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# Relationship Template for Creating Scene Variations

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# Relationships in a Scene





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# How to make variations of complex relationships?



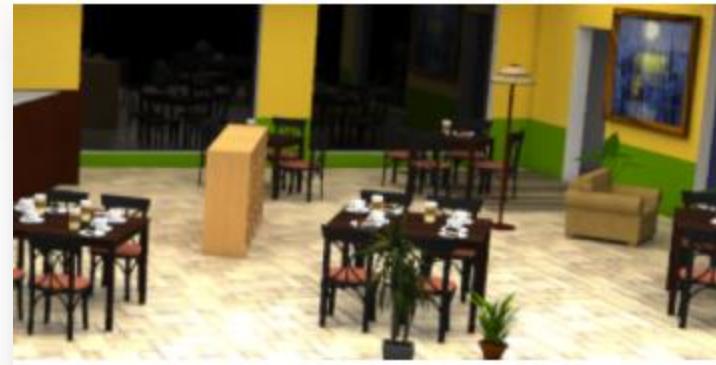


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# Existing Methods



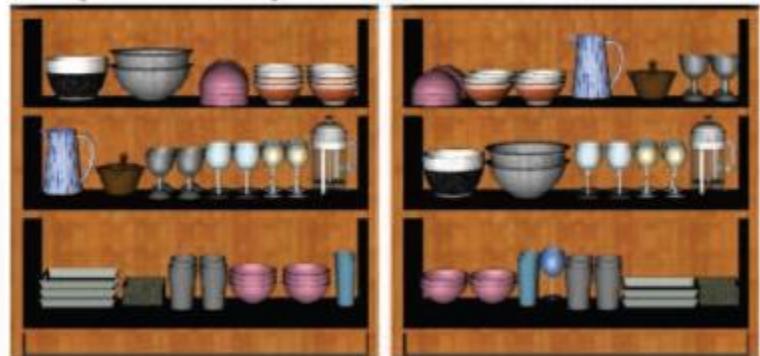
L.-F. Yu, S.-K. Yeung, C.-K. Tang, D. Terzopoulos, T. F. Chan, and S. J. Osher,  
**“Make it home” SIGGRAPH 2011**



Y.-T. Yeh, L. Yang, M. Watson, N. D. Goodman, and P. Hanrahan, “**Synthesizing open worlds with constraints using locally annealed reversible jump MCMC**,” SIGGRAPH 2012



M. Fisher, D. Ritchie, M. Savva, T. Funkhouser, and P. Hanrahan, “**Example-based Synthesis of 3D Object Arrangements**” SIGGRAPH ASIA 2012



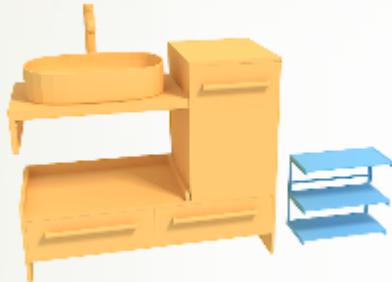
L. Majerowicz, A. Shamir, A. Sheffer, and H. H. Hoos, “**Filling your shelves: Synthesizing diverse style-preserving artifact arrangements**,” TVCG 2014.



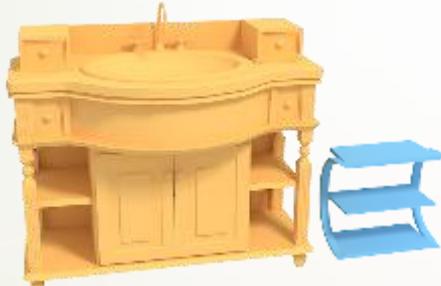
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# Limitation of Previous Representations

example scene



new scene



example scene



new scene



example  
scene



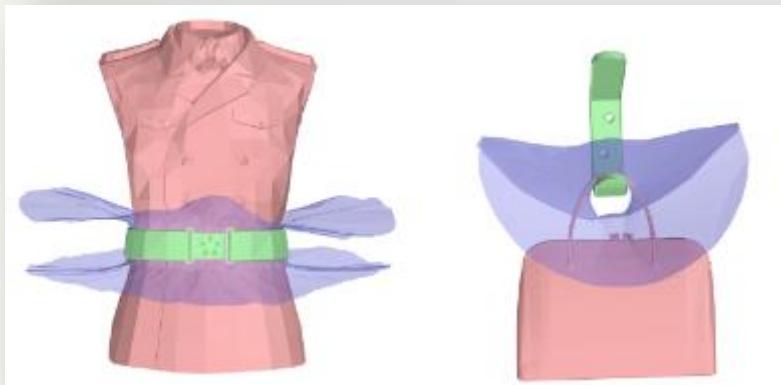
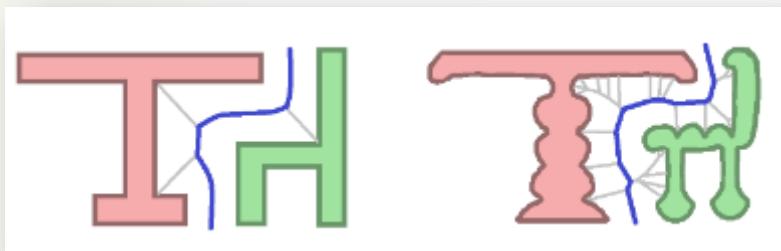
new  
scene





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# The Representation We Use: IBS



X. Zhao, H. Wang, and T. Komura, “**Interaction Bisector Surface**,” *TOG2014*.

R. Hu, C. Zhu, O. van Kaick, L. Liu, A. Shamir, and H. Zhang, “**Interaction Context (ICON)**” *SIGGRAPH2015*



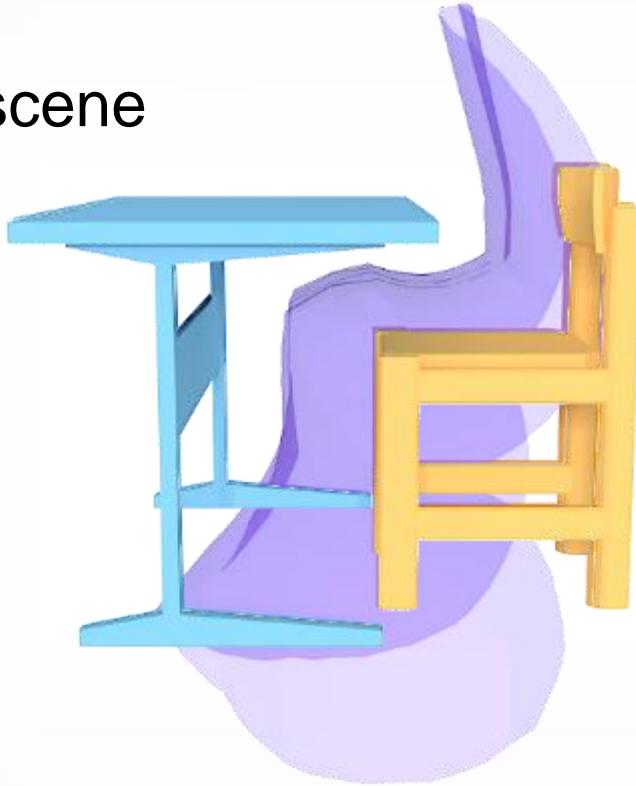
# Our Method



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# Overview

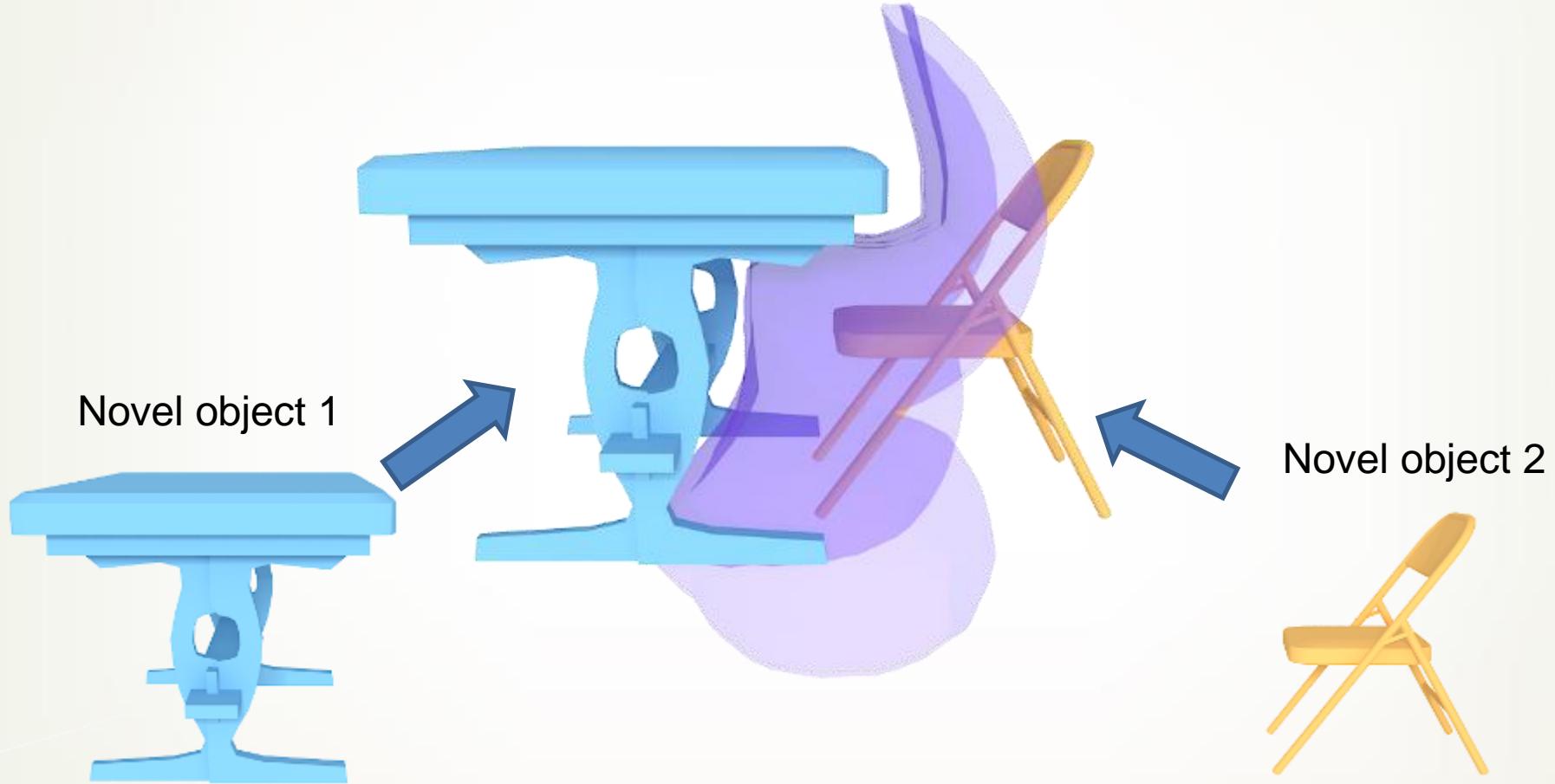
Example scene





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# Overview



1. Template construction

2. Object fitting

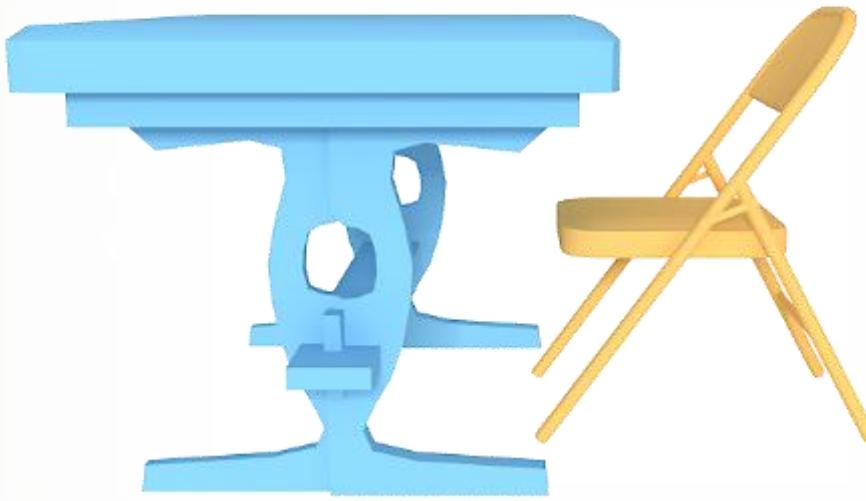




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# Overview

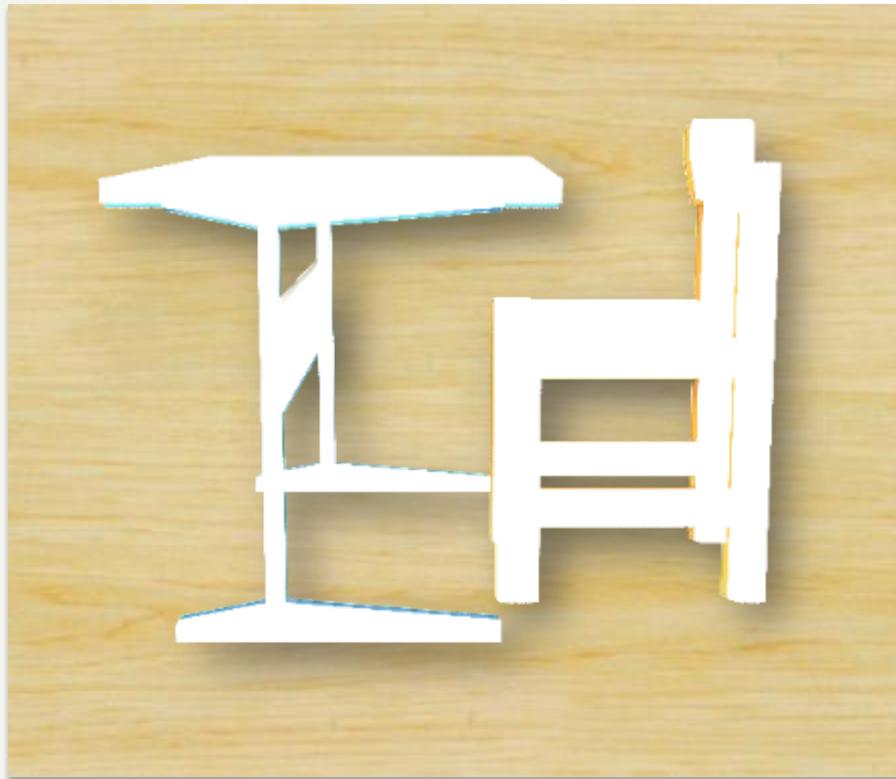
## Result





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# Relationship Template: Abstraction of The Open Space



1. Template construction

2. Object fitting

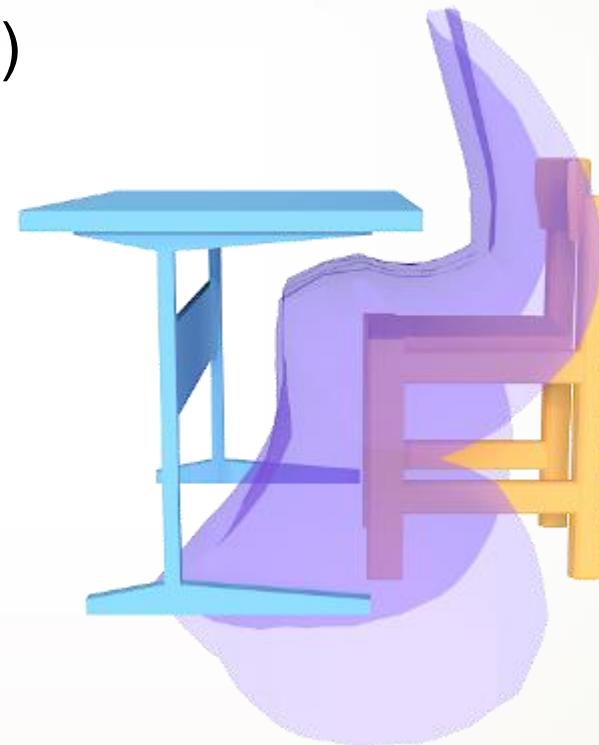
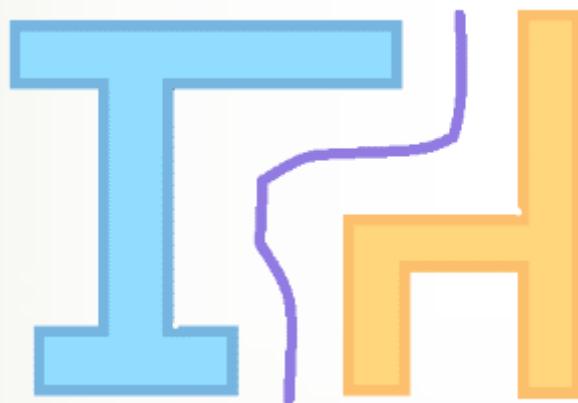
3. Scene synthesis



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# Template Construction: IBS

Interaction Bisector Surface(IBS)



1. Template construction

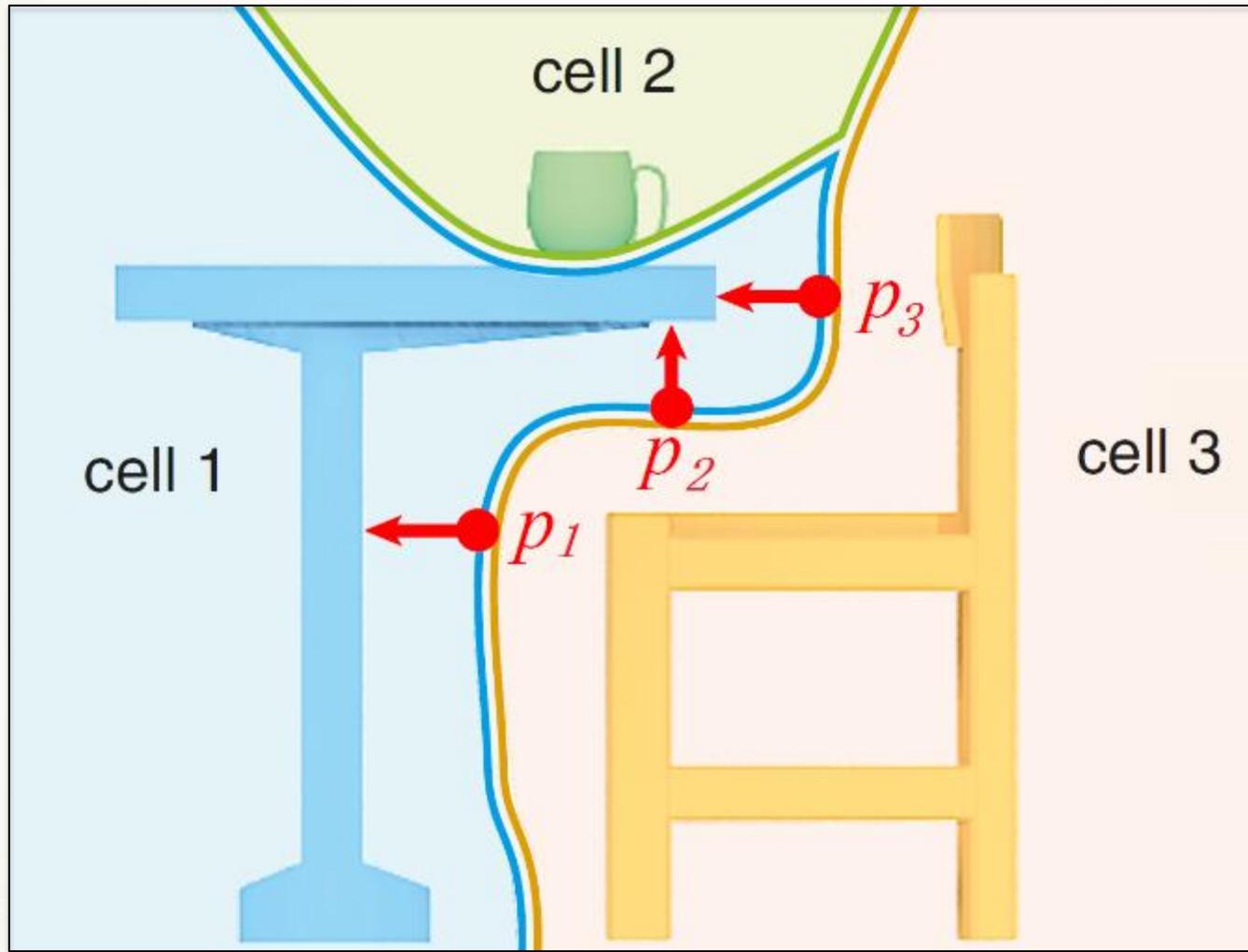
2. Object fitting

3. Scene synthesis



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# Template Construction: Cells and Features

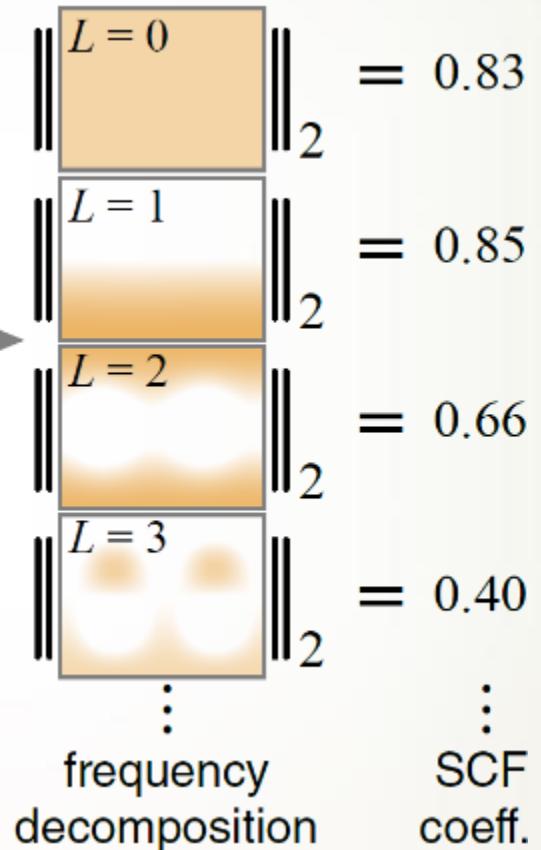
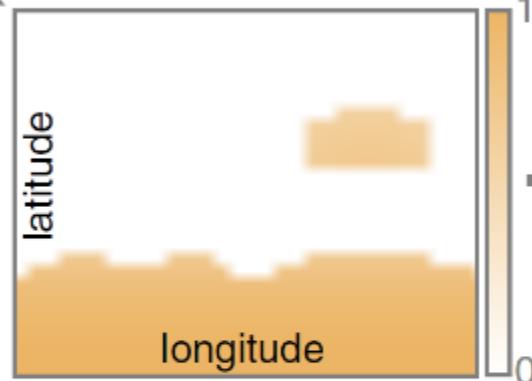
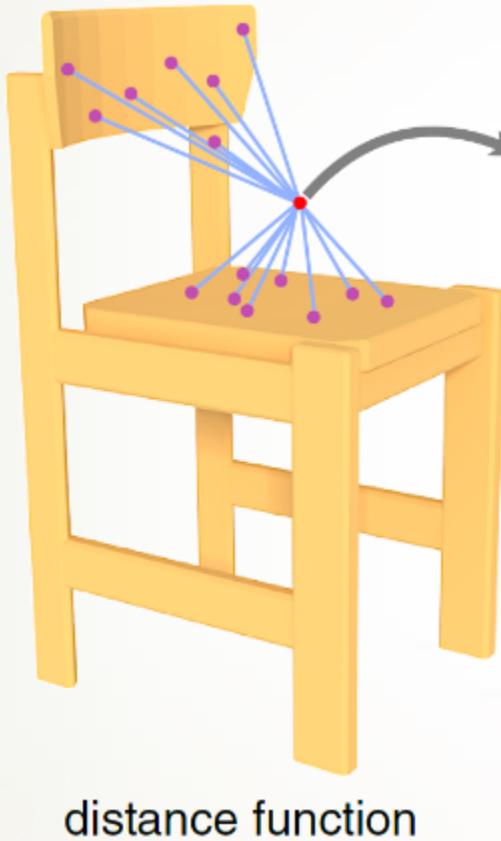


1. Template construction
2. Object fitting
3. Scene synthesis



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# Shape Coverage Feature (SCF)

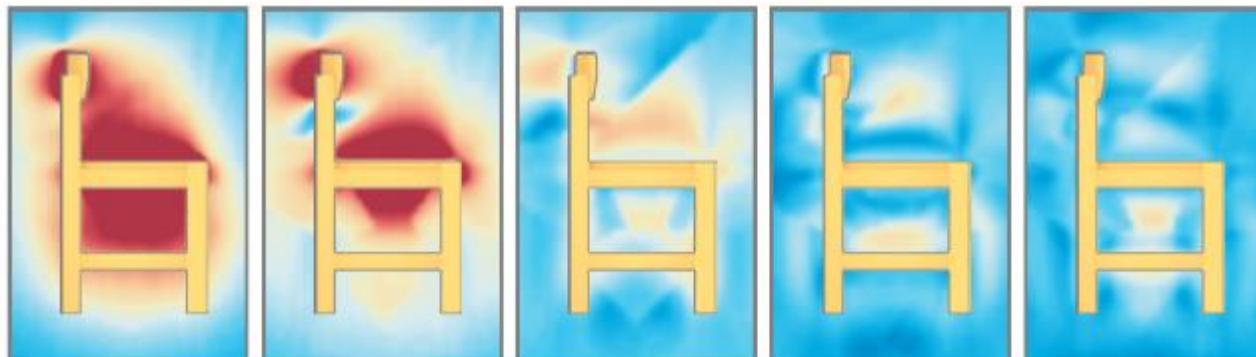




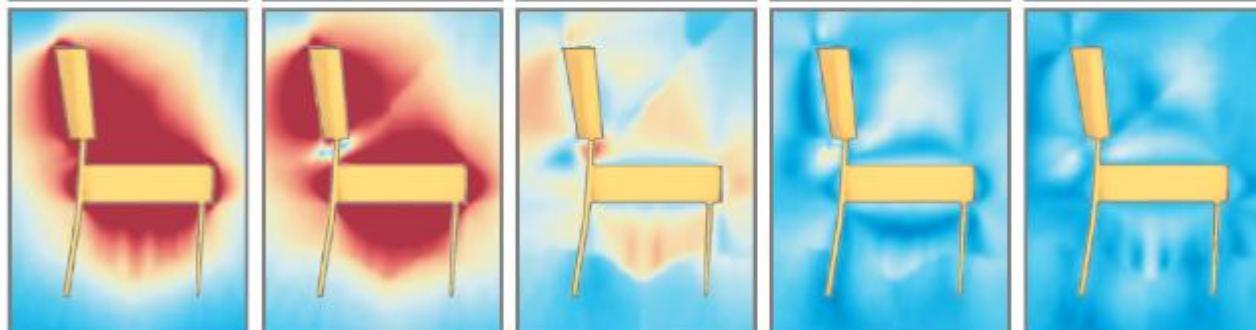
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# SCF Coefficients

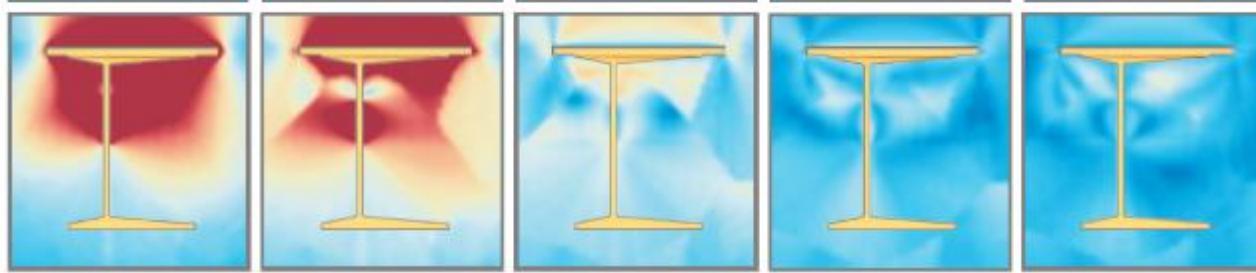
Chair(1)



Chair(2)



Desk



$L = 0$

$L = 1$

$L = 2$

$L = 3$

$L = 4$

0

1

1. Template construction

2. Object fitting

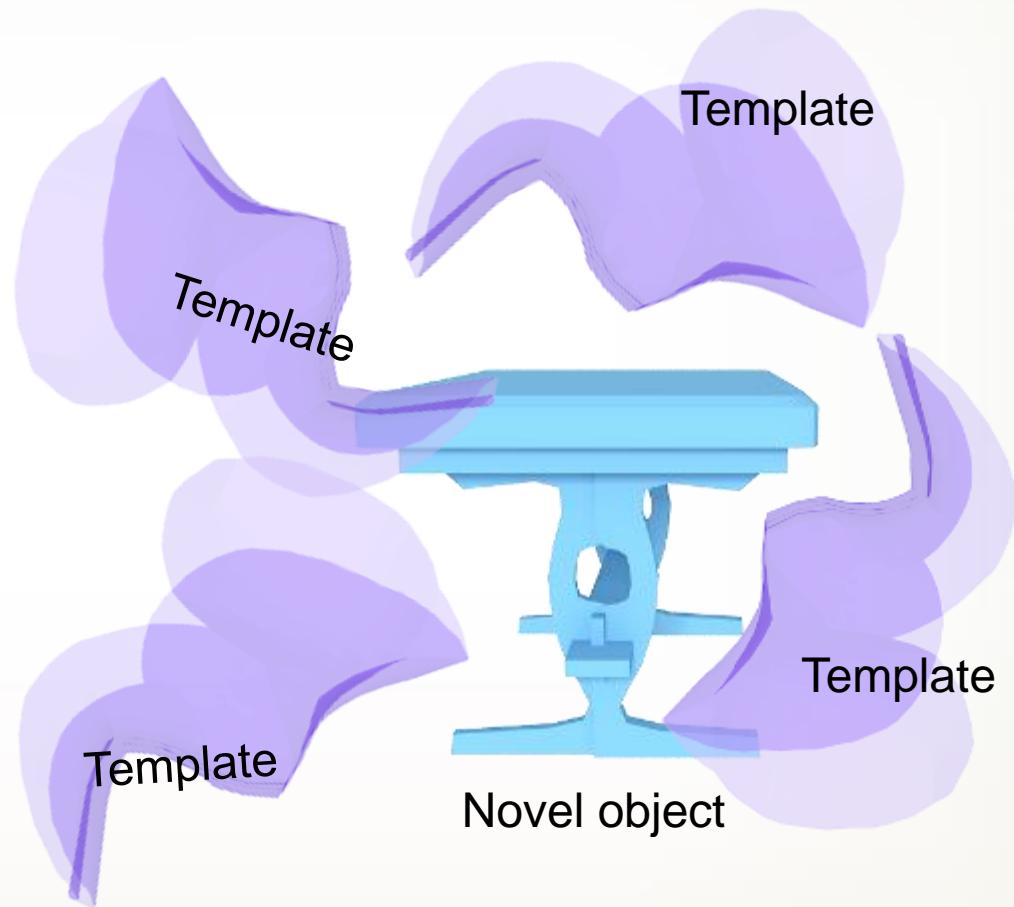
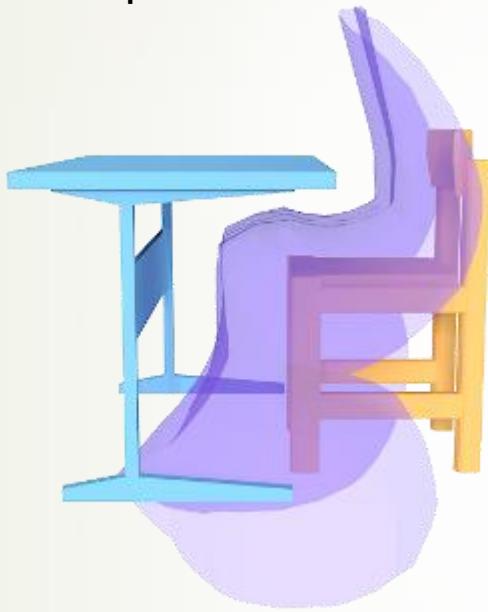
3. Scene synthesis



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# Object Fitting: the idea

Example scene

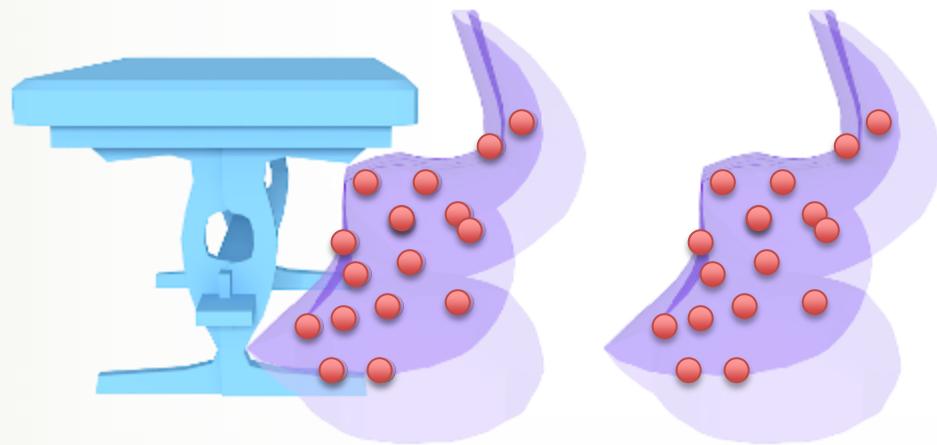




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# What is a good fitting?

Similarity measurement (fitting score)



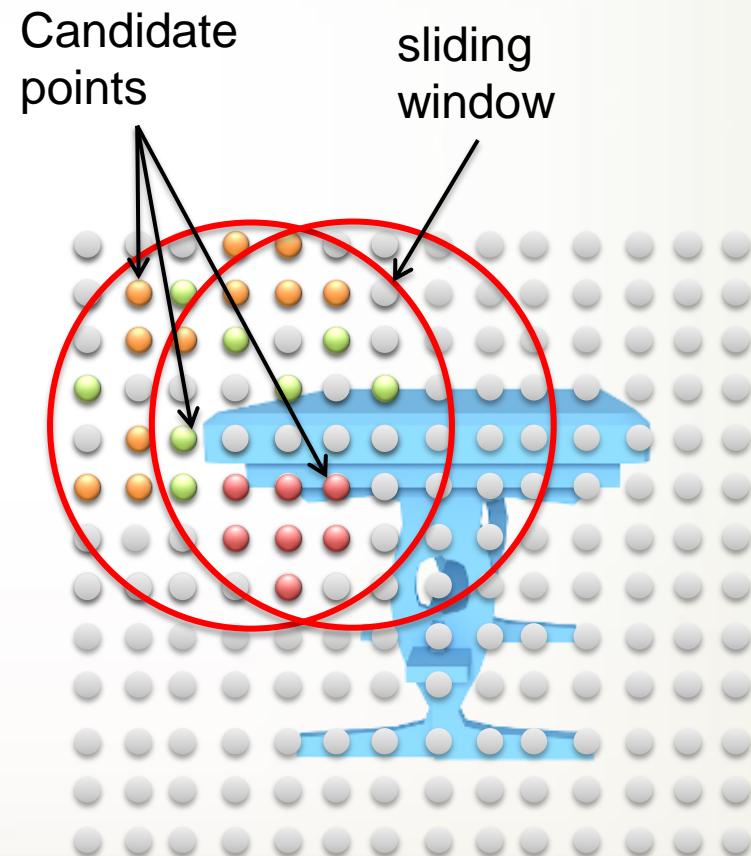
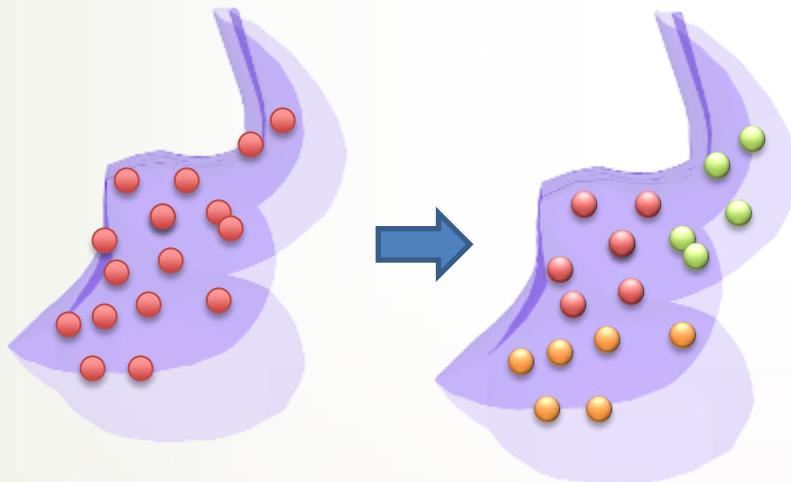
$$S_{final} := (1 - d_{dis})(1 - d_{dir})(1 - d_{scf})$$



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# Reduce the Search Space

Find the region of interest (ROI)

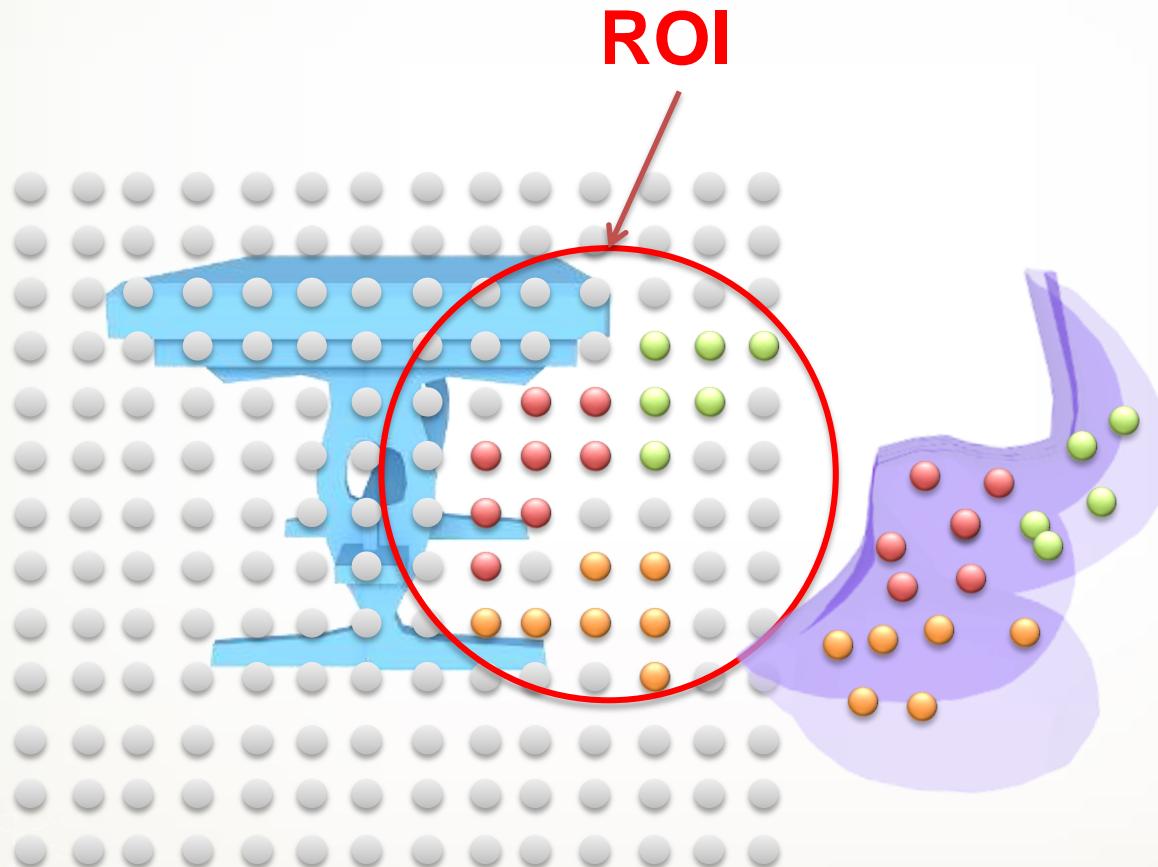




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# Initial Matching

Geometric hashing

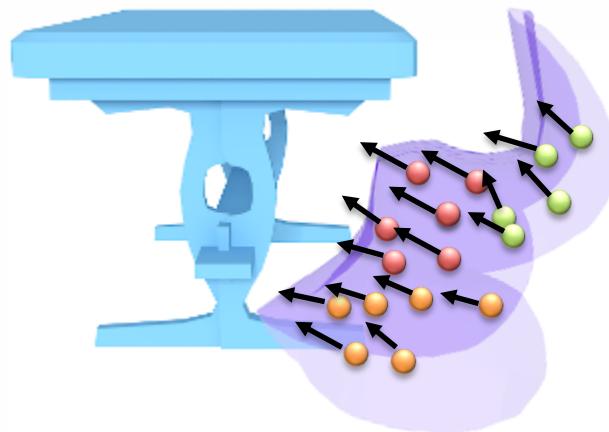




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# Refinement

ICP style refinement



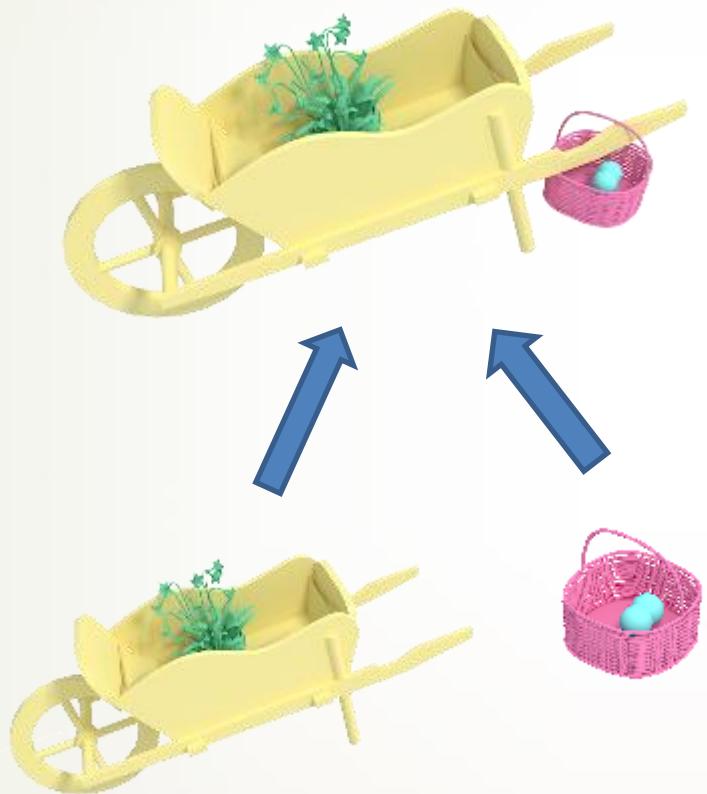
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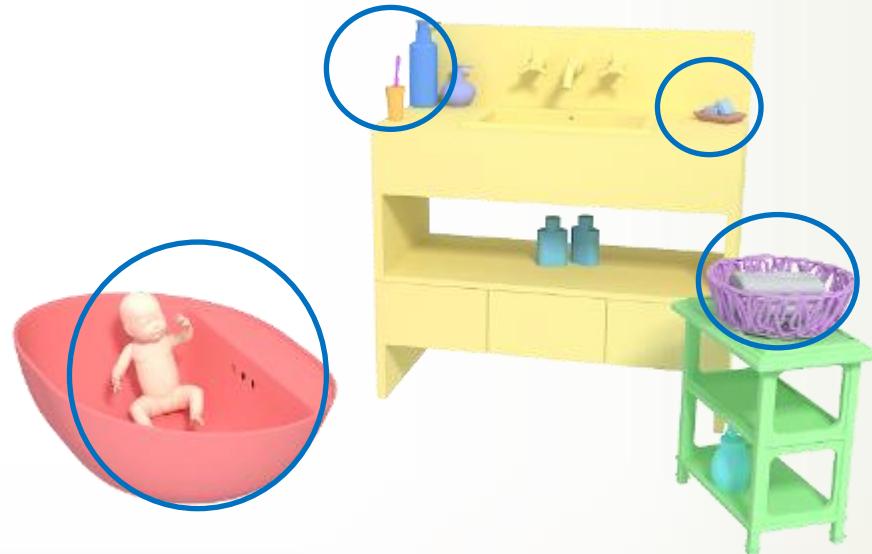
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# Larger Scenes

Scene hierarchy



Combine with other scene synthesis system



M. Fisher, D. Ritchie, M. Savva, T. Funkhouser, and P. Hanrahan, “**Example-based Synthesis of 3D Object Arrangements**” *SIGGRAPH ASIA 2012*

1. Template construction

2. Object fitting

**3. Scene synthesis**



# Results and Evaluations



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# Pairwise Experiment: Our Method vs. ShapeSPH\*

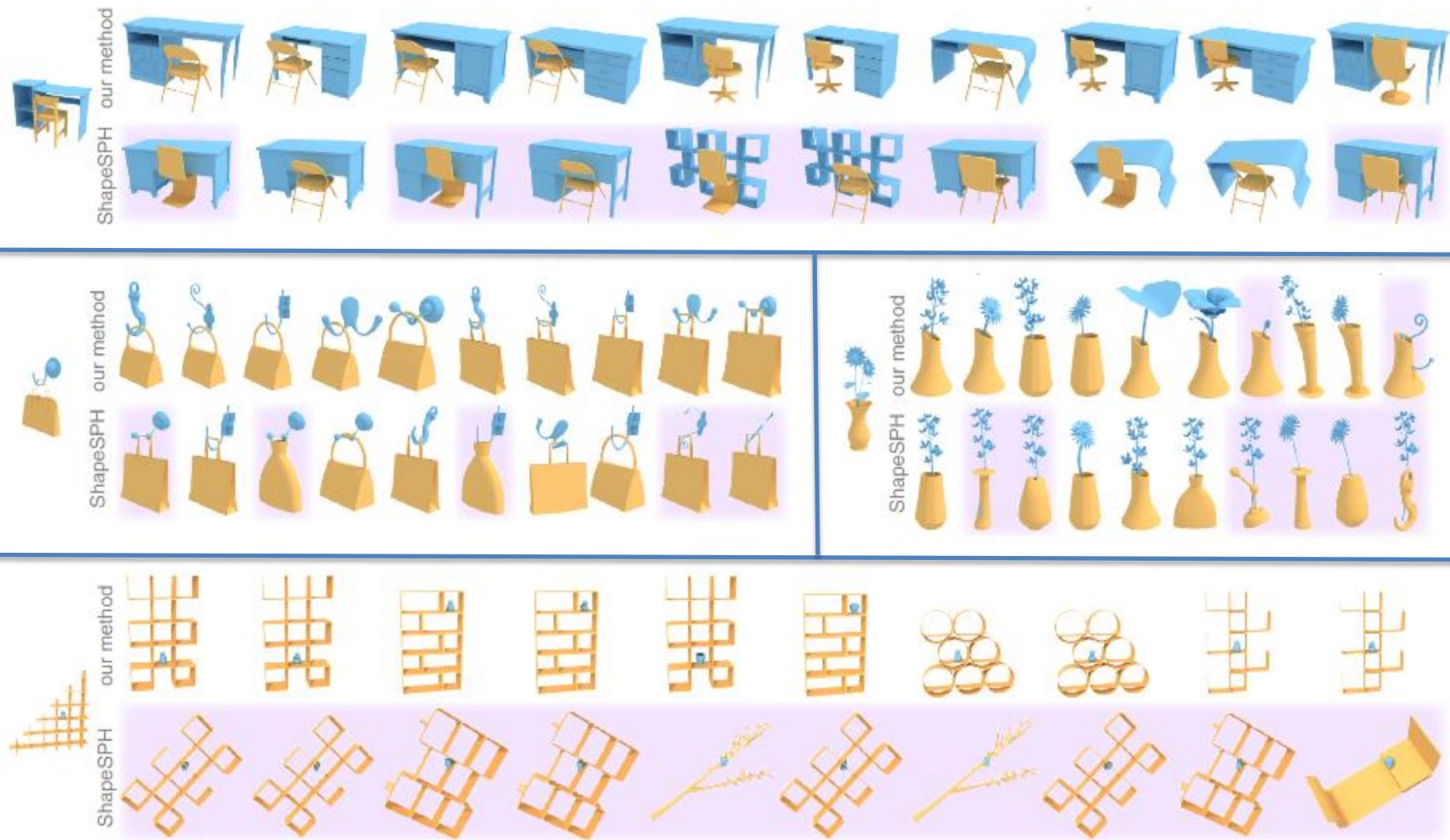
Input





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# Pairwise Experiment: Results



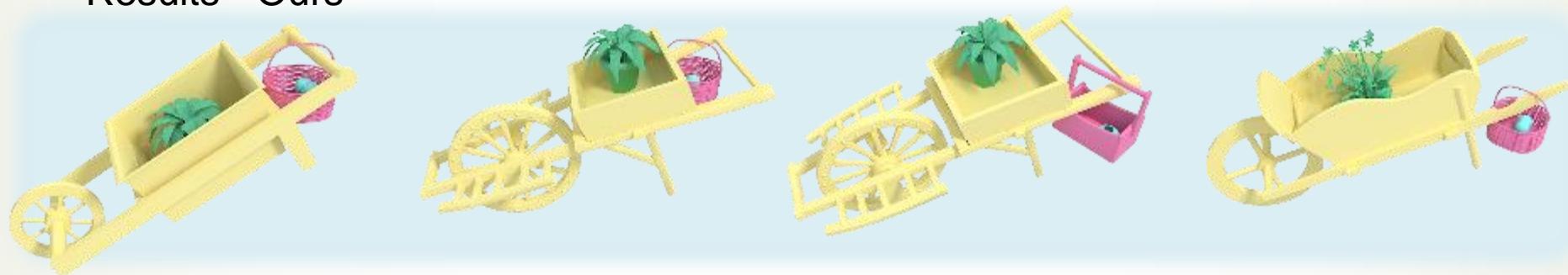


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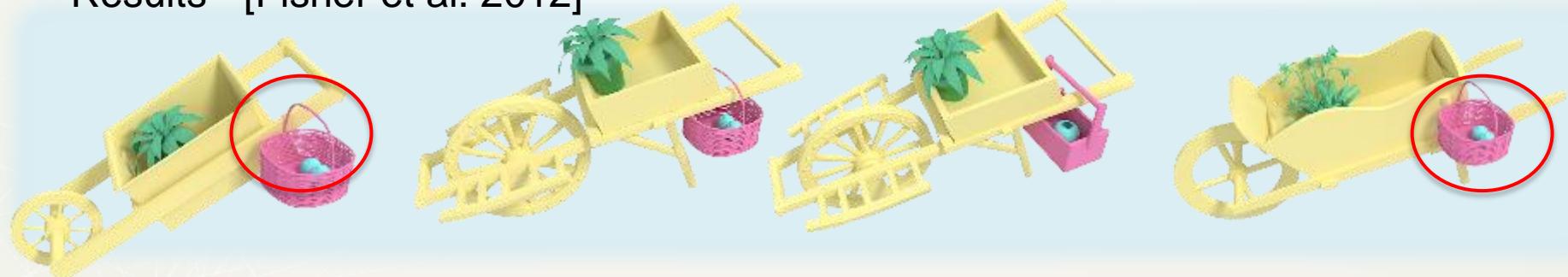
Input scene



Results - Ours



Results - [Fisher et al. 2012]





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# Larger Scene Experiment

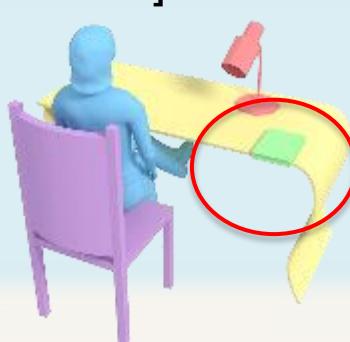
Input scene



Results - Ours



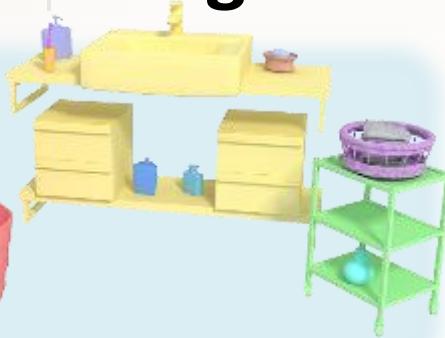
Results - [Fisher et al. 2012]





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Input scene



Results - Ours



Results – [Fisher et al. 2012]





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# Larger Scene Experiment: Evaluation

## User study interface

Please select the object arrangement below that you judge to be more realistic.

- DO consider the relative arrangement of objects. (For example, DO judge if the relative arrangement of persons, desks and chairs seems realistic to you.)
- Do NOT consider colors and materials. (For example, ignore that some objects may have a more realistic color than others.)
- Do NOT consider the quality of individual models. (For example, ignore how realistic the person models look.)



Left is more realistic

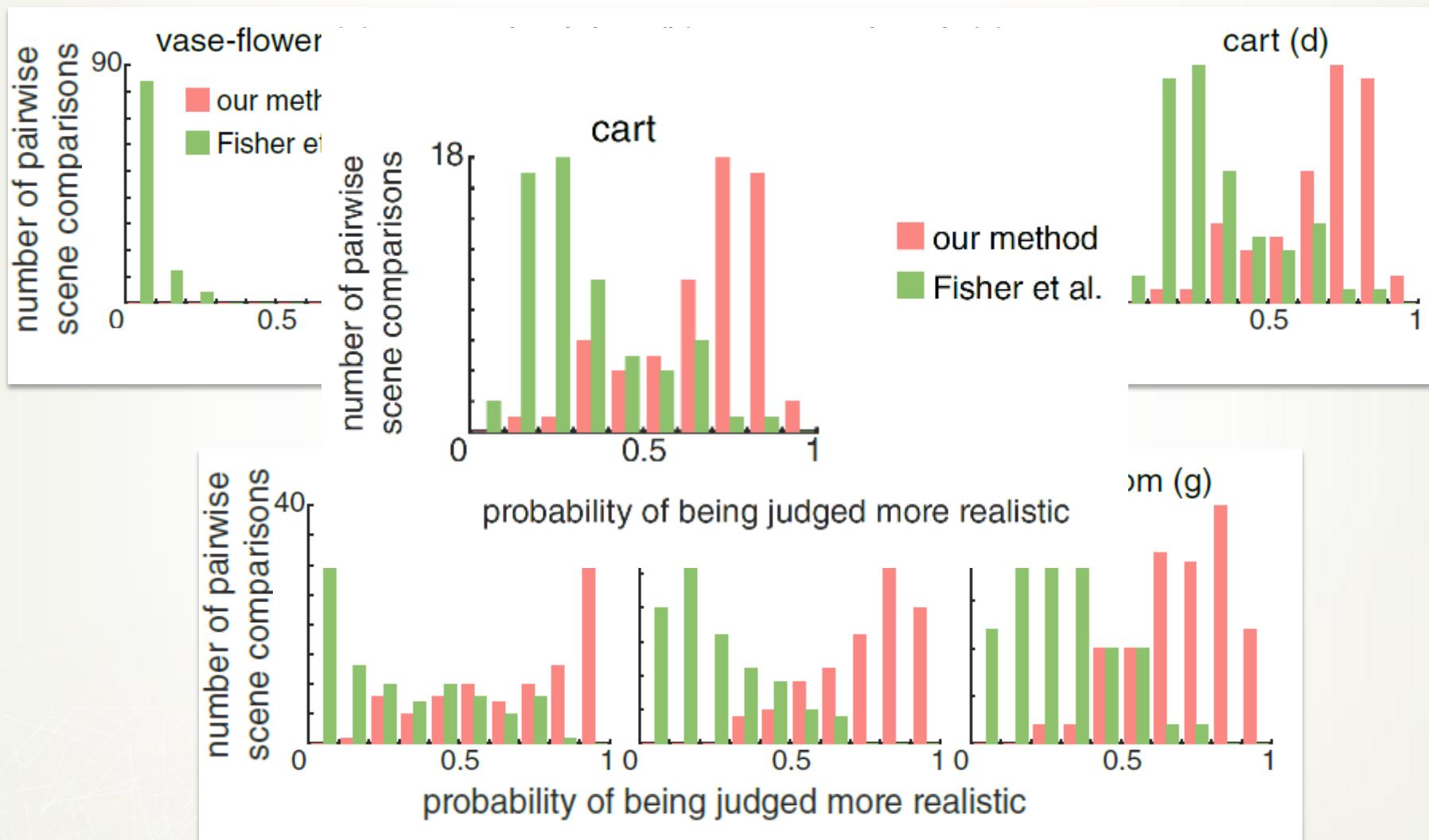


Right is more realistic

Choose the left or right object arrangement before submitting.



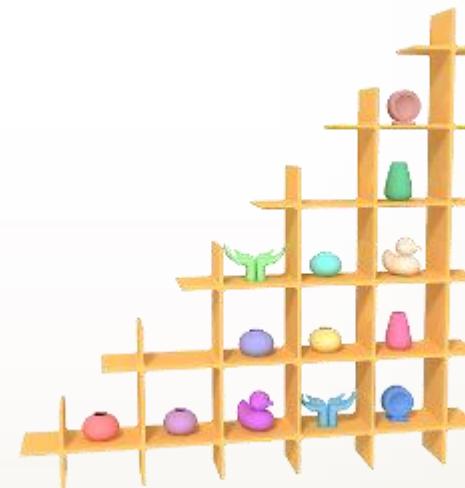
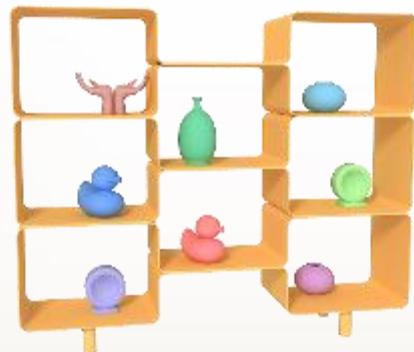
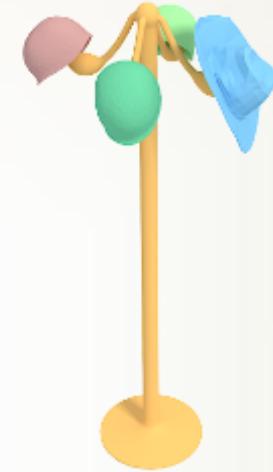
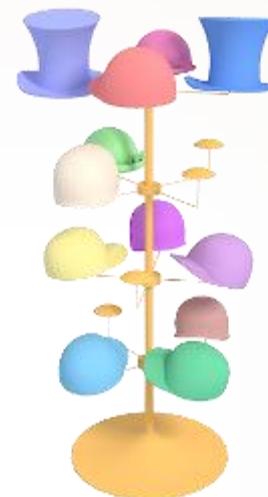
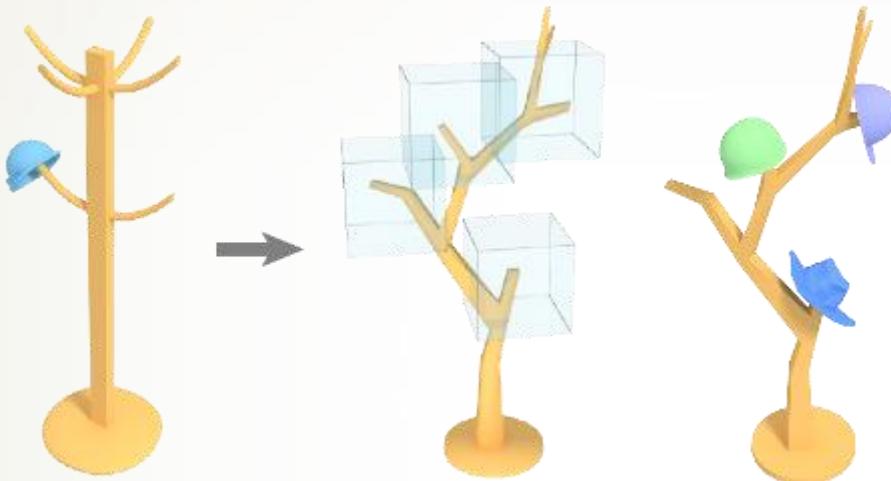
# Larger Scene Experiment: Evaluation





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# Spatially Repeated Objects





## Conclusion

- We propose a method for synthesis of scenes with complex relationships.
- We propose a novel feature “SCF” to encode open space.
- Our method can be used to augment existing methods.



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## Limitations and Future Work

- Only consider rigid IBS



- Future work:
  - Add flexibility to the relationship template
  - Learn a parametric model of the relationship template

# Acknowledgement

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FP7 TOMSY



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