# EE4702 Course Projects

# The Course Project

- Project Presentations
  - Time: Oct. 15<sup>th</sup>, 18<sup>th</sup>, 20<sup>th</sup>
  - Prepare: (1) presentation slides and (2) a one-page timeline
  - Describe: (1) the problem/motivation + algorithm, and (2) your plan
- What you need to do this week:
  - Pick a topic/paper from the list (see the following pages)
  - Team up if you need to (good to have 2-3 people per project)
  - Discuss with me to fix the project
    - Email me and/or come to my office
  - Start to read the paper and prepare your slides
- What you need to do on mid term presentations:
  - 1 presentation per project: 20 mins presentation + 5 mins questions
  - Send me your report: 1 page, project summary + schedule plan (due 11:59pm Oct. 12<sup>th</sup>)

### Segmentation

#### 1) K-Mean

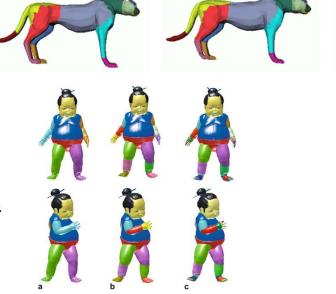
 [S. Shlafman, A. Tal and S. Katz, "Metamorphosis of Polyhedral Surfaces using Decomposition"]

#### 2) Core Extraction

 [S. Katz, G. Leifman, A. Tal, "Mesh segmentation using feature point andcore extraction"]

#### 3) Shape Diameter Function

 [L. Shapira, A. Shamir, D. Cohen-Or, "Consistent mesh partitioning and skeletonisation using the shape diameter function"]



### Skeletonization

### 1) Mesh Contraction

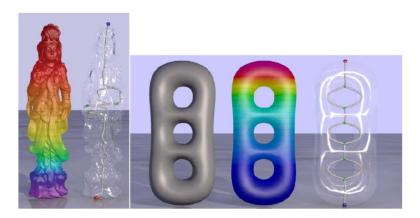
 [O. Au, C-L Tai, H-K Chu, D. Cohen-Or, T-Y Lee, "Skeleton Extraction by Mesh Contraction", Siggraph 2008]

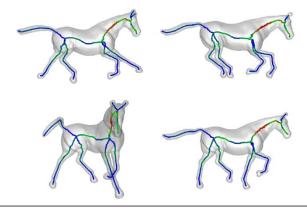
#### 2) Morse Skeleton

 [V. Pascucci, G. Scorzelli, P.T. Bremer, and A. Mascarenhas, "Robust On-line Computation of Reeb Graphs: Simplicity and Speed", Siggraph 2007]

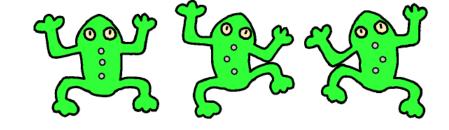
#### 3) Medial Axis Function

 [Tamal K. Dey and Jian Sun, "Defining and Computing Curve-skeletons with Medial Geodesic Function", SGP 2006]

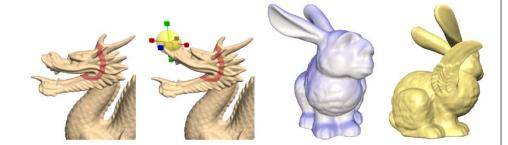




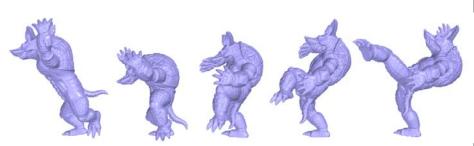
- Deformation/Animation
  - 1) 2D Image Deformation
  - [T. Igarashi, T. Moscovich, J. Hughes, "As-Rigid-As-Possible Shape Manipulation", SIGGraph05]



2) 3D Surface Deformation [Sorkine et. al, "Laplacian surface editing", SGPO4]



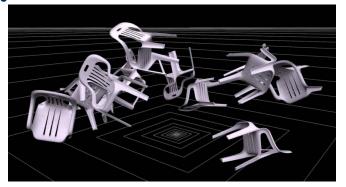
- 3) Volumetric Deformation
- [K. Zhou, J. Huang, J. Snyder, X. Liu, H. Bao, B. Guo, and H.-Y. Shum, "Large Mesh Deformation using the Volumetric Graph Laplacian", Siggraph 05]

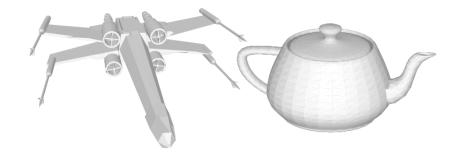


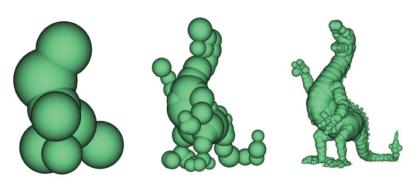
- Collision Detection
  - 1) BD-Tree
  - [D. James and D. Pai, "BD-Tree: Output-Sensitive Collision Detection for Reduced Deformable Models"]



- [G. VAN DEN BERGEN, "Efficient Collision Detection of Complex Deformable Models using AABB Trees"]
- 3) Sphere-Tree
- [G. Bradshaw and C. O'Sullivan, "Adaptive Medial-Axis Approximation for Sphere-Tree Construction"]





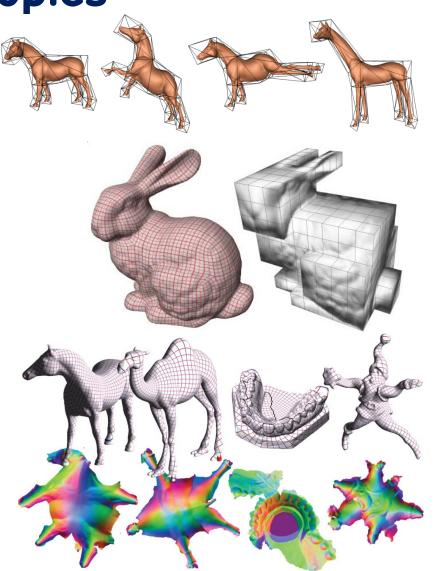


(a) Level 1

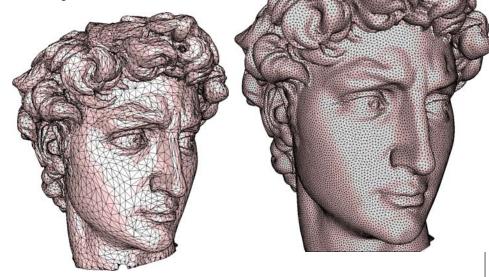
(b) Level 2

(c) Level 3

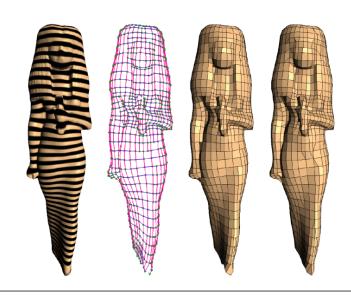
- Shape Parameterization:
  - 1) [T. Ju, S. Schaefer, and J. Warren, "Mean Value Coordinates for Closed Triangular Meshes", SIG05]
  - 2) [M. Tarini, K. Hormann, P. Cignoni, and C. Montani, "Polycube Map", SIG04]
  - 3) [A. Sheffer, B. Levy, M. MOGILNITSKY and A. BOGOMYAKOV, "ABF++: Fast and Robust Angle Based Flattening", TOG05]



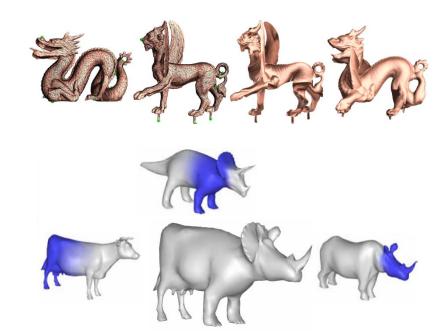
- Meshing:
- → Generating high quality discretization
  - 1) Isotropic triangular meshing
  - [P. Alliez, E. Verdiere, O. Devillers, and M. Isenberg, "Isotropic Surface Remeshing", SMI03]



- 2) Anisotropic quad-meshing
- [S. Dong, S. Kircher, M. Garland, "Harmonic Functions for Quadrilateral Remeshing of Arbitrary Manifolds", CAGD05]

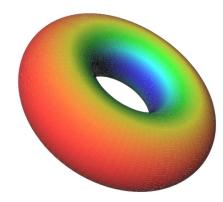


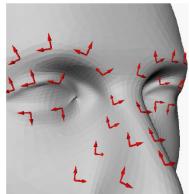
- Surface Mapping/Morphing:
  - 1) [J. Schreiner, A. Asirvatham, E. Praun, H. Hoppe, "Inter-Surface Mapping", SIG04]
  - 2) [V. Kraevoy and A. Sheffer, "Cross-Parameterization and Compatible Remeshing of 3D Models", SIG04]
  - [A. Lee, D. Dobkin, W. Sweldens, P. Schroder, "Multiresolution Mesh Morphing", SIG99]



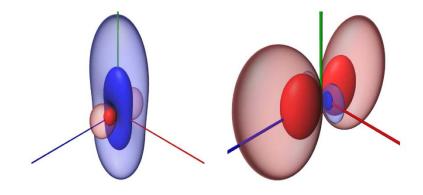


- Curvature/Feature Detection:
  - 1) Geometric Surface Curvature Fyaluation
  - [M. Meyer, M. Desbrun, P. Schroder, and A. Barr, "Discrete Differential-Geometry Operators for Triangulated 2-Manifolds"]





- 2) Curvature Measures of 3D Vector Fields
- [T. Weinkauf and H. Theisel, Curvature Measures of 3D Vector Fields and their Applications]



### And other topics...

- Progressive tetrahedral mesh
- Scanned data reconstruction
- Shape comparison/retrieval

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- Your own project or interest related to computer graphics and geometric processing:
  - come and discuss with me directly as early as possible