sketches → decorative patterns → physical objects



- Structured continuous vector pattern on curves.
- By-example: resembling and variations
- Physical objects that can be fabricated correctly on 3d printers(chairs, wristband, etc.)

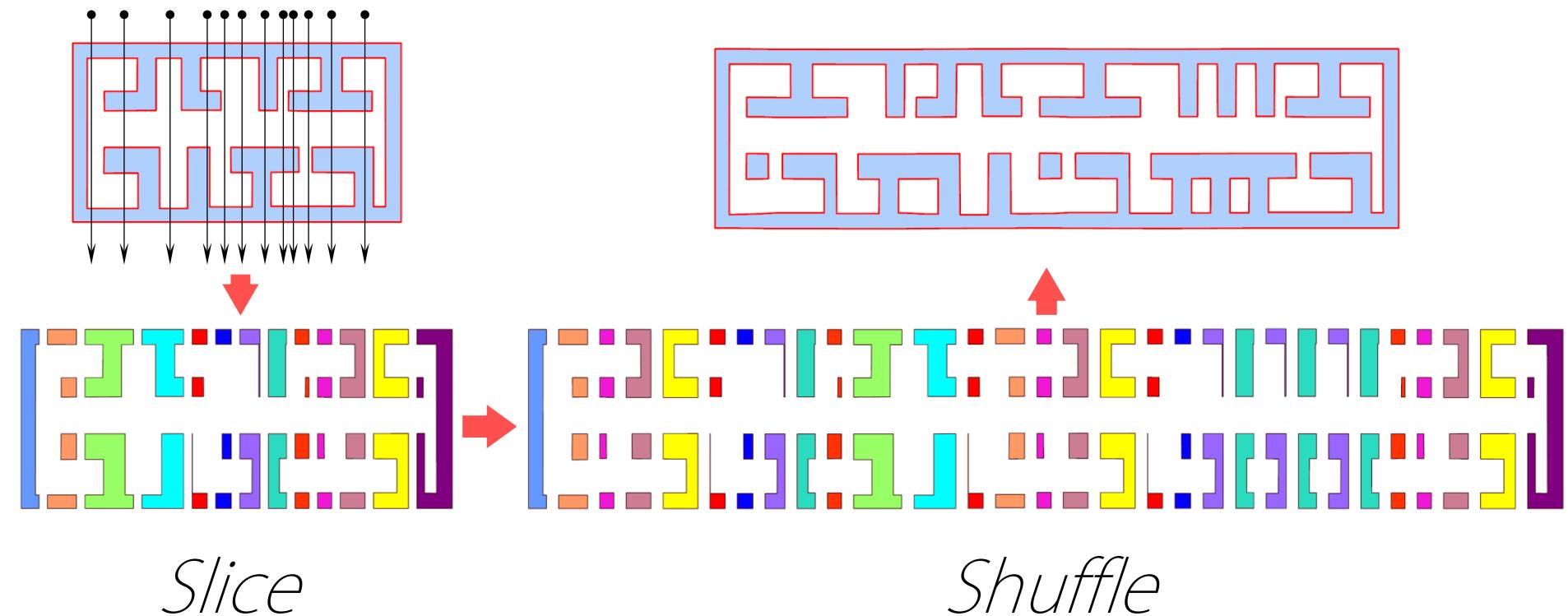
demo

Vector shapes

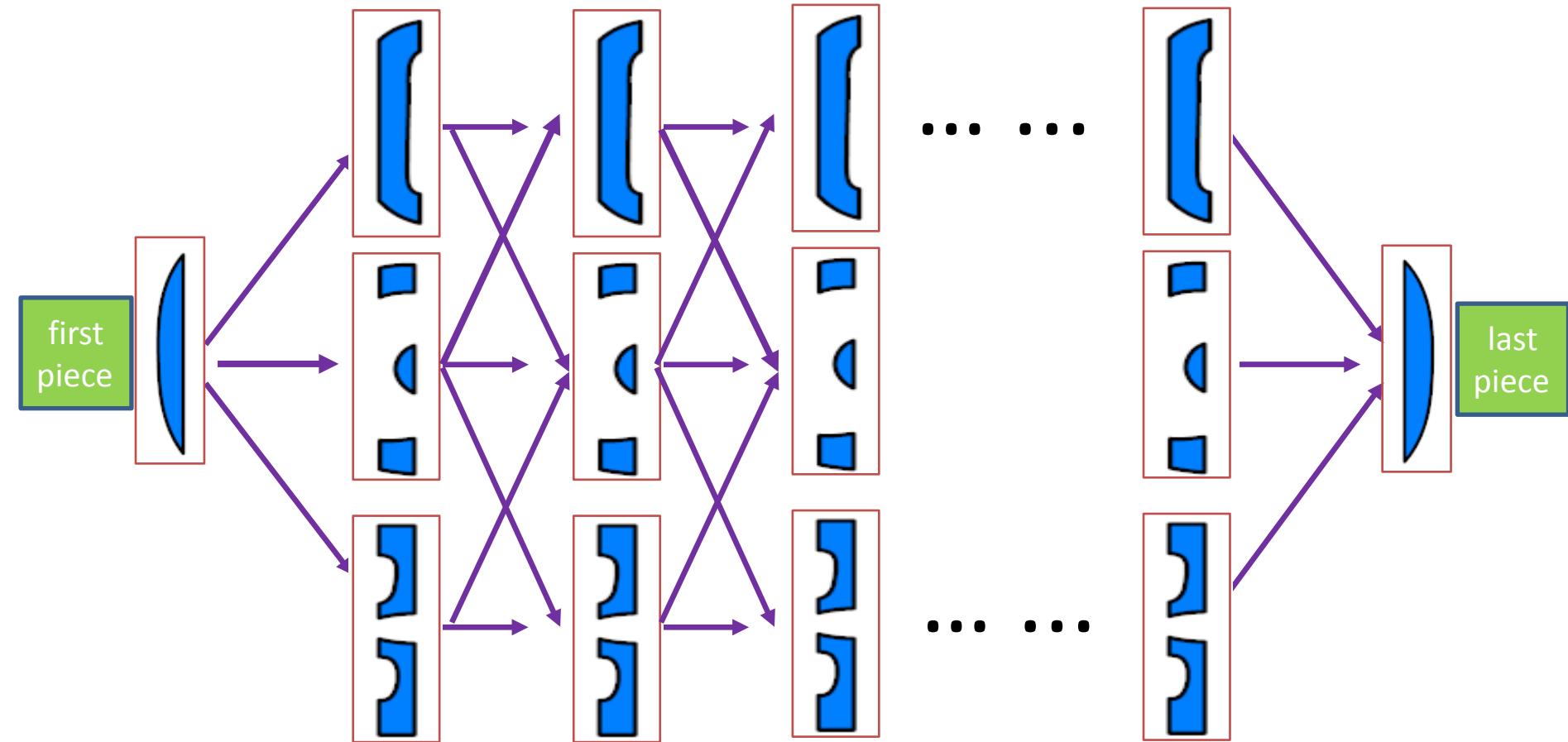


Input : **SGPH** (**S**imple **G**eneral **P**olygon with **H**oles)

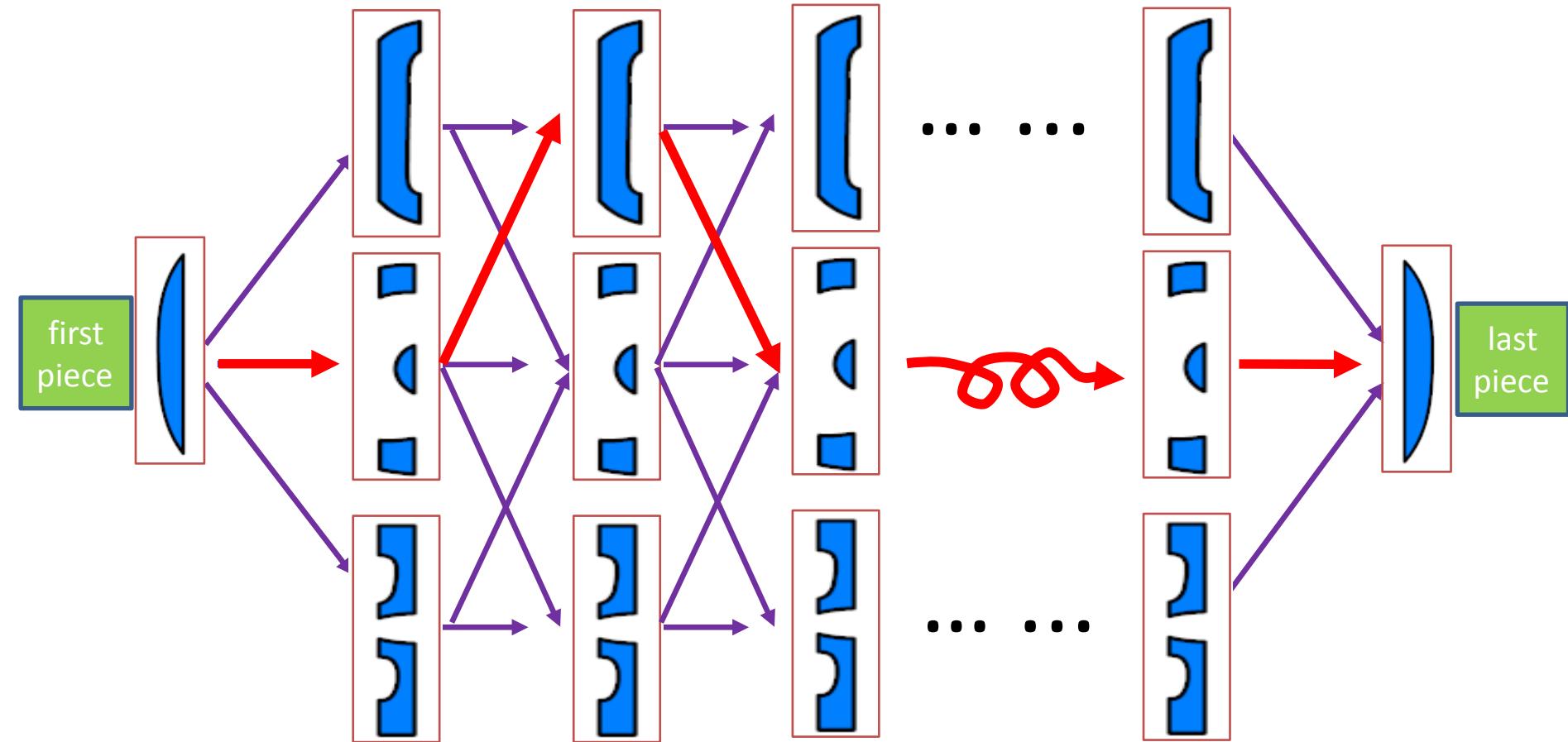
Synthesis Mechanism: Slice and Shuffle



Dynamic Programming

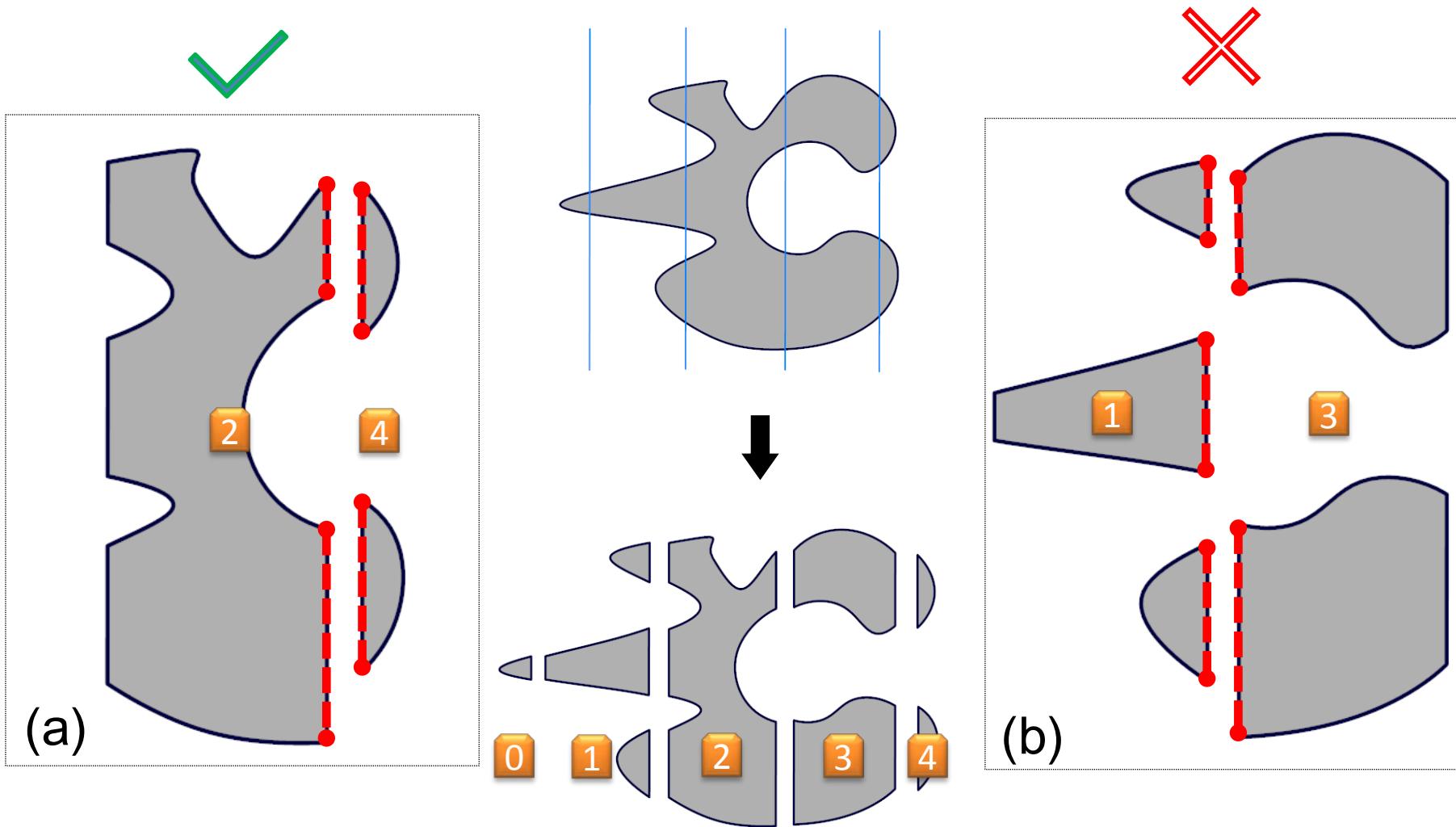


Dynamic Programming



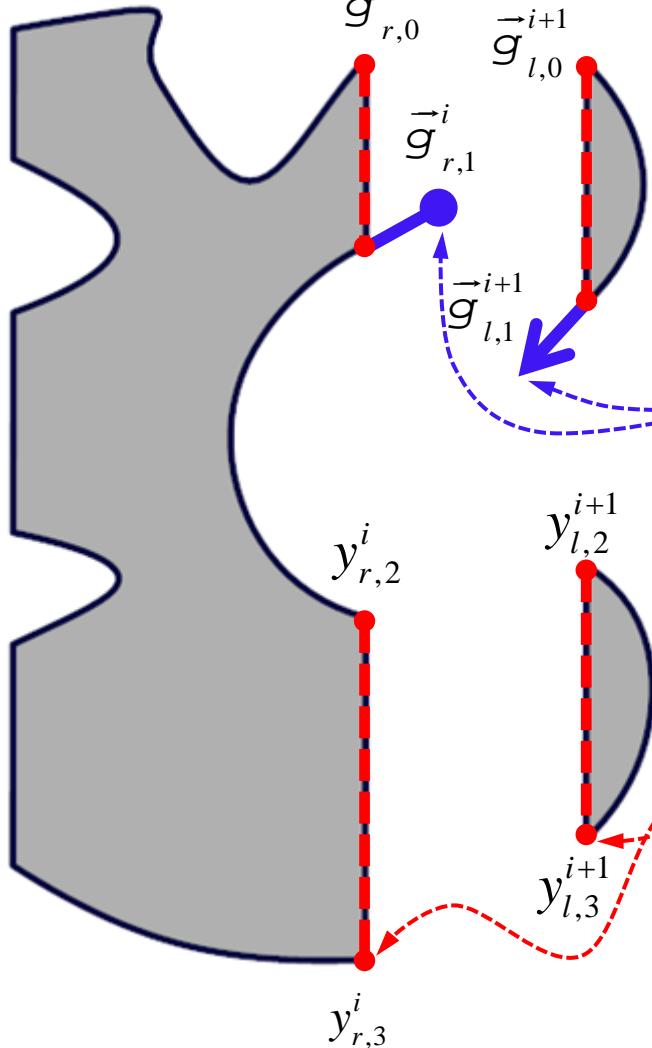
A Path from the first piece to
the last piece gives a new vector pattern.

Merging cost



Merging cost

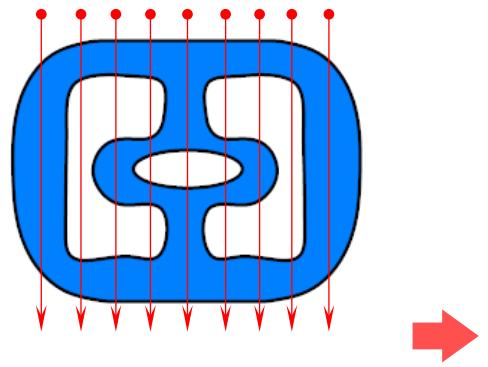
$$\mathcal{D}(i, j) = d_{match}(i, j) \cdot \alpha + (1 - \alpha) \cdot d_{tangent}(i, j)$$



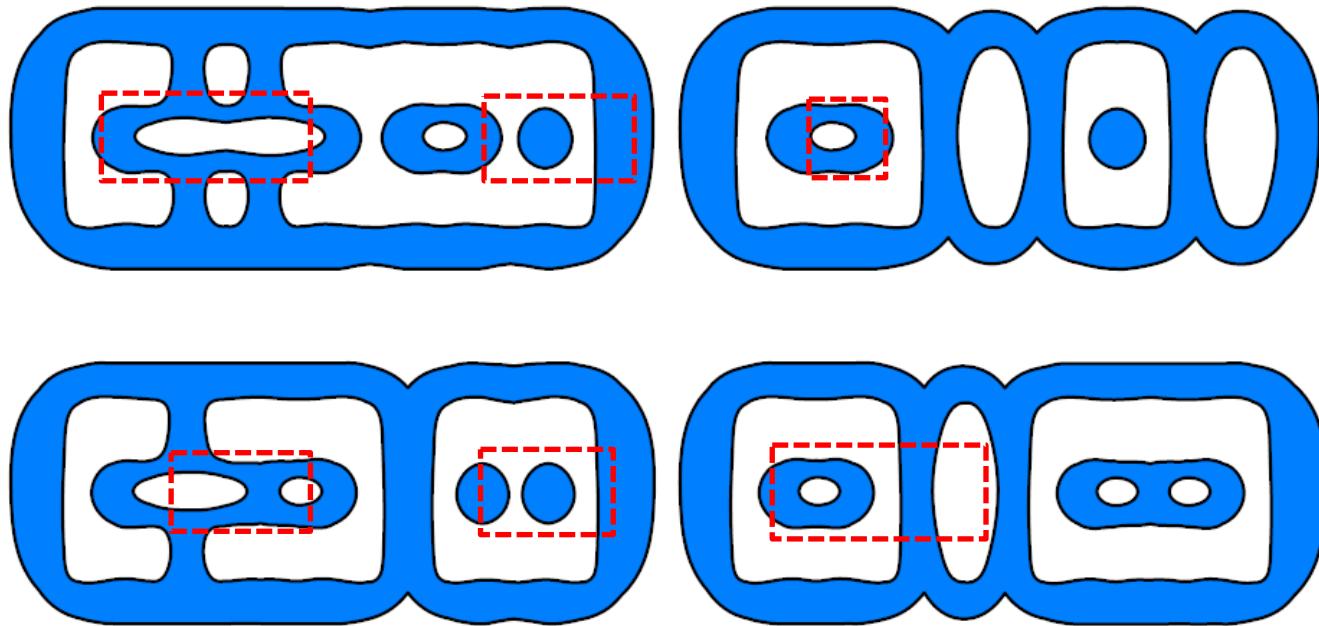
$$d_{tangent}(i, j) = \sum_{k=0}^{M-1} \|1 - \vec{g}_{r,i}^k \cdot \vec{g}_{l,j}^k\|$$

$$d_{match}(i, j) = \min_{\tau} \left(\frac{1}{M} \sum_{k=0}^{M-1} \|y_{l,j}^k - y_{r,i}^k + \tau\|^2 \right)$$

A Simple Example

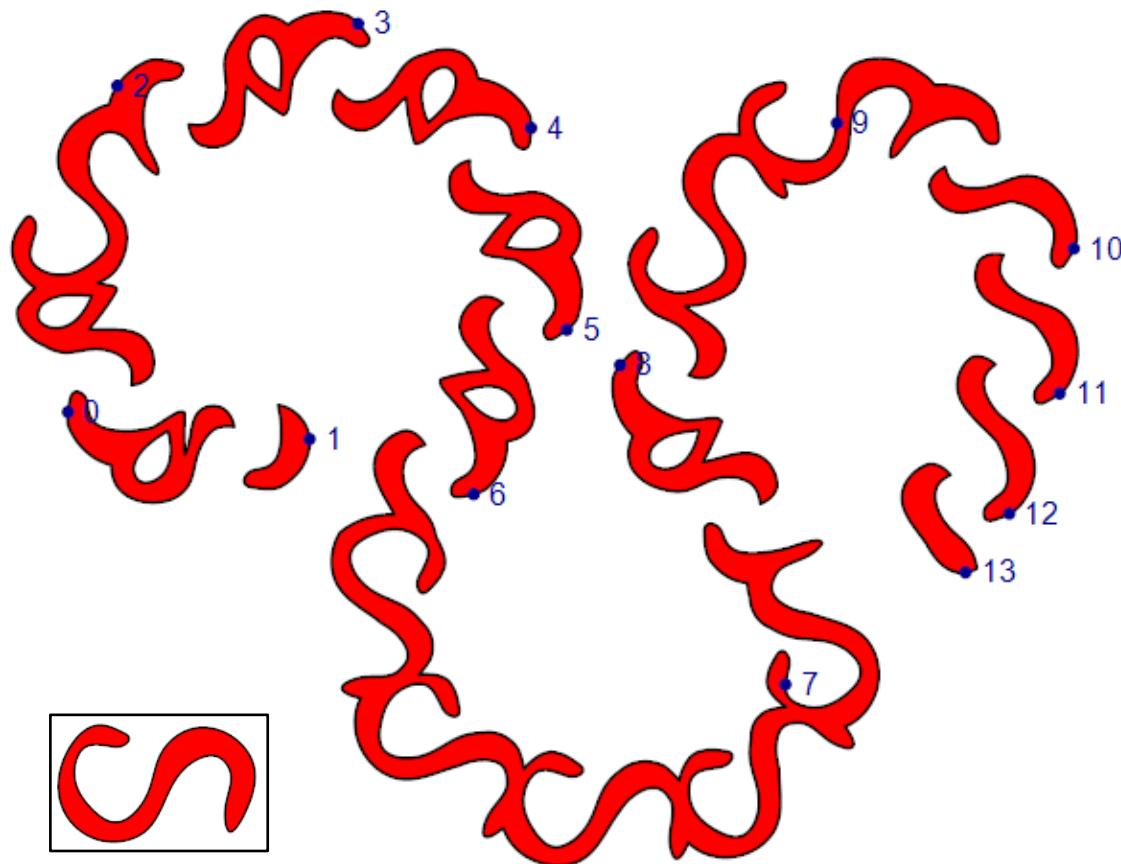


Wait! There are “Islands” in the water..

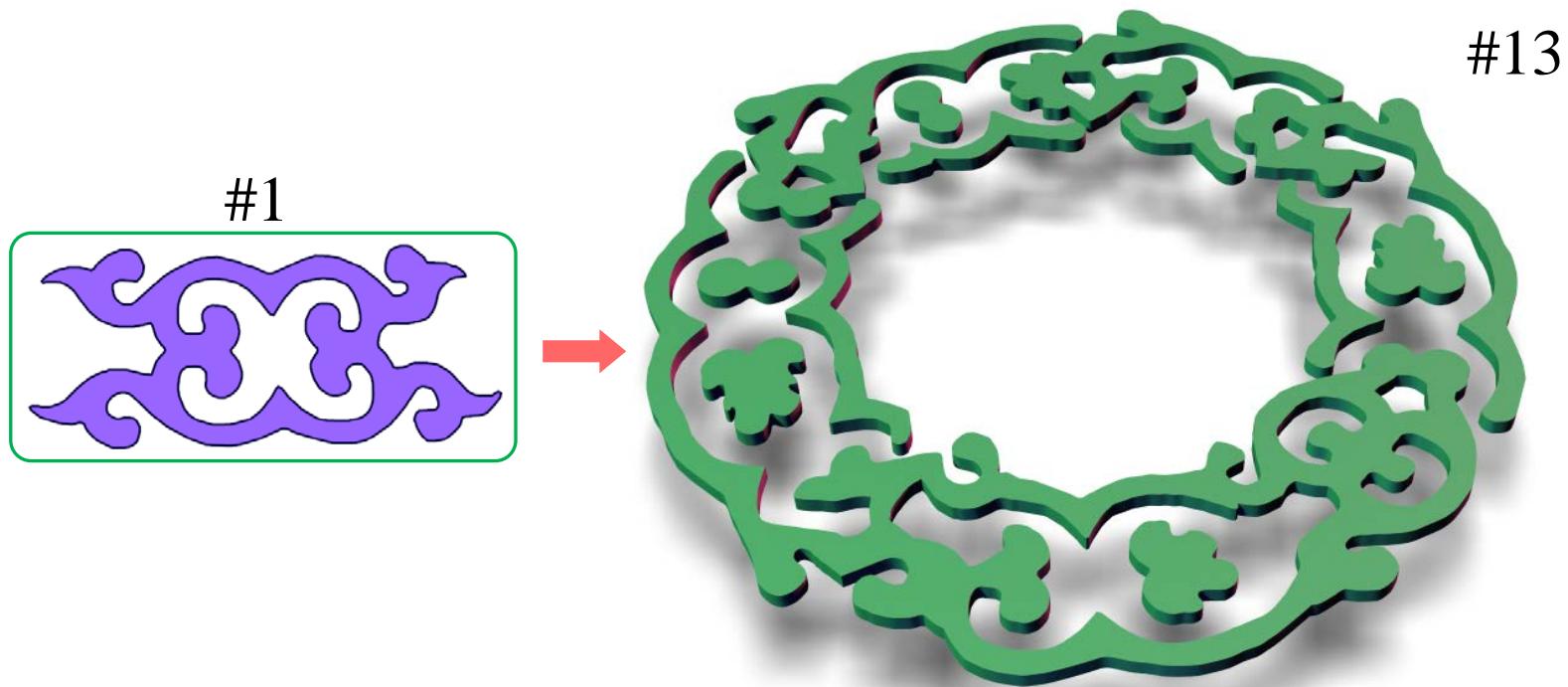
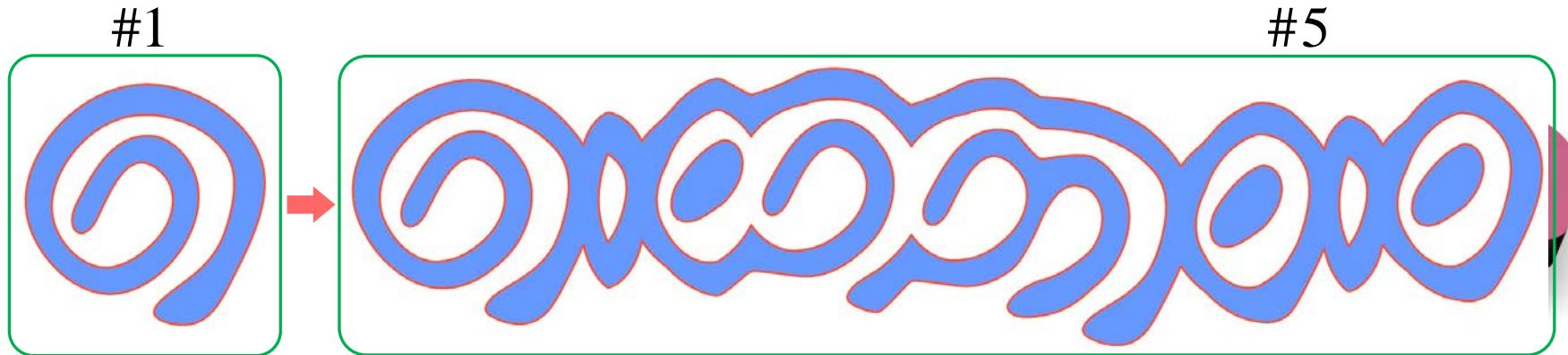


“island”: regions enclosed in but disconnected from the outer border

and.. Separate parts ☹



Ignore topology ~~broken~~ results



Challenges

- Previous synthesis problem.
 - variety, resemblance
 - interactive feedback, efficient displaying, zoom in/out
- New Challenge!
 - avoiding broken results
 - output data format : domain representation



1932 MG Six Saloon

A Heritage Motor Centre, Gaydon image for editorial purposes only



Surprises

- Topology improves aesthetics.

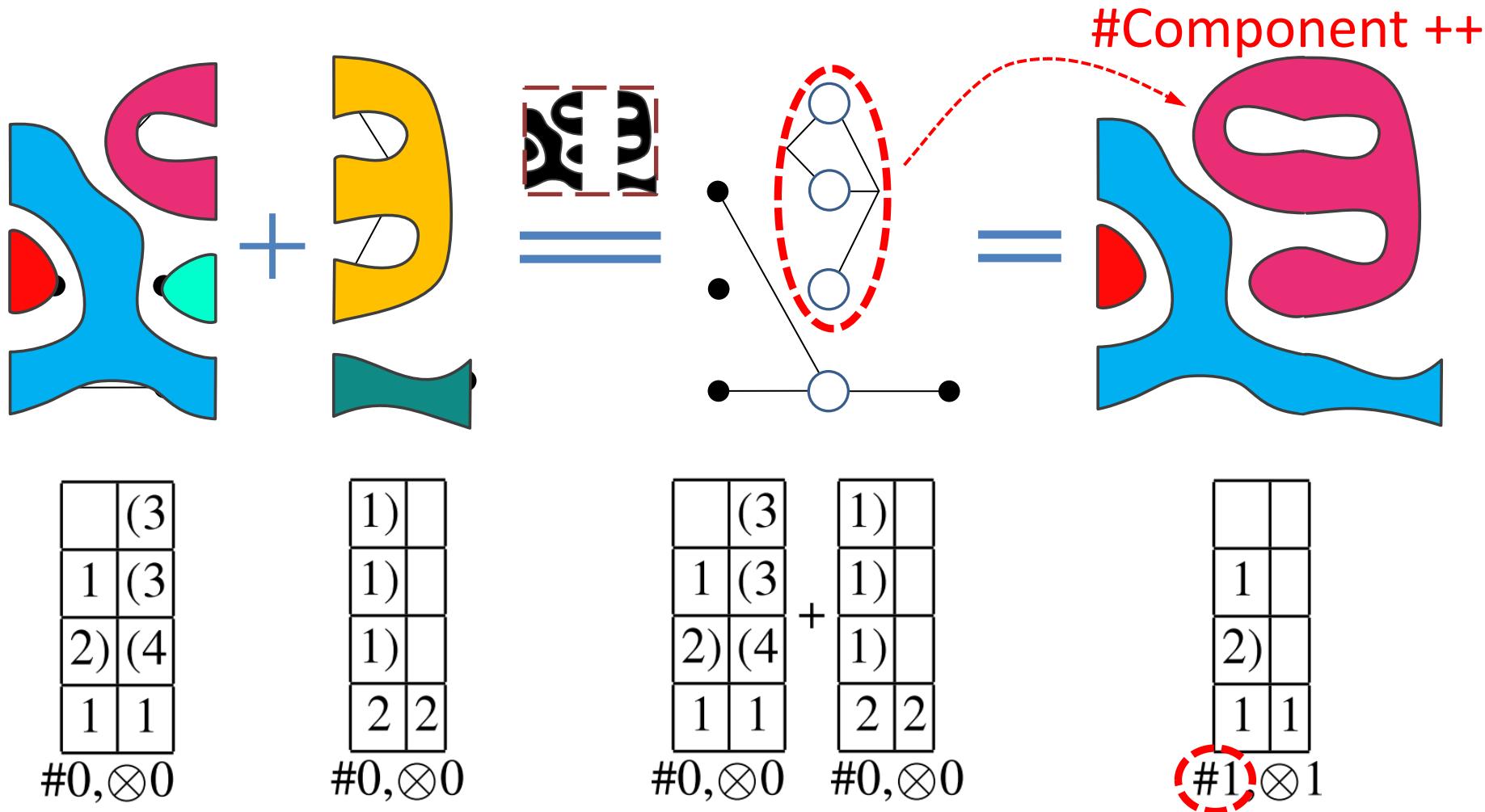
“Topology is part of the Structural quality”

- Users fully control topology by parameters:
 - given #connected-components and #holes

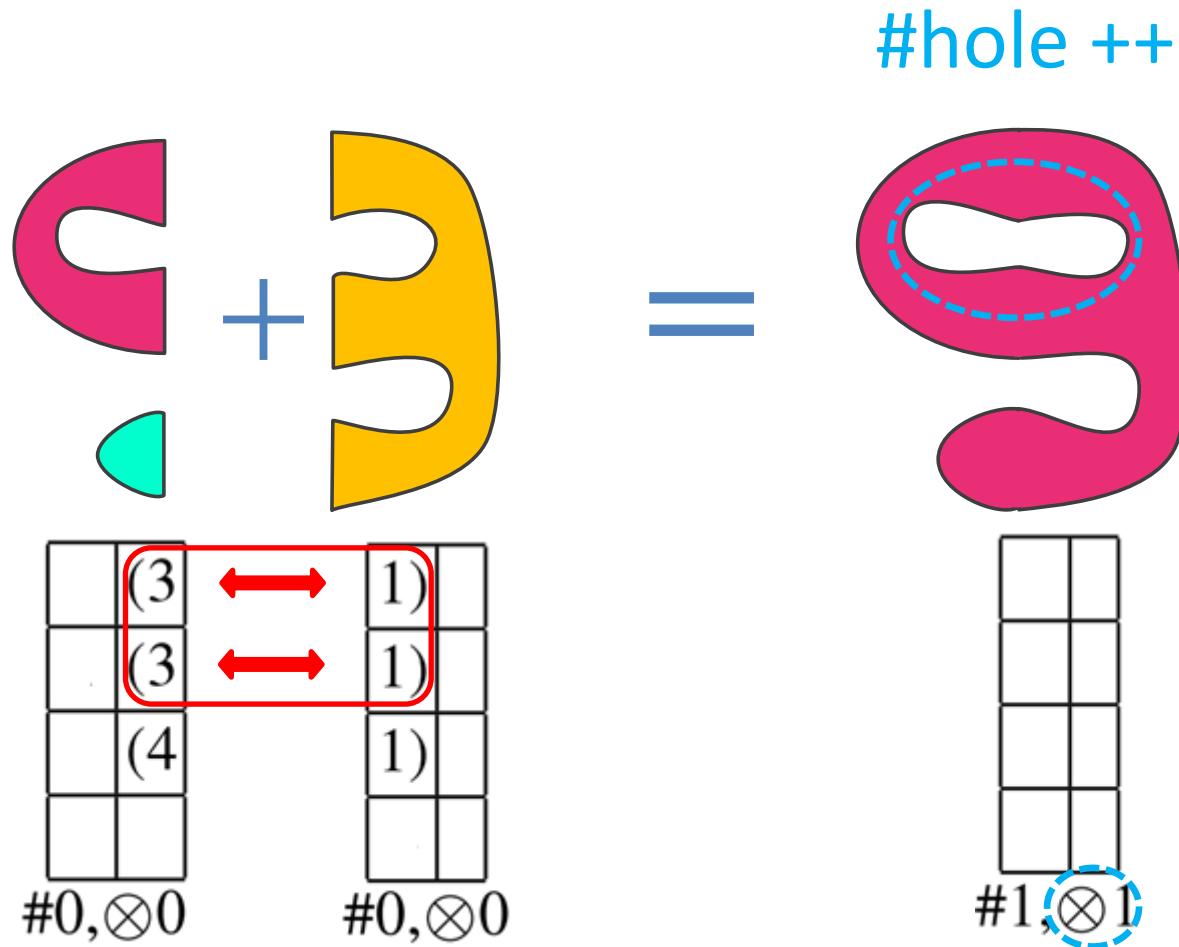
Our solution: Topology-constrained Synthesis

- Analysis from topology
 - Shape analysis for optimal piece-sampling
- **Synthesis in two stages**
 - Topology solver
 - Geometry solver

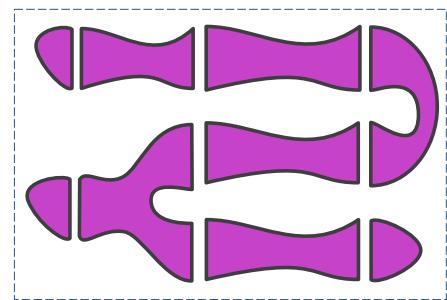
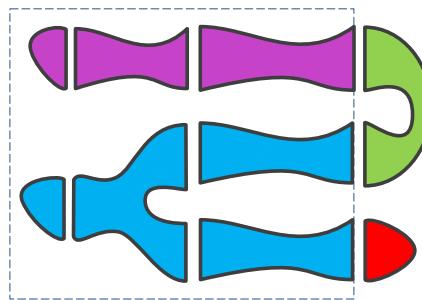
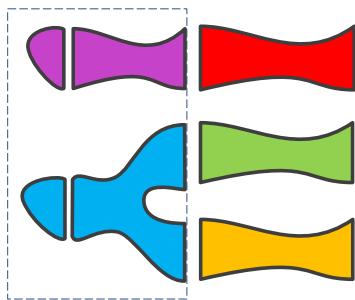
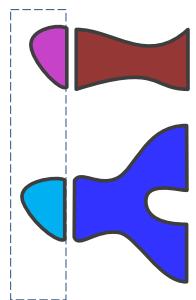
Topology descriptor: Capturing topology changes



Counting the inner holes



Tracking Topology



$$\begin{array}{c|c} \begin{array}{|c|c|}\hline & (1) \\ \hline & (2) \\ \hline \end{array} & \begin{array}{|c|c|}\hline 1 & 1 \\ \hline 2 & 2 \\ \hline \end{array} \\ \hline \end{array} + \begin{array}{c|c} \begin{array}{|c|c|}\hline & (1) \\ \hline & (2) \\ \hline \end{array} & \begin{array}{|c|c|}\hline 1 & 1 \\ \hline 2 & 2 \\ \hline 3 & 3 \\ \hline \end{array} \\ \hline \end{array}$$

$\#0, \otimes 0$ $\#0, \otimes 0$

$$\begin{array}{c|c} \begin{array}{|c|c|}\hline & (1) \\ \hline & (2) \\ \hline \end{array} & \begin{array}{|c|c|}\hline 1 & 1 \\ \hline 2 & 2 \\ \hline 3 & 3 \\ \hline \end{array} \\ \hline \end{array} + \begin{array}{c|c} \begin{array}{|c|c|}\hline & (1) \\ \hline & (2) \\ \hline \end{array} & \begin{array}{|c|c|}\hline 1 & 1 \\ \hline 2 & 2 \\ \hline 3 & 3 \\ \hline \end{array} \\ \hline \end{array}$$

$\#0, \otimes 0$ $\#0, \otimes 0$

$$\begin{array}{c|c} \begin{array}{|c|c|}\hline & (1) \\ \hline & (2) \\ \hline \end{array} & \begin{array}{|c|c|}\hline 1 \\ \hline 2 \\ \hline \end{array} \\ \hline \end{array} + \begin{array}{c|c} \begin{array}{|c|c|}\hline & (1) \\ \hline & (2) \\ \hline \end{array} & \begin{array}{|c|c|}\hline 1 \\ \hline 2 \\ \hline \end{array} \\ \hline \end{array}$$

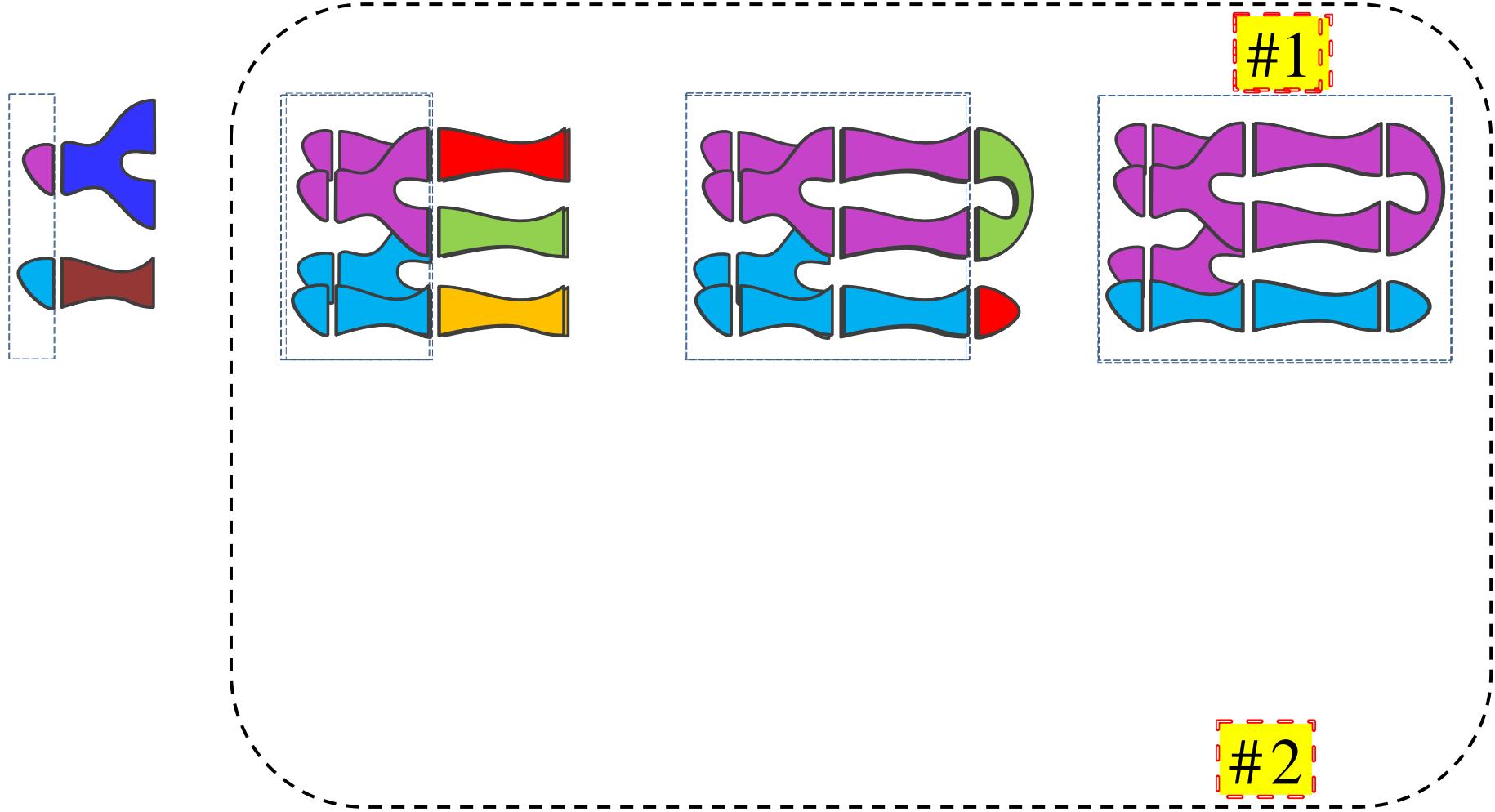
$\#0, \otimes 0$ $\#0, \otimes 0$

$$\begin{array}{c|c} \begin{array}{|c|c|}\hline & \\ \hline & \\ \hline \end{array} & \begin{array}{|c|c|}\hline & \\ \hline & \\ \hline \end{array} \\ \hline \end{array}$$

$\#1, \otimes 0$

On-the-fly topology tracking

- Topology descriptor can not be pre-computed..



Topology equivalent: \equiv

Given two DP items **a** **b**.

if(**a** and **b** have

the same #Components,
the same #inner holes,
the same portal-component correspondences)

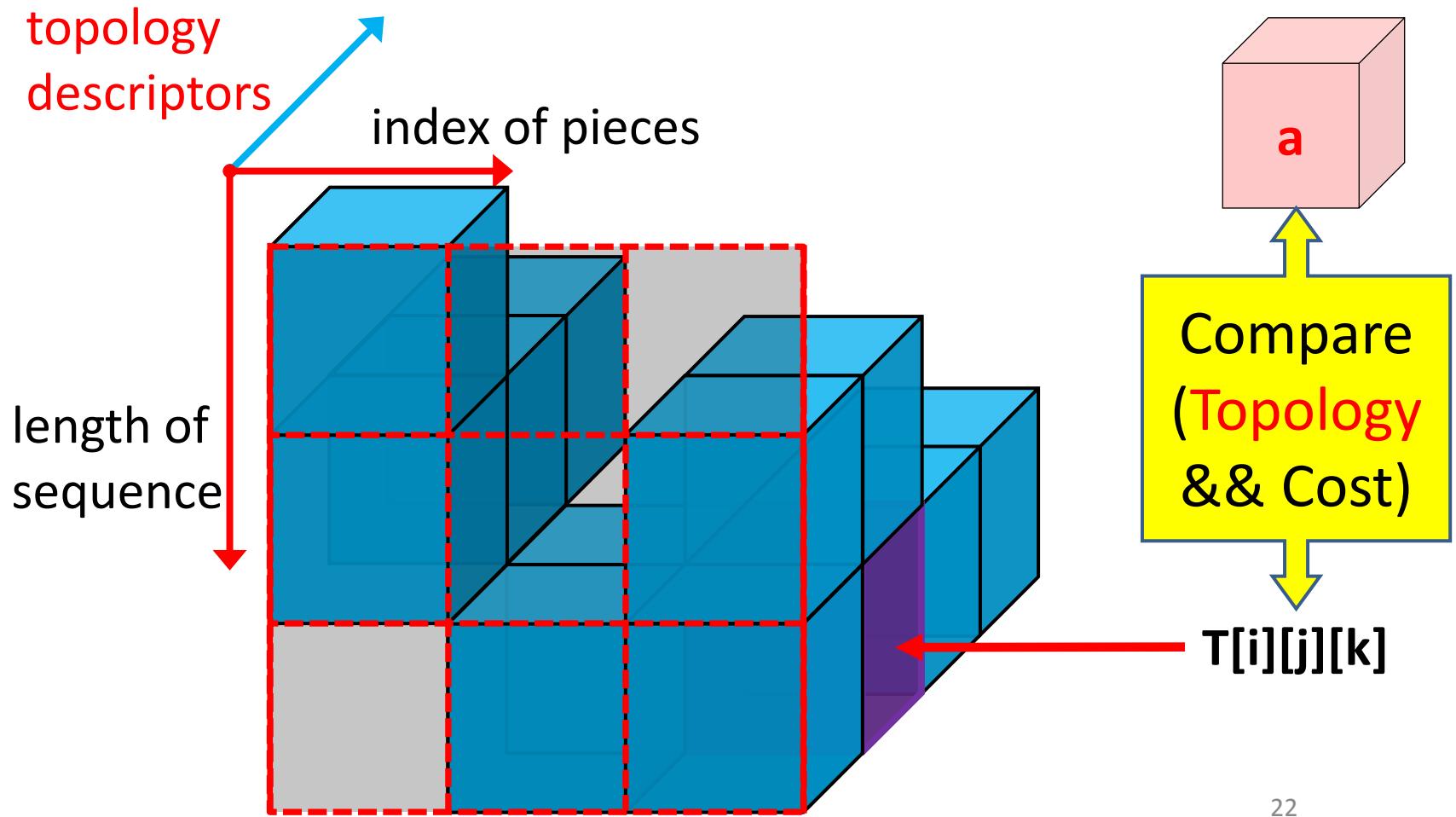
{

a is topoEqual to **b**; /*denoted as **a** \equiv **b***/

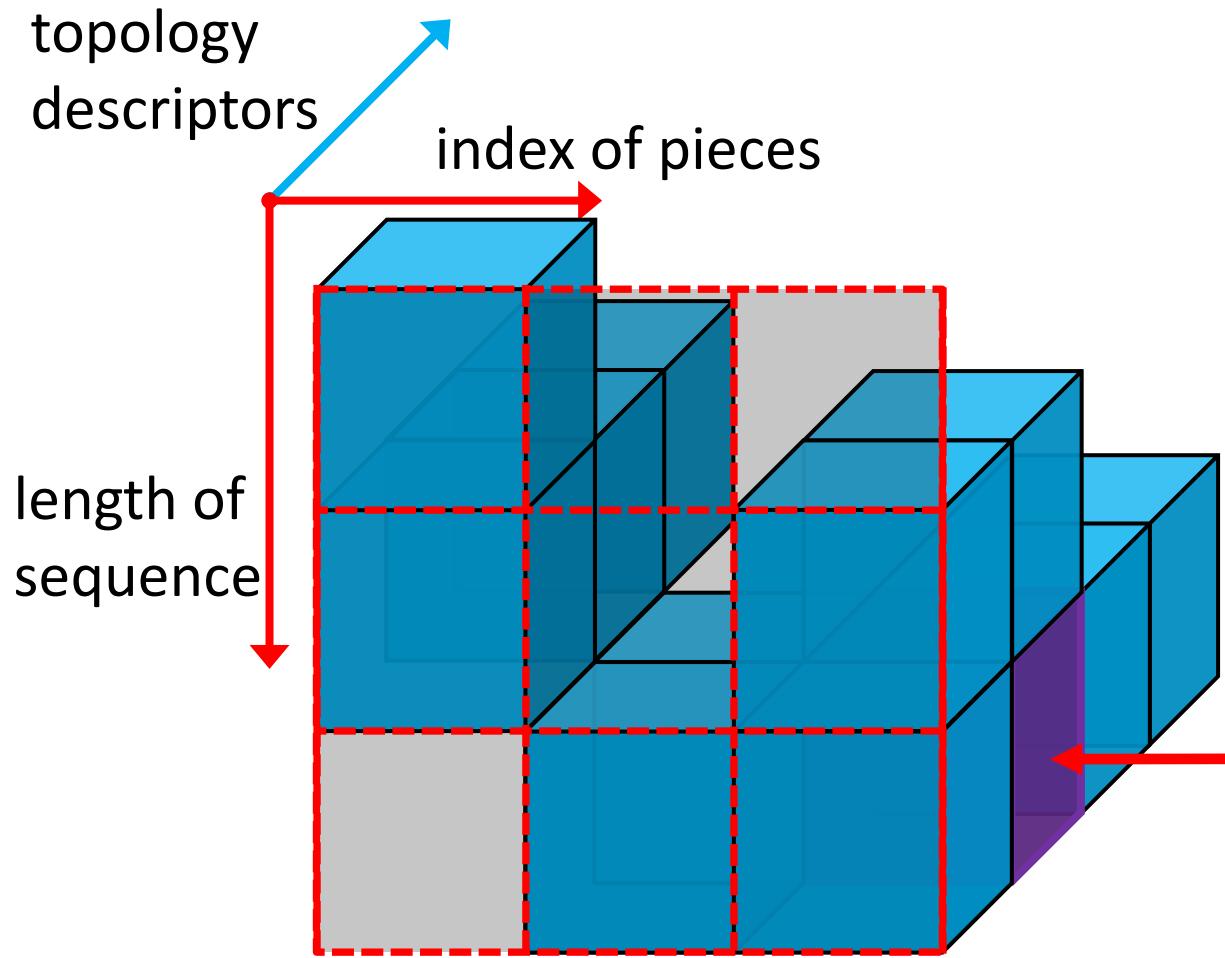
}

Cubic DP

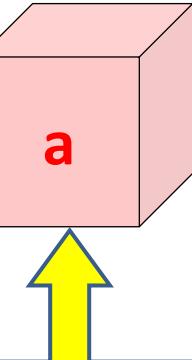
- Allowing arbitrary topology configurations co-exist



Cubic DP

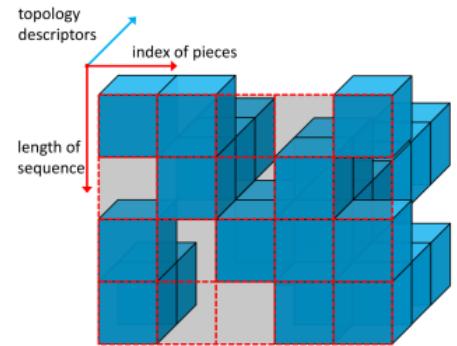


```
if(a == T[i][j][k])
{
    if(a. cost is smaller)
        T[i][j][k] = a;
    else
        discard a;
}
else
    T[i][j].add(a);
```



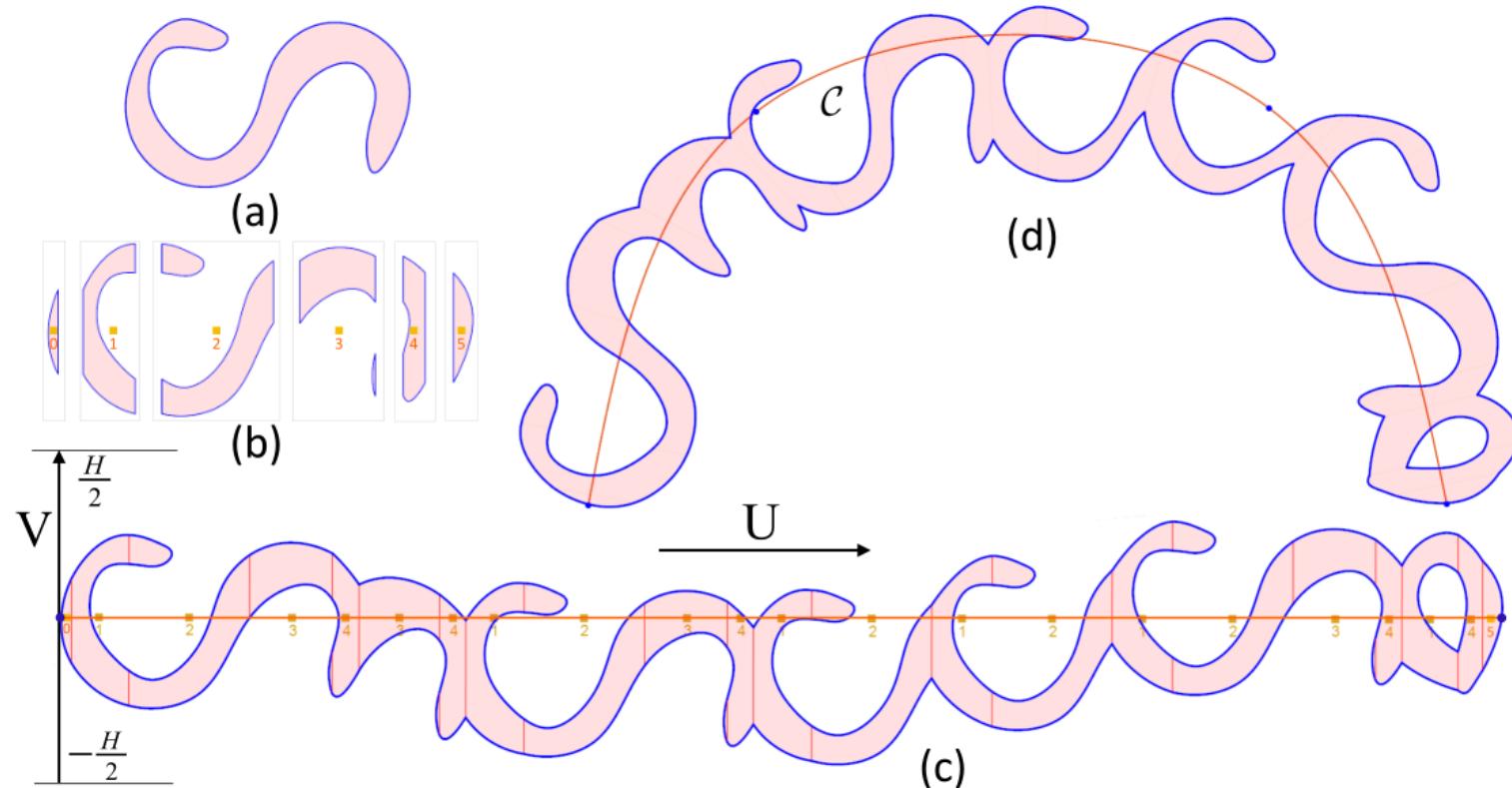
Backtracking

- The cubic DP gives complete solution space, where we explore by backtracking
- Simple UI: users specify #holes and #components
- $O(K)$, K is the number of all possible solution.



Patterns on arbitrary curve

- Constituent pieces in parameterization domain

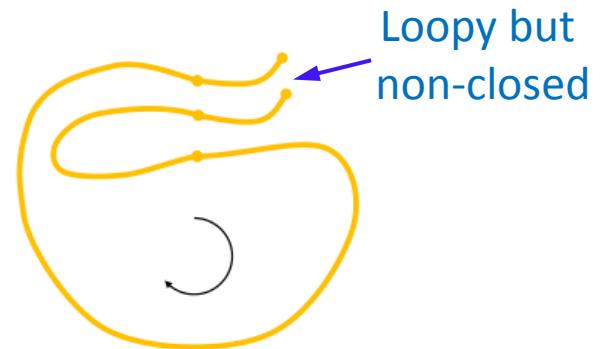
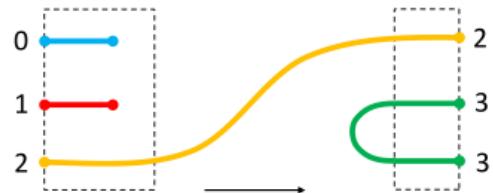
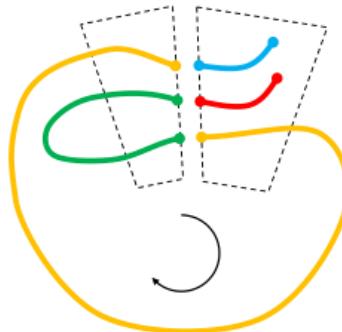
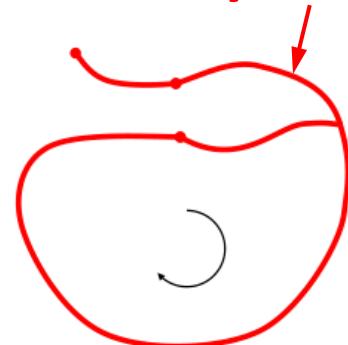
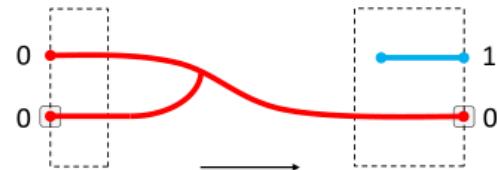
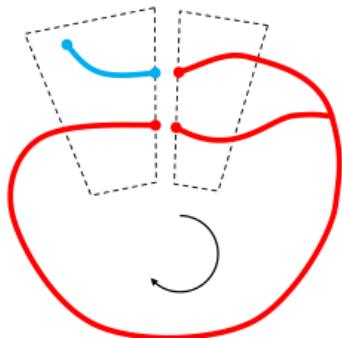


Closed loop

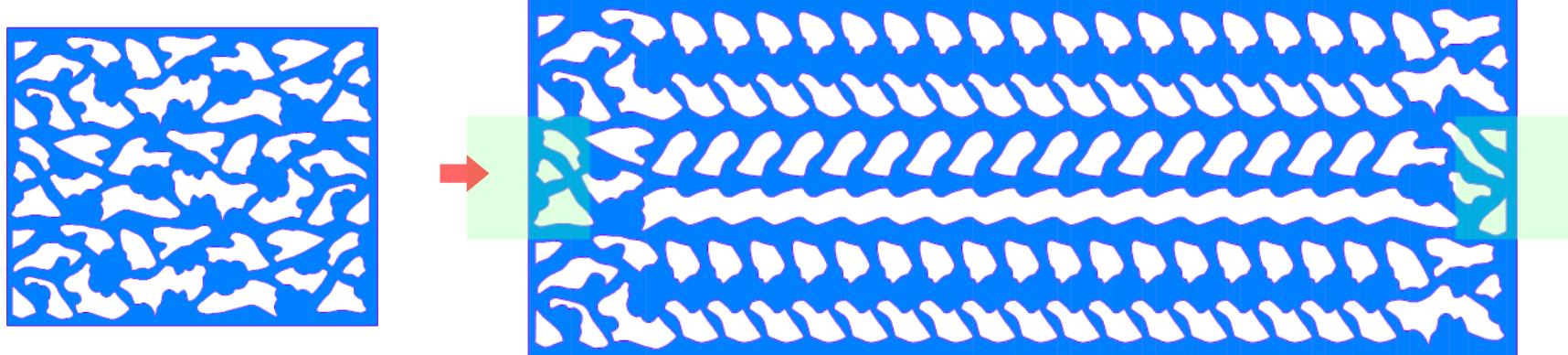
One more virtual piece to close

Bi-directional descriptor, but still $O(n \log(n))$ 😊

Topo-Descriptor can detect if the pattern is **literally “closed”**

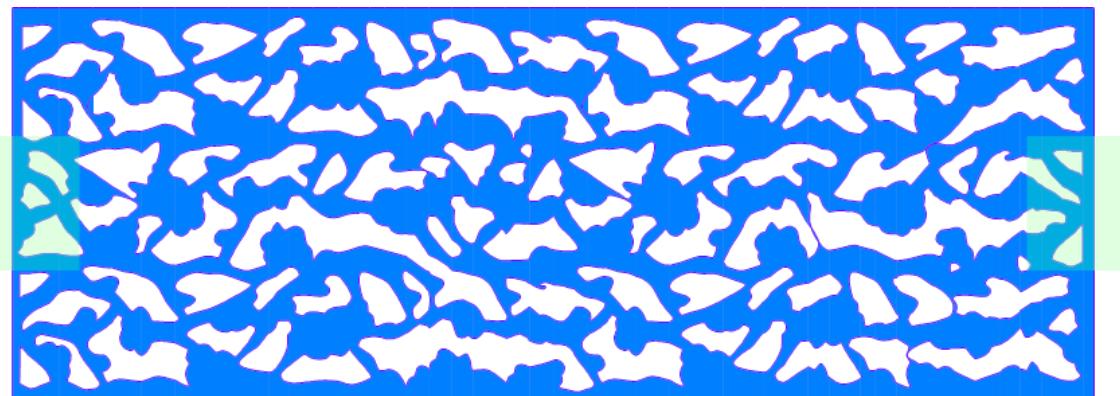


Repetition

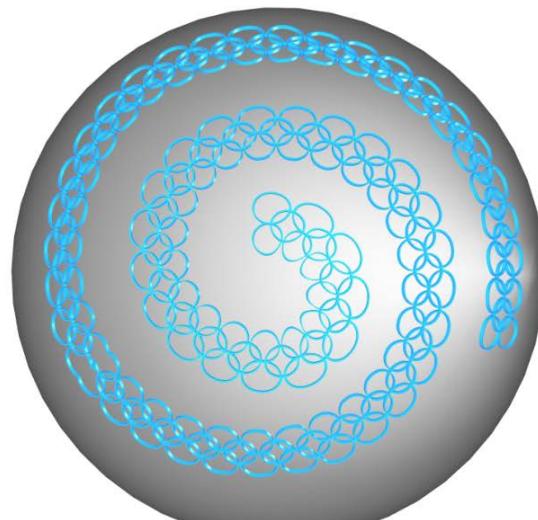


How: by a new cost energy ? Jittering ? Or a function to bring complex structures?

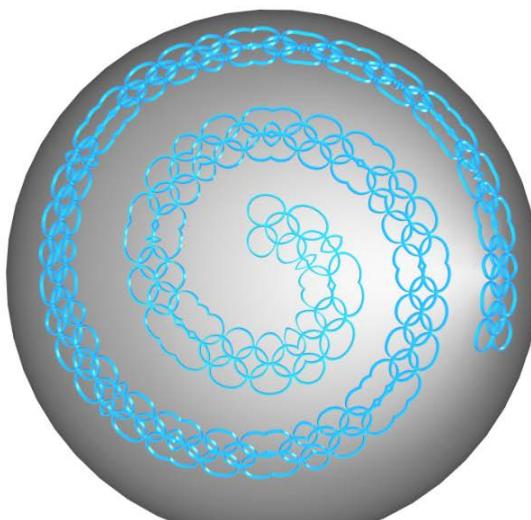
We expect
variety



Variation control



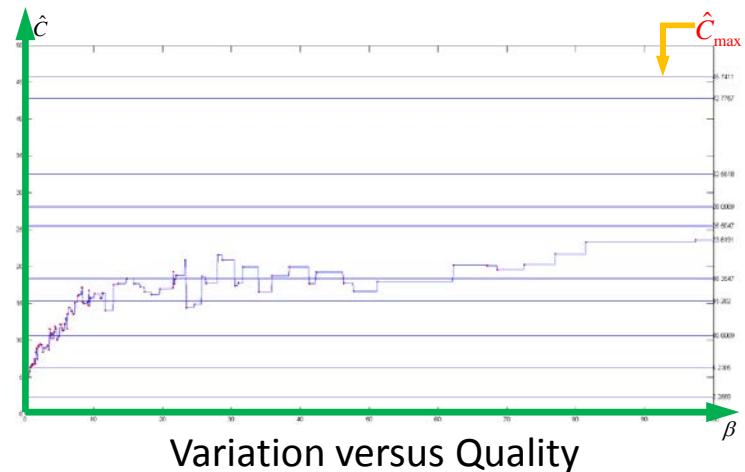
Autocorrelation weight = 0



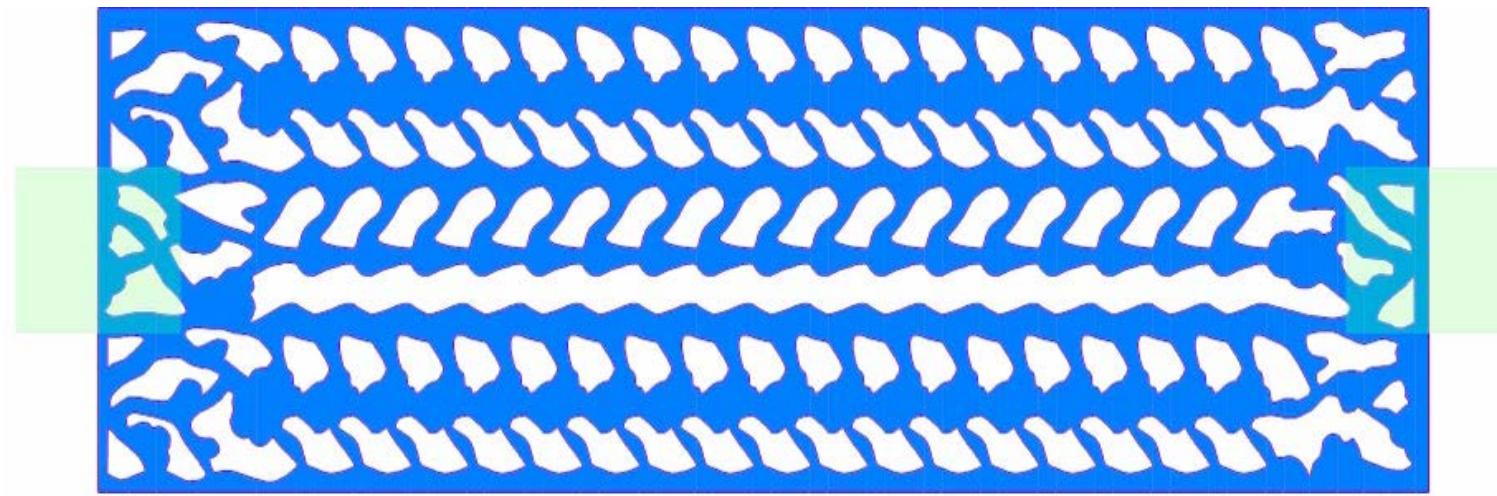
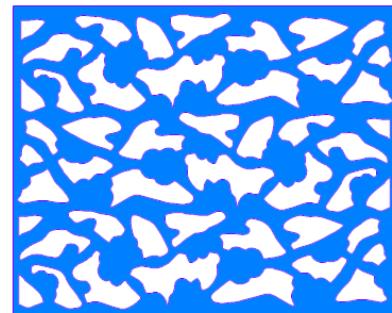
Autocorrelation weight = 0.1425

Autocorrelation of index sequence:

$$A(\eta_0 \dots \eta_K) = \max_{j \in [0, K]} \left(\sum_{i \in [0, K-j]} e^{-\frac{|\eta_i - \eta_{i+j}|}{\sigma}} \right)$$



Variation control



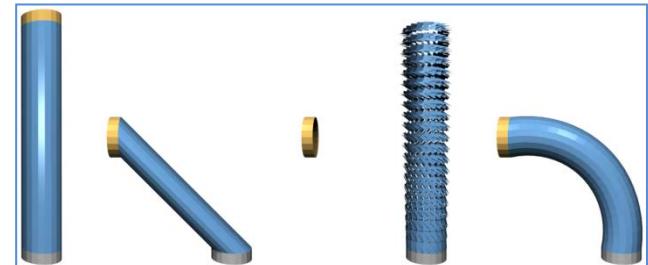
Variation control

Geometry Solver

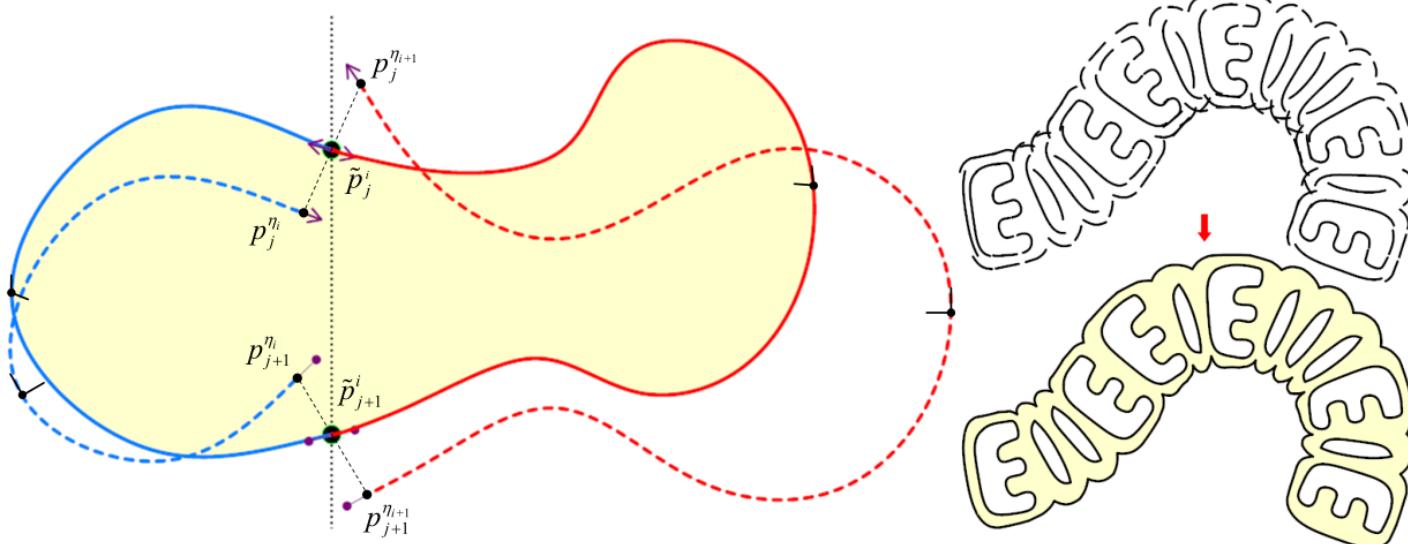
- Positioning pieces
- Gap stitching
- Global band fairing

Gap stitching

- linear rotation invariant deformation
 - Endpoint driven
 - Reorient and merge seams in one step



[Lipman, et al. 2005]



Our solution: Topology-constrained Synthesis

- Analysis from topology
 - Shape analysis for optimal piece-sampling
- Synthesis in two stages
 - Topology solver
 - Geometry solver

Shape analysis

- Uniform slicing
 - Simple but major drawback
- Non-uniform slicing
 - Best split line searching

Slicing: important to the quality of the final results

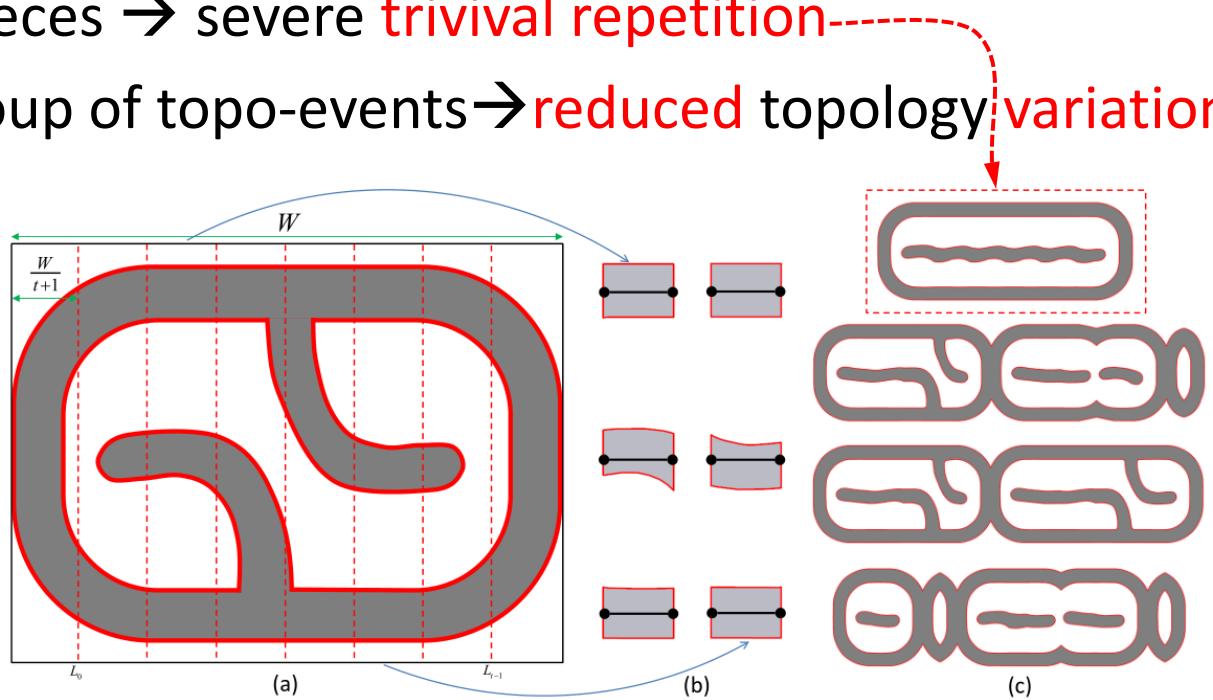
Uniform slicing

- Pros:

- no need to accumulate band length → lighter DP
- Variable “N” becomes explicitly known

- Cons

- Trivial pieces → severe trivial repetition
- Fixed group of topo-events → reduced topology variation

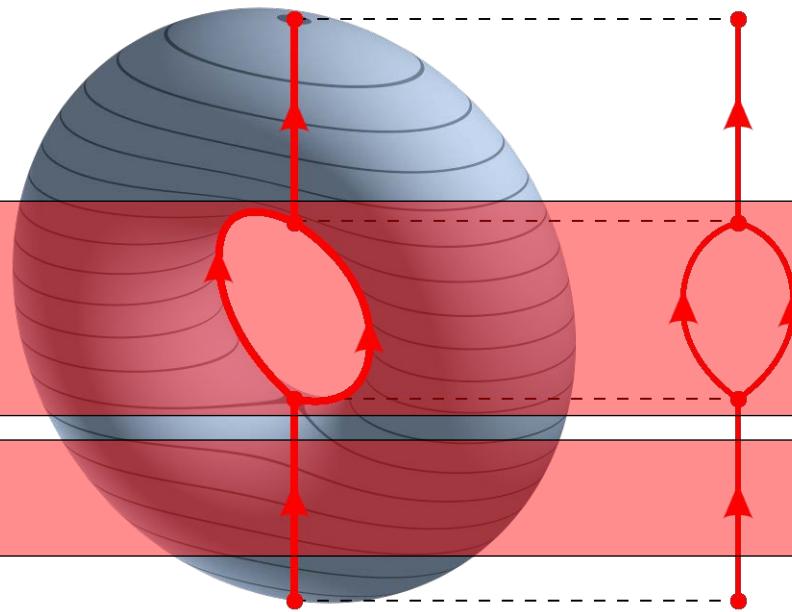


Problematic Piece

- Pieces contain no topology event

type B

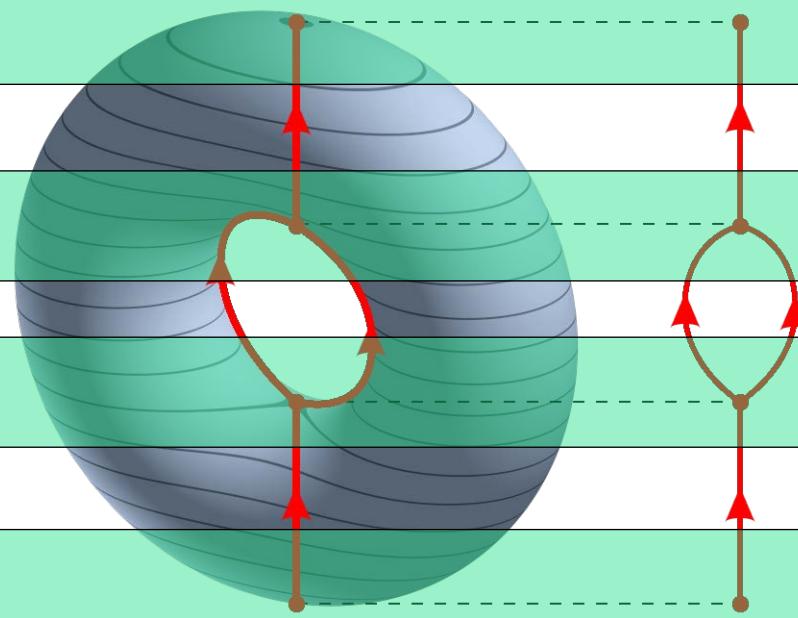
type A



- Piece contain more than 1 topology events

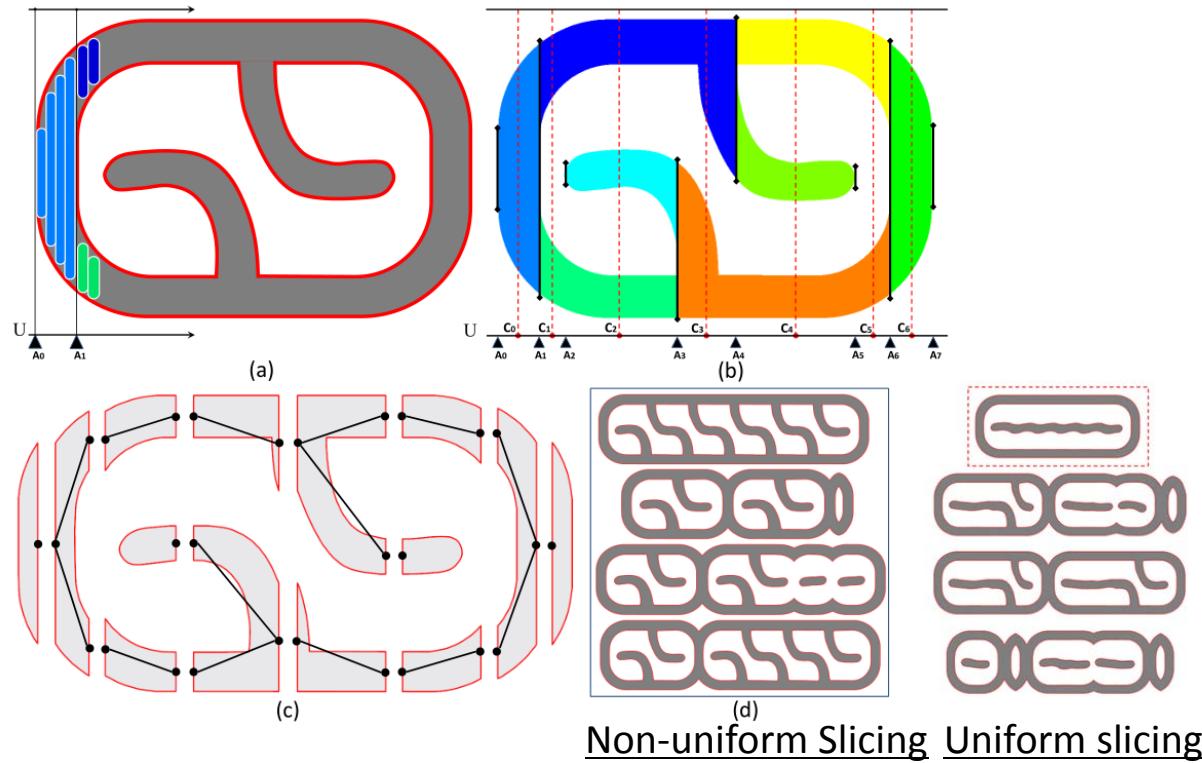
Correct Piece

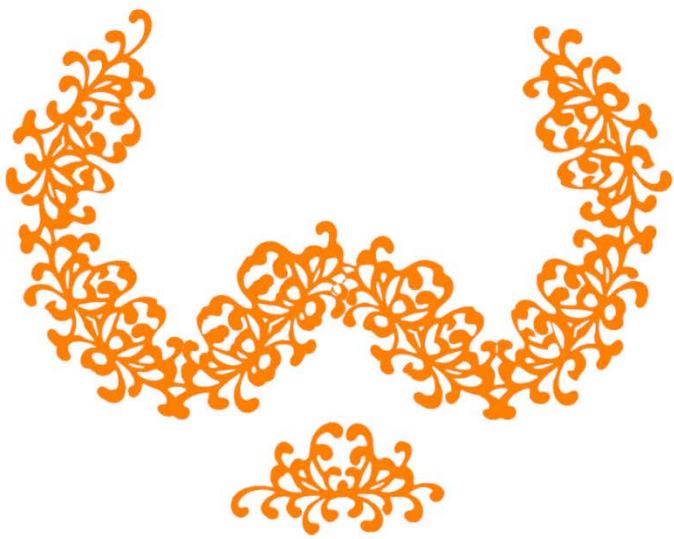
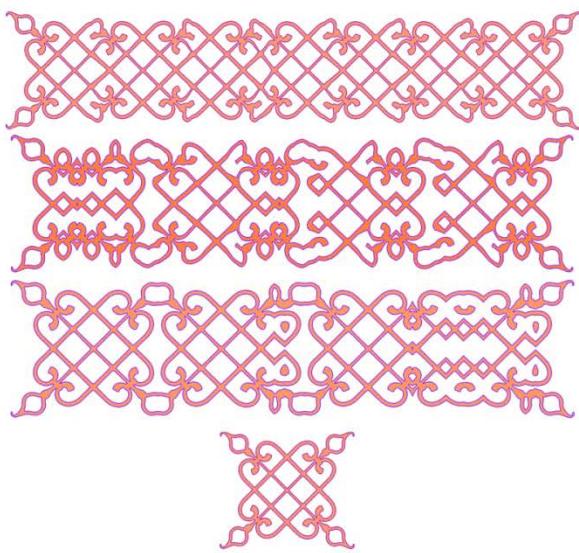
- Pieces contain exactly one topo-event

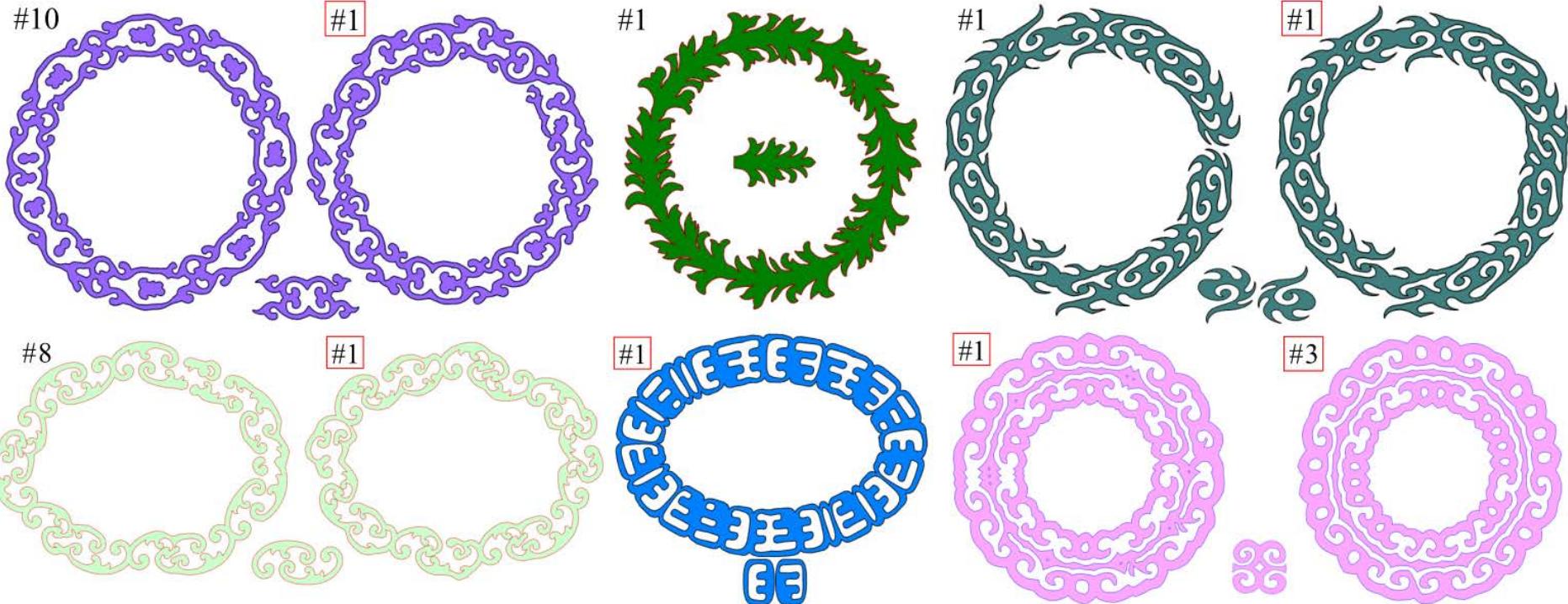


Non-uniform Slicing

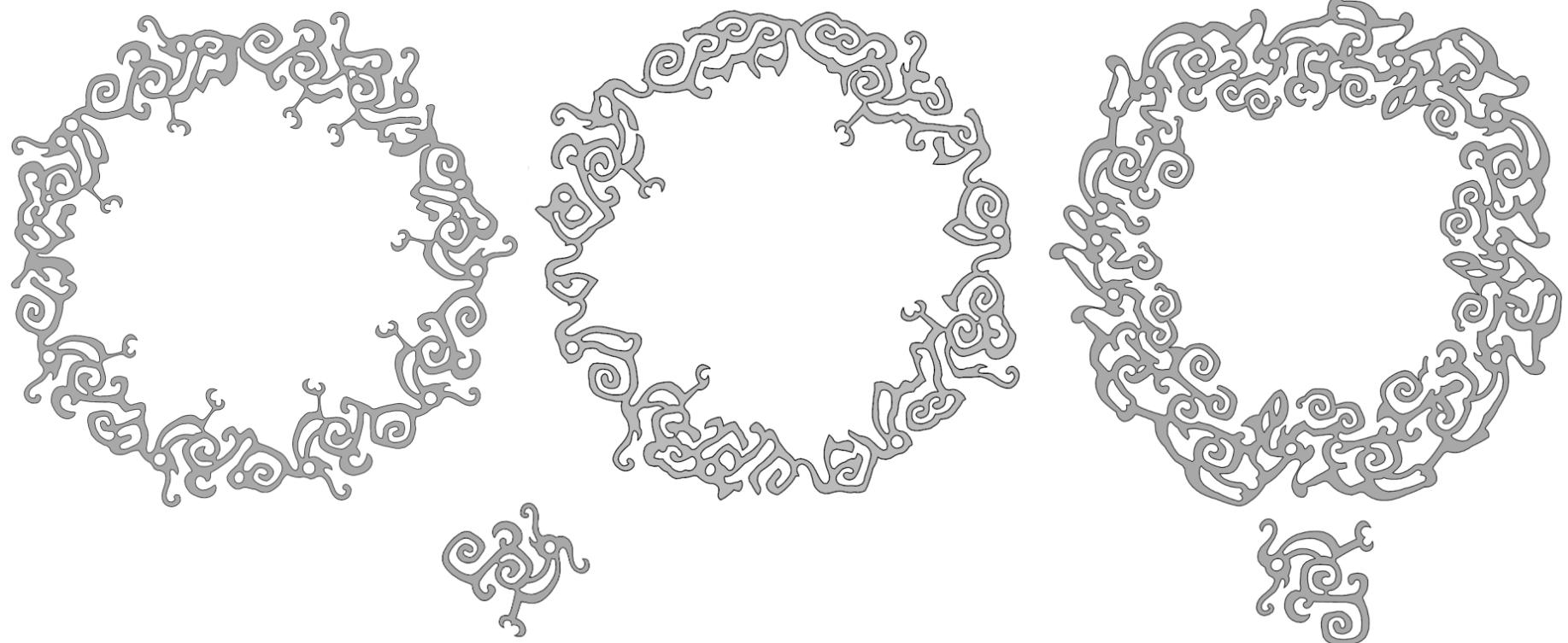
- Reeb graph for optimal slicing
 - A discretization for analyzing topology of a continuous manifold
 - Tool for extracting topology information
 - Efficient







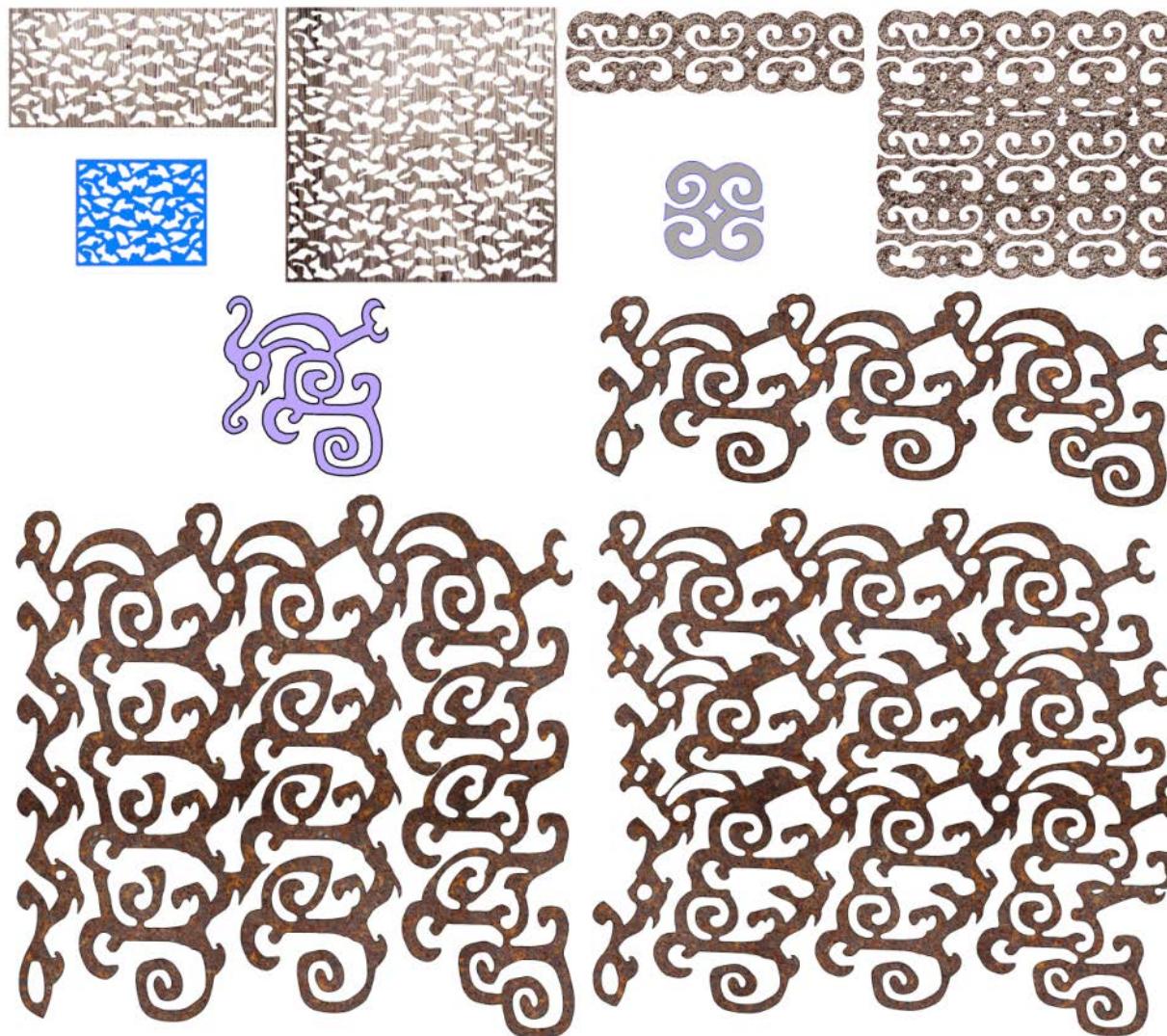
 means “closed loop” constraint is imposed



different autocor

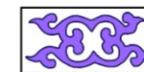
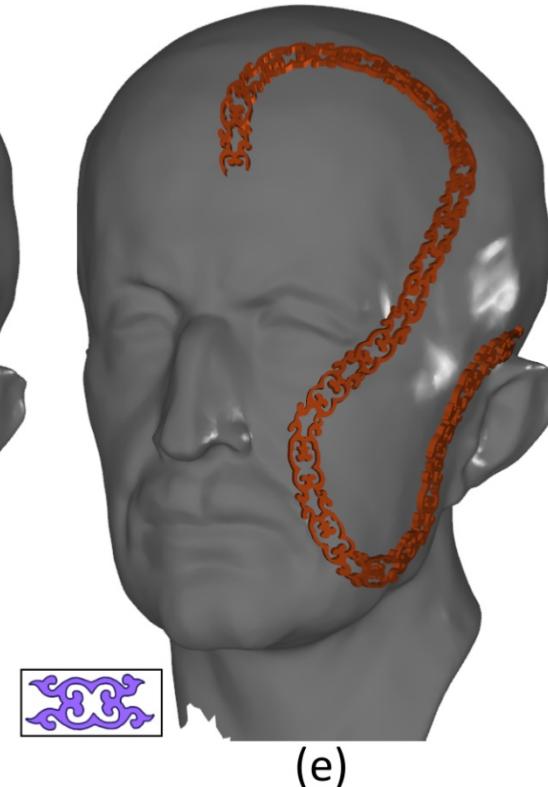
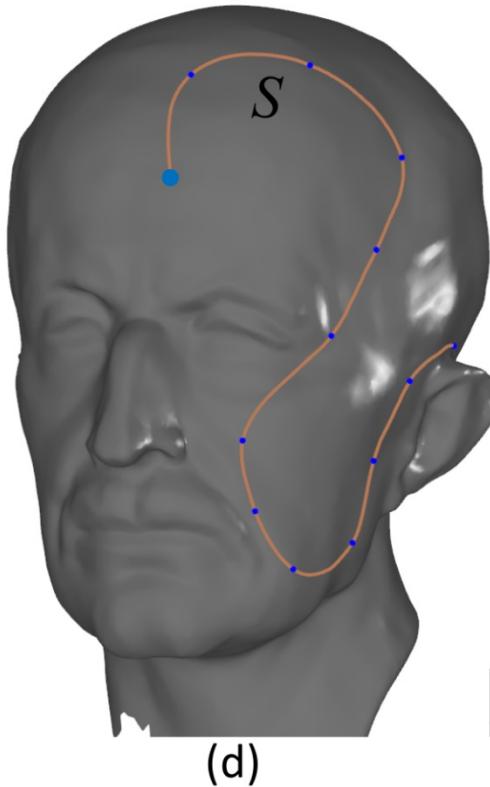
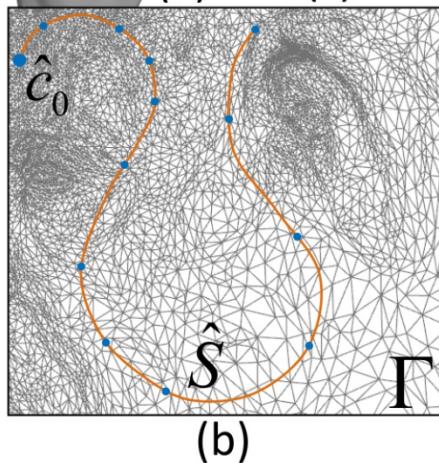
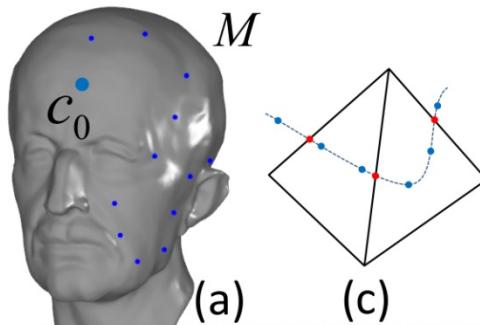
rotated

Synthesizing rectangular patterns



Decorating surfaces

- Sketching patterns directly on a mesh
- Construct 3d bands along prescribed curves

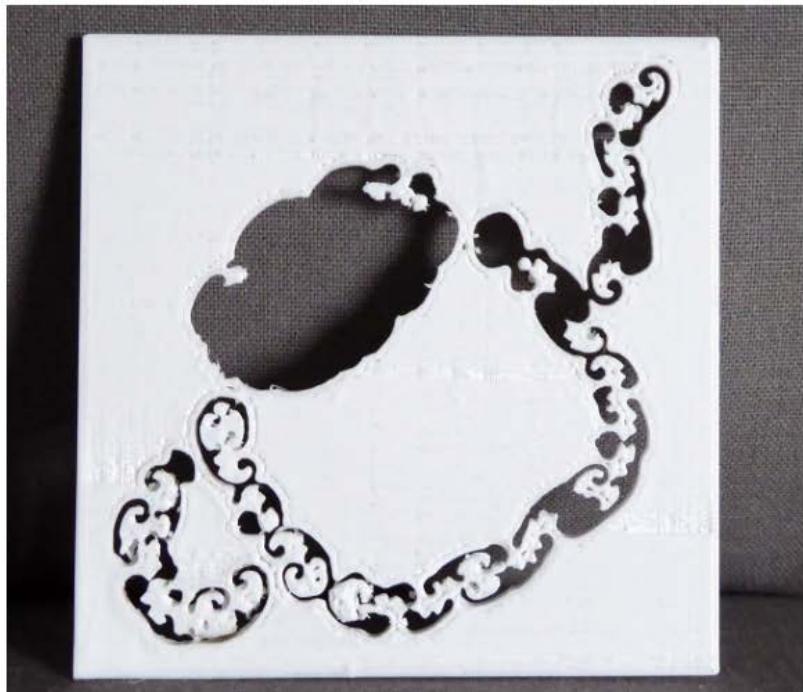


Printed objects

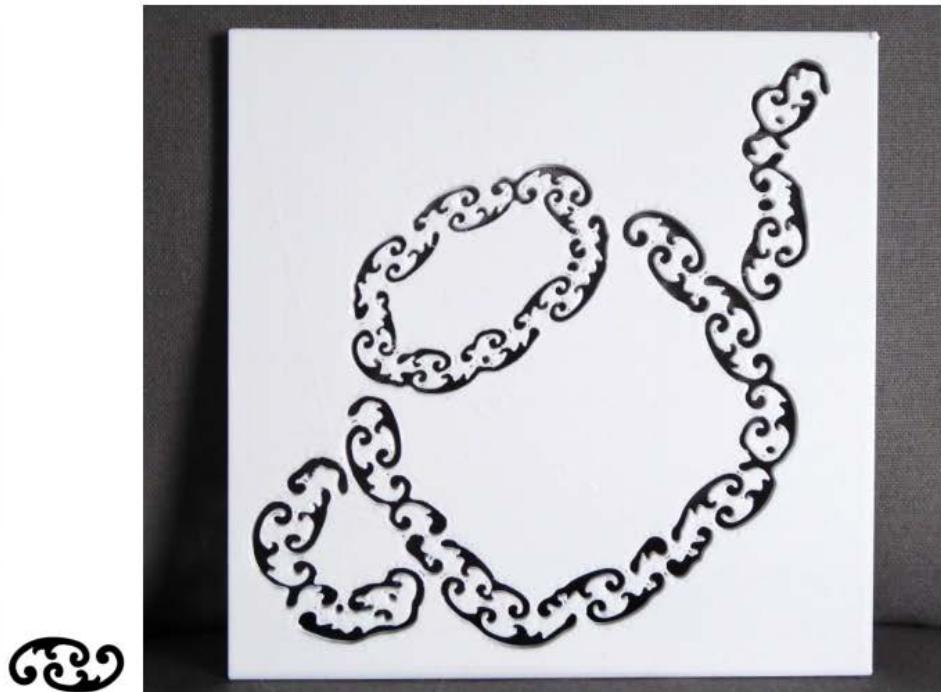


Volumetric modeling Software : [IceSL, Sylvain Lefebvre 2013]
3D printing: Fused Filament Fabrication(FFF), Plastics Filament Fab(PLA) ,
ZCorp powder based printer.

Inverse Patterns



#holes = 5



#holes = 0

Pure repetition



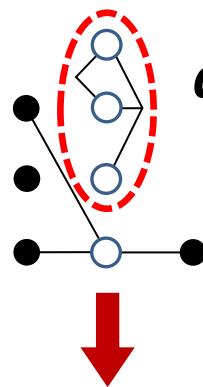
Strictly repeated



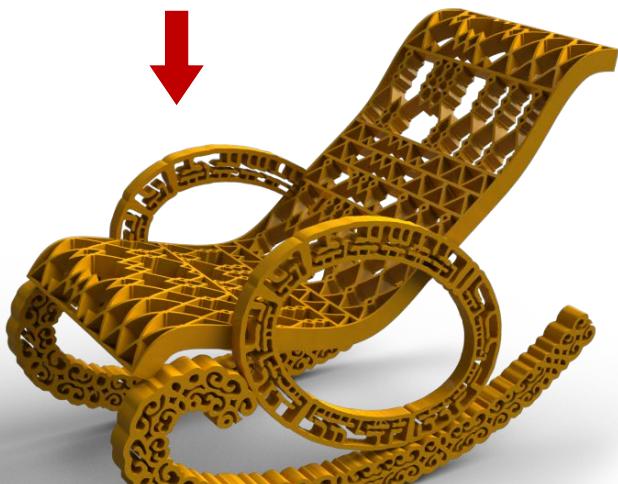
Summary



*Input
exemplars*



*analysis for
topology*



*single-connected
vector shape*



Fabricated object

Limitation & Future work

- Stochastic synthesis of vector patterns
 - random exploration of topology descriptor
- Performance
 - accelerating dynamic programming

- ## Acknowledgement

We would like to thank colleagues in USTC and Inria for comments.

We would like to thank anonymous reviewers for their suggestions

- ## Funding

- National Science Foundation of China: No.61303147
- ERC grant ShapeForge (StG-2012-307877)

Thanks!

