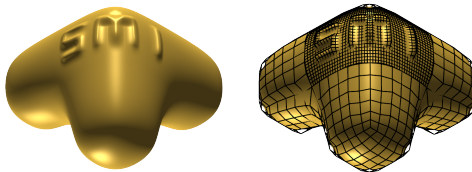


Refinable Polycube G-Splines

Martin Sarov Jörg Peters

University of Florida

NSF CCF-0728797



Quest

Surfaces with rational linear reparameterization
=
'as close as possible' to regular splines

Geometric Continuity

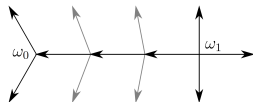
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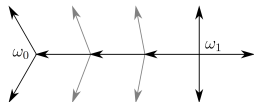
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$$\begin{aligned}\omega(t) \partial_1 \mathbf{p}(t, 0) &= \partial_2 \mathbf{p}(t, 0) + \partial_1 \mathbf{q}(0, t), \\ \omega(t) &:= (1-t)\omega_0 + t\omega_1, \quad \omega_0, \omega_1 \in \mathbb{R},\end{aligned}$$

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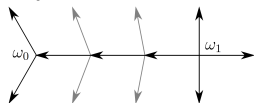


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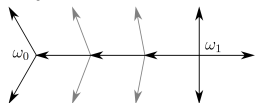
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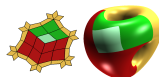
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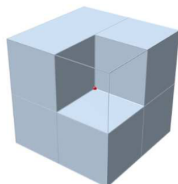
- ▶ [PS15]: valence restricted to 3, 6

Outline

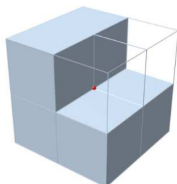
- 1 Polycube connectivity and control handles
- 2 Surface Construction
- 3 Multi-resolution

Restricted Connectivity: Polycube Configurations

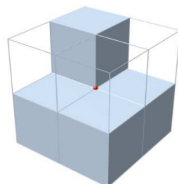
$n \in \{3, 4, 5, 6\}$:



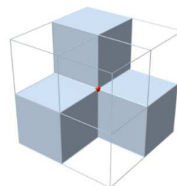
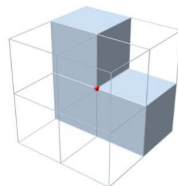
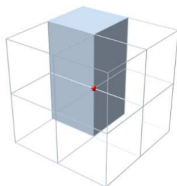
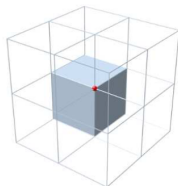
3



4

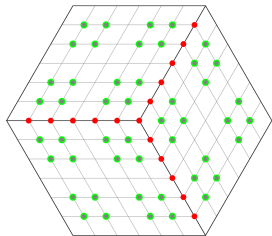


5

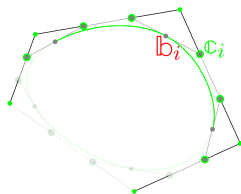
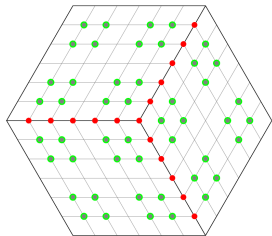


6

2x2 split: Control Handles $\mathbb{C}_i$

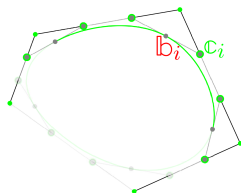
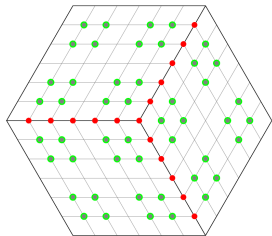


2x2 split: Control Handles $\mathbb{C}_i$



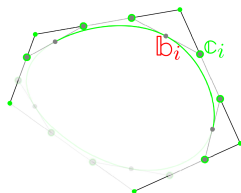
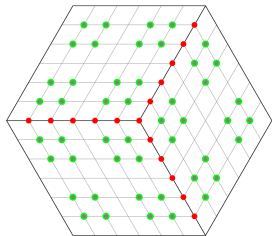
Control handles $\mathbb{C}_i$
 Boundary points $\mathbb{b}_i$ (Bézier)

2x2 split: Control Handles $\mathbb{C}_i$



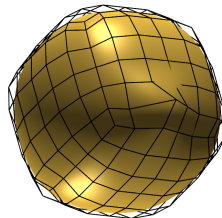
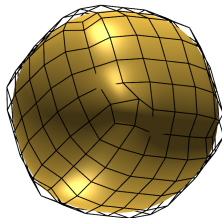
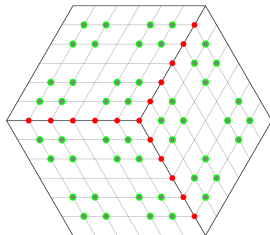
Edge Recovery: $\mathbb{C}_i \rightarrow \mathbb{b}_i$

2x2 split: Control Handles $\mathbb{C}_i$



Edge Recovery: $\mathbb{C}_i \rightarrow b_i$
smooth ?

2x2 split: Control Handles $\mathbb{C}_i$

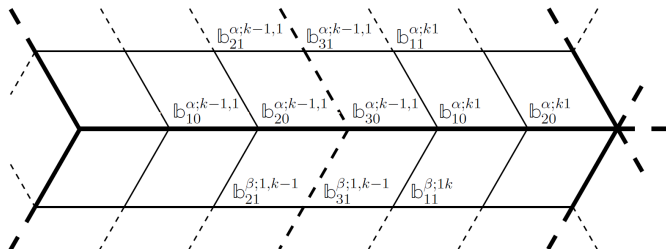


Outline

- 1 Polycube connectivity and control handles
- 2 Surface Construction**
- 3 Multi-resolution

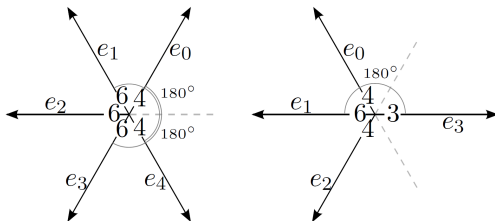
PGS: G^1 construction for vertex valences 3, 4, 5, 6

- G^1 constraints on BB-coefficients (technical)



PGS: G^1 construction for vertex valences 3, 4, 5, 6

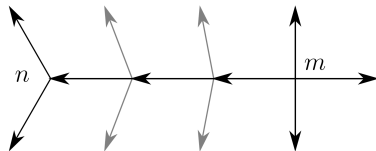
- ▶ G^1 constraints on BB-coefficients
- ▶ Apparent valence (mimic 3–6)



$$2c_p \mathbb{b}_{10}^{\alpha,11} = \mathbb{b}_{10}^{\alpha+1,11} + \mathbb{b}_{10}^{\alpha-1,11}, \quad c_p := \cos \frac{2\pi}{p}.$$

PGS: G^1 construction for vertex valences 3, 4, 5, 6

- ▶ G^1 constraints on BB-coefficients
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- ▶ Assign labels: $\langle n, m \rangle$ edge

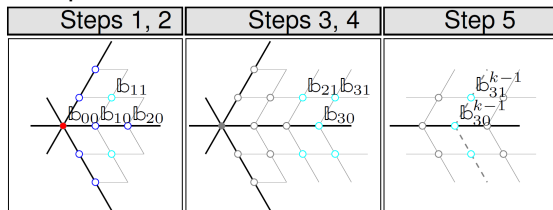


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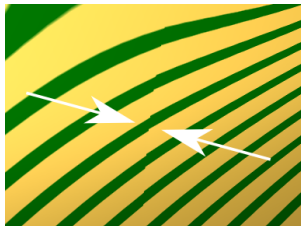
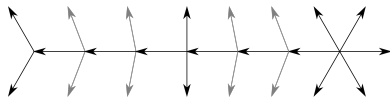
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- ▶ Construction steps:

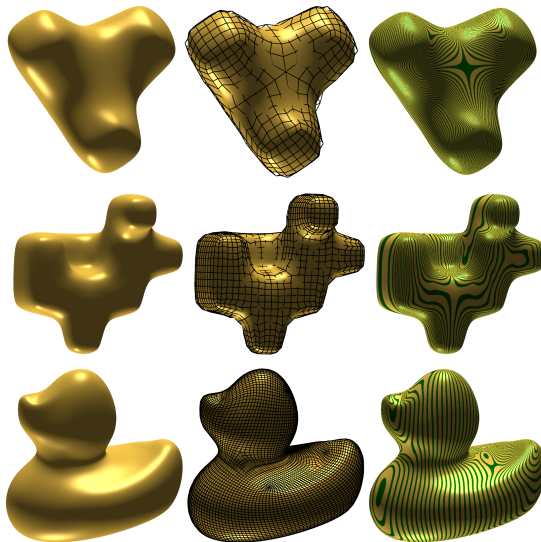


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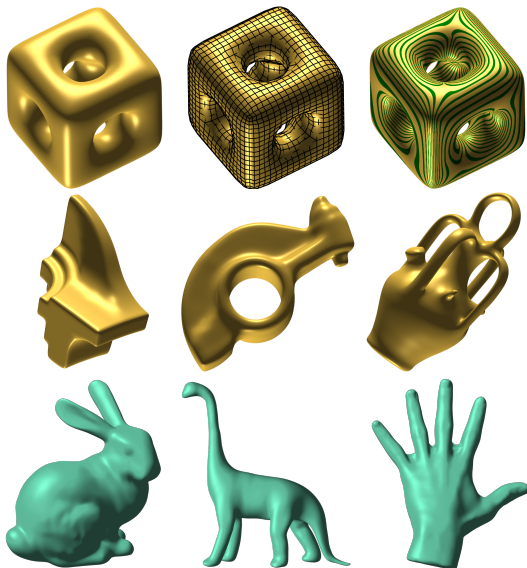
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Smooth PGS surfaces



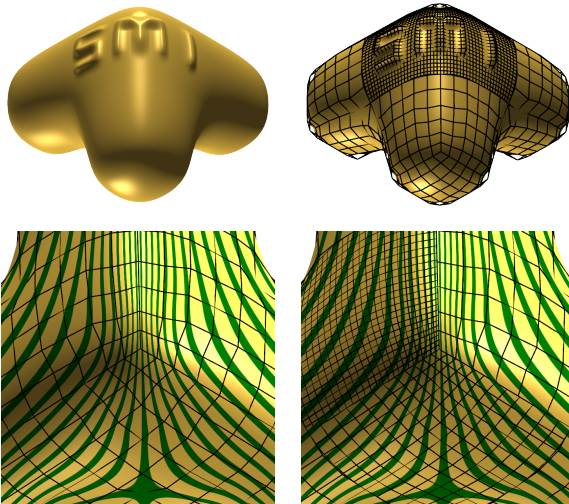
Smooth PGS surfaces



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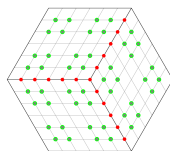
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Multi-resolution of Polycube G^1 -splines



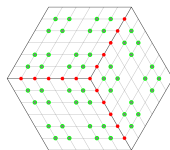
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- ▶ How to refine the control handles?



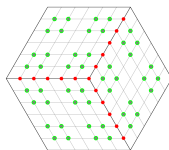
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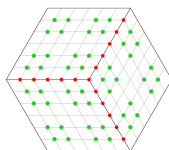
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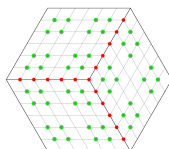
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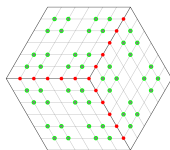
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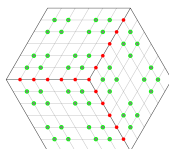
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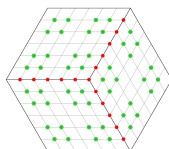
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Multi-resolution of Polycube G^1 -splines

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 - ▶ de Casteljau preserves G^1 of finer $\mathbb{c}_i$
- Edge Recovery + PGS $\implies$ same surface
- perturb $\mathbb{c}_i \implies$ different smooth surface



Summary

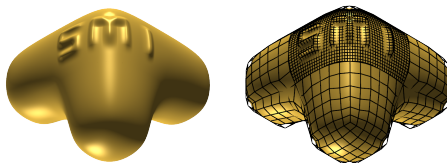
- ▶ Smooth surface covering **irregularities** of valence $n = 3, 4^*, 5, 6$ in a C^1 bi-3 spline surface

Summary

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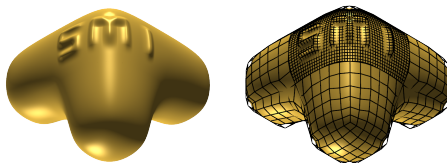
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QUESTIONS ?

Summary

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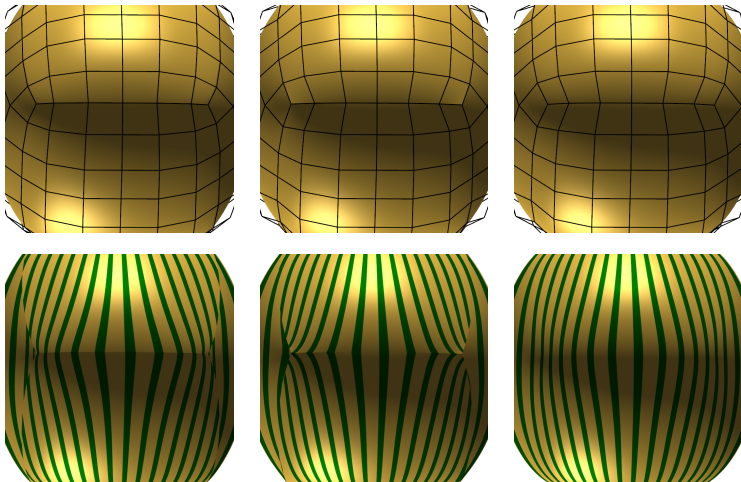
QUESTIONS ?

Multiresolution: algebraic challenge

- Challenge: global system, 😊: additional constraint

$$\omega\left(\frac{k}{2^\ell}\right) \underbrace{\left(-\mathbb{b}_{10}^{\alpha;k-1,1} + 2\mathbb{b}_{20}^{\alpha;k-1,1} - 2\mathbb{b}_{10}^{\alpha;k,1} + \mathbb{b}_{20}^{\alpha;k,1}\right)}_{C^2 \text{ boundary}} = 0.$$

☹: large support of $\mathbb{C}_i$ handles 😊: decay fast



PGS: G^1 construction for vertex valences 3, 4, 5, 6

- G^1 constraints on BB-coefficients:

$$\mathbb{b}(u, v) := \sum_{i=0}^d \sum_{j=0}^d \mathbb{b}_{ij} B_i^d(u) B_j^d(v),$$

$$\mathbf{p}_{01} + \mathbf{q}_{10} = \omega_0 \mathbf{p}_{10} + (2 - \omega_0) \mathbf{p}_{00}, \quad (1)$$

$$\mathbf{p}_{11} + \mathbf{q}_{11} = \boldsymbol{\rho}(\omega_0, \omega_1), \quad (2)$$

$$\mathbf{p}_{21} + \mathbf{q}_{12} = \boldsymbol{\sigma}(\omega_0, \omega_1), \quad (3)$$

$$\mathbf{p}_{31} + \mathbf{q}_{13} = (2 + \omega_1) \mathbf{p}_{30} - \omega_1 \mathbf{p}_{20}. \quad (4)$$

$$\boldsymbol{\rho}(\omega_0, \omega_1) := \frac{1}{3} (2\omega_0 \mathbf{p}_{20} - \omega_1 \mathbf{p}_{00} + (6 - 2\omega_0 + \omega_1) \mathbf{p}_{10})$$

$$\boldsymbol{\sigma}(\omega_0, \omega_1) := \frac{1}{3} (\omega_0 \mathbf{p}_{30} - 2\omega_1 \mathbf{p}_{10} + (6 - \omega_0 + 2\omega_1) \mathbf{p}_{20}).$$

What goes wrong when $\langle n, 4 \rangle, \langle 4, m \rangle$ with $n \neq m$?

