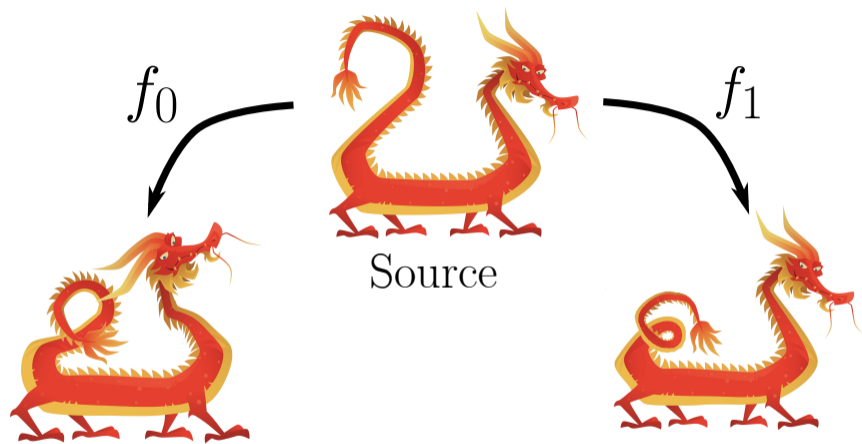


Bounded Distortion Harmonic Shape Interpolation

Edward Chien, Renjie Chen, Ofir Weber

SIGGRAPH 2016

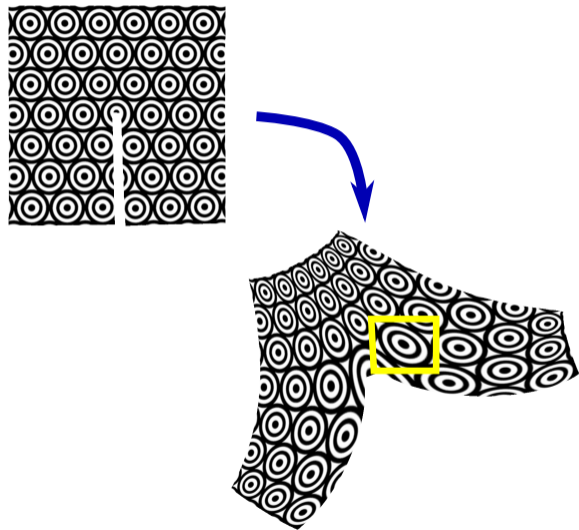
Interpolation in Animation: Step 1



Deform source shape to obtain keyframes

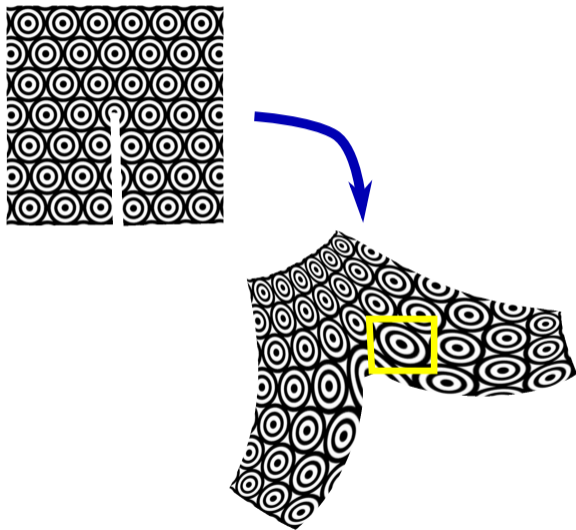
Interpolate keyframes for motion

Goal: control geometric distortion



Distortion is local stretching and shearing

Goal: control geometric distortion

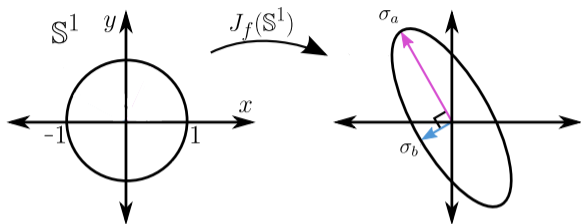


Distortion is local stretching and shearing

Previous works on bounded distortion maps:

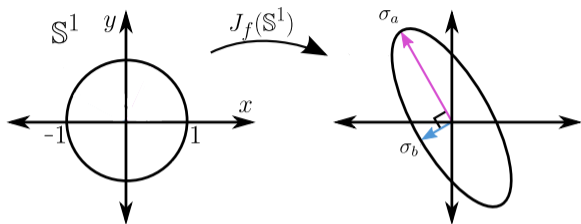
- [Lipman '12]
- [Weber et al. '12]
- [Aigerman & Lipman '13]
- [Schuller et al. '13]
- [Kovalsky et al. '15]
- [Chen & Weber '15]
- and many, many more...

Geometric distortion quantified



Dimensions of image ellipse quantify geometric distortion.

Geometric distortion quantified



Dimensions of image ellipse quantify geometric distortion.

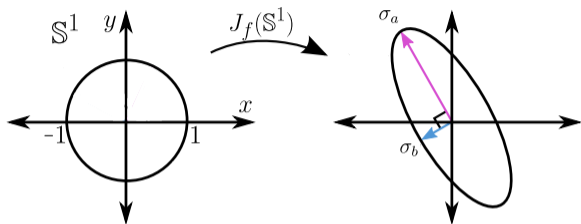
Isometric distortion (stretch):

$$\sigma_a \quad \& \quad \sigma_b$$

Conformal distortion (shear):

$$K = \frac{\sigma_a}{\sigma_b} \in [1, \infty)$$

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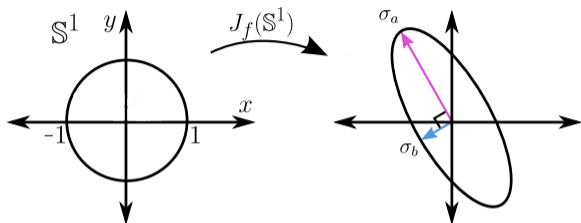
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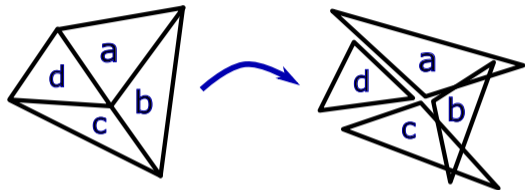
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Bounded conformal distortion: $K^t \leq \max(K^0, K^1)$

Previous interpolation works

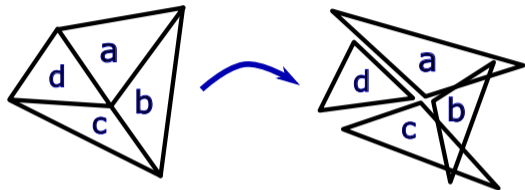
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[Alexa et al. '00] (ARAP), [Xu et al. '06],
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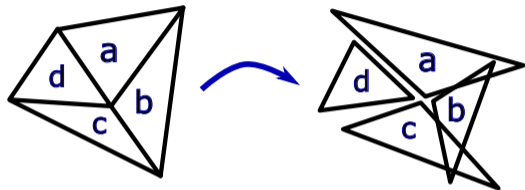


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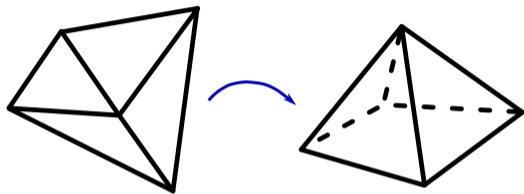
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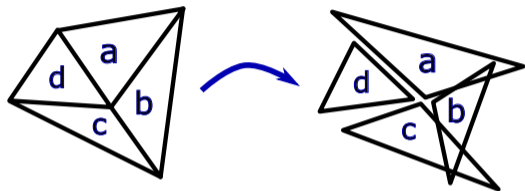


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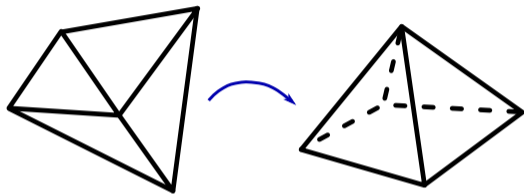
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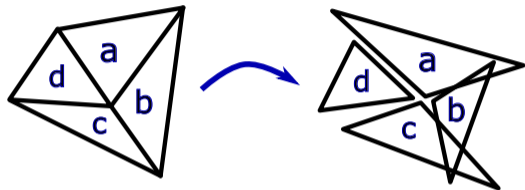


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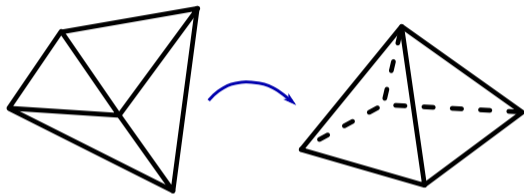
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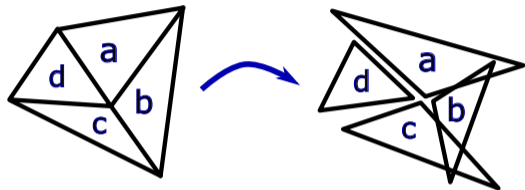
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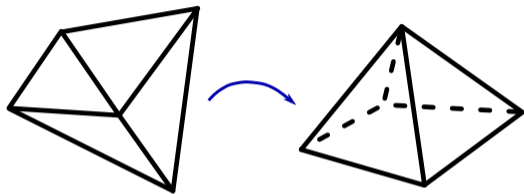
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(also, methods all mesh-based)

Our work achieves...

Given: two locally-injective harmonic planar maps on a disc-like domain

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Get: a locally-injective planar interpolation that is bounded distortion

All done with automatic integrability, and a method that is
embarrassingly parallel and meshless.

Background: Wirtinger Derivatives

For any C^1 planar map, there is a useful decomposition of the Jacobian:

$$J_f = \underbrace{\begin{pmatrix} a & -b \\ b & a \end{pmatrix}}_{\text{similarity}} + \underbrace{\begin{pmatrix} c & d \\ d & -c \end{pmatrix}}_{\text{anti-similarity}}$$

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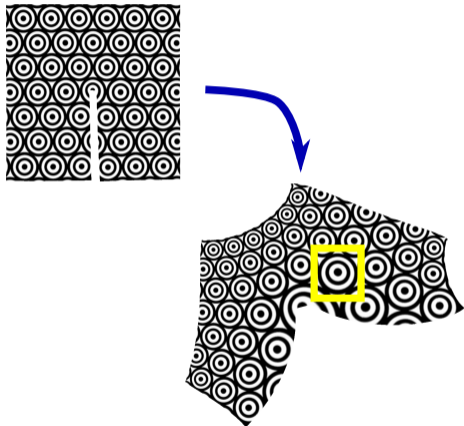
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Gives geometric intuition for the Wirtinger derivatives:

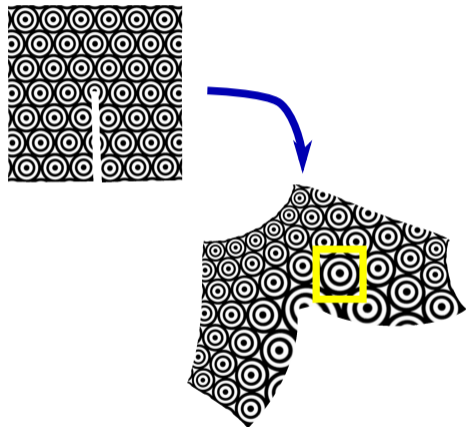
$$f_z = a + ib \quad \& \quad f_{\bar{z}} = c + id$$

Background: Holomorphic & Conformal Maps



Their Jacobians are similarity transformations everywhere ($f_{\bar{z}} = 0$).

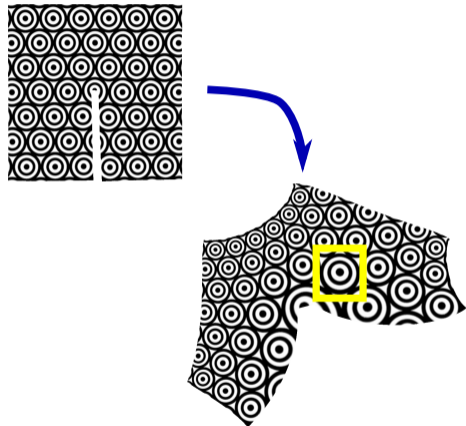
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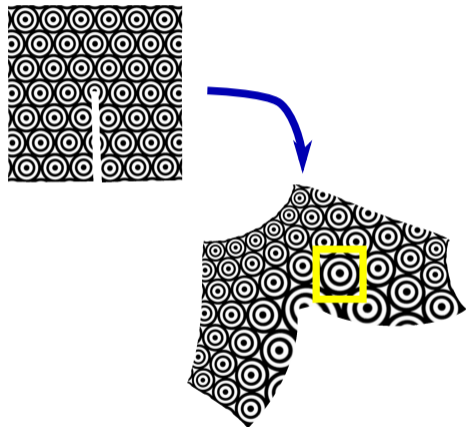


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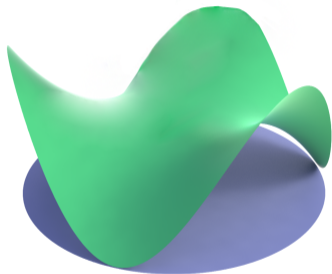
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Analogous definitions and facts hold for anti-holomorphic maps.

Background: Harmonic Maps

A harmonic function u satisfies Laplace's equation:

$$\Delta u = \frac{\partial^2 u}{\partial x^2} + \frac{\partial^2 u}{\partial y^2} = 0.$$

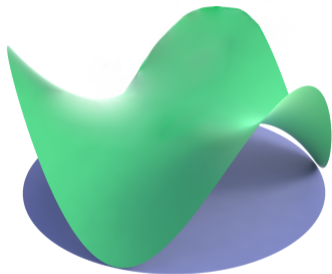


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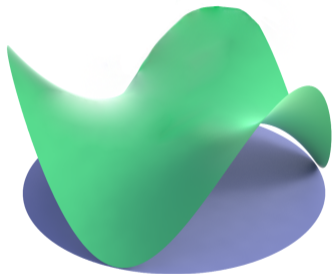
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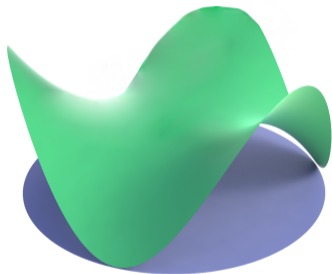
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Superset of holomorphic and anti-holomorphic maps; specified by boundary values.

On a disc-like domain,

$$f \text{ harmonic} \iff f = \Phi + \bar{\Psi}$$

where Φ, Ψ are holomorphic.

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They remain automatically integrable, and we may sum upon integration to get the final map.

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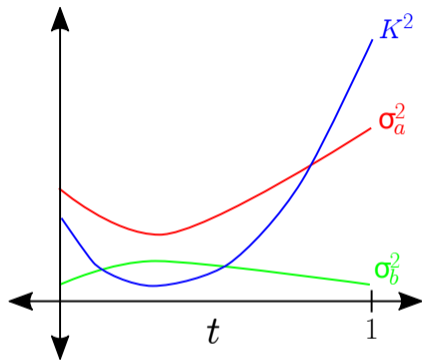
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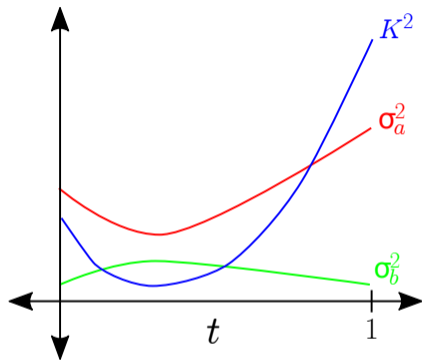
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\implies **bounded distortion!**

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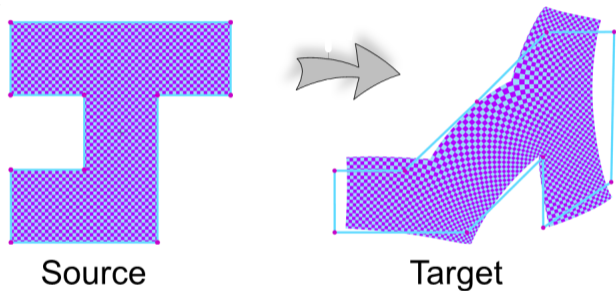
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Implementation Details

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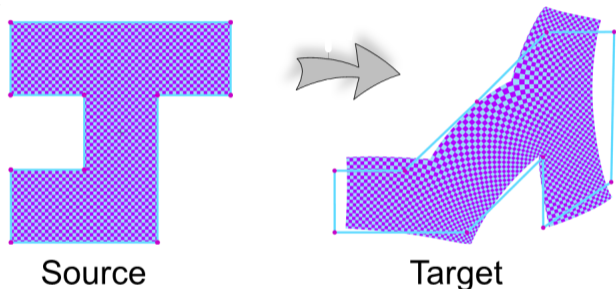
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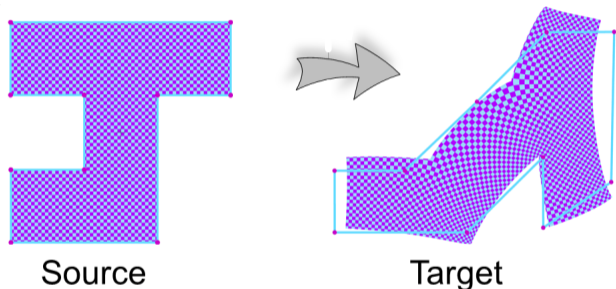


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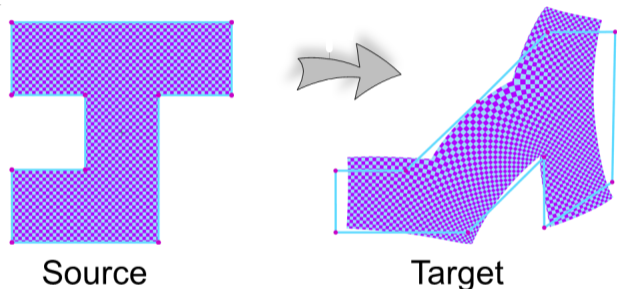
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A^{-1} is pre-computed and only multiplication by it is required.

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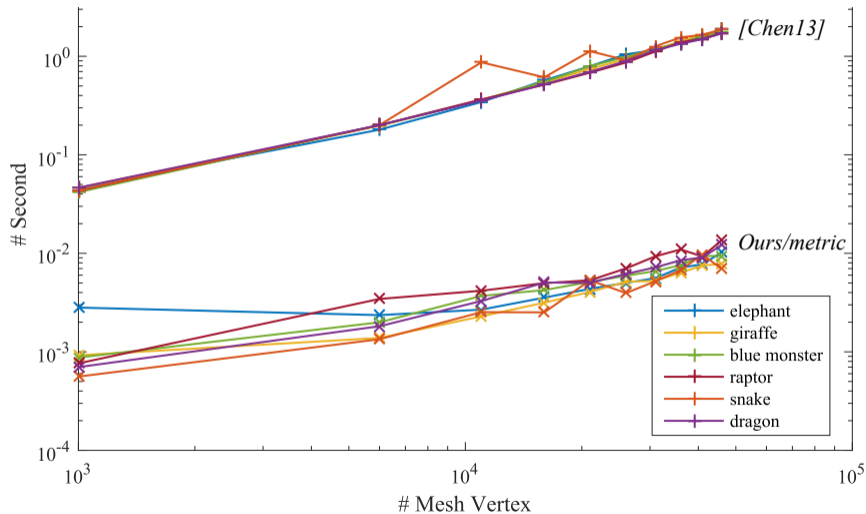
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- 3 Integrate interpolated f_z and $f_{\bar{z}}$ numerically.

Running Time Data



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- method is parallel
- method is smooth, meshless

Limitations & Future Work

Main limitations are in the domain of applicability.

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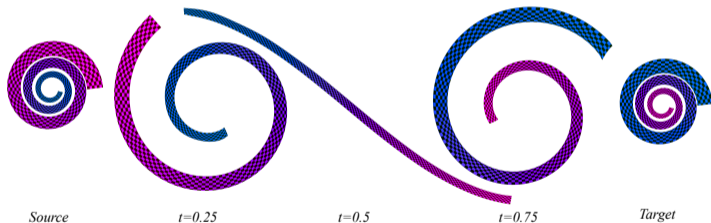
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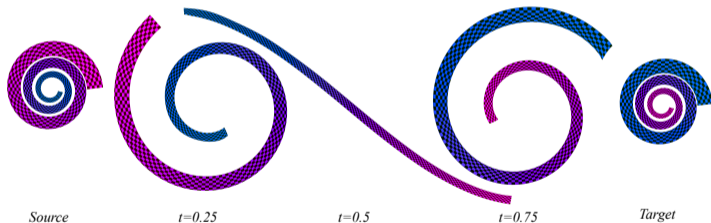
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Q: Is it possible to extend the approach to multiply-connected domains?

Thank You!

Supported by:

- Israel Science Foundation
- Max Planck Center for Visual Computing and Comm.
- NVIDIA

I am looking for a postdoc position for AY '17/'18.

Code available at: <http://people.mpi-inf.mpg.de/~chen/bdh.zip>