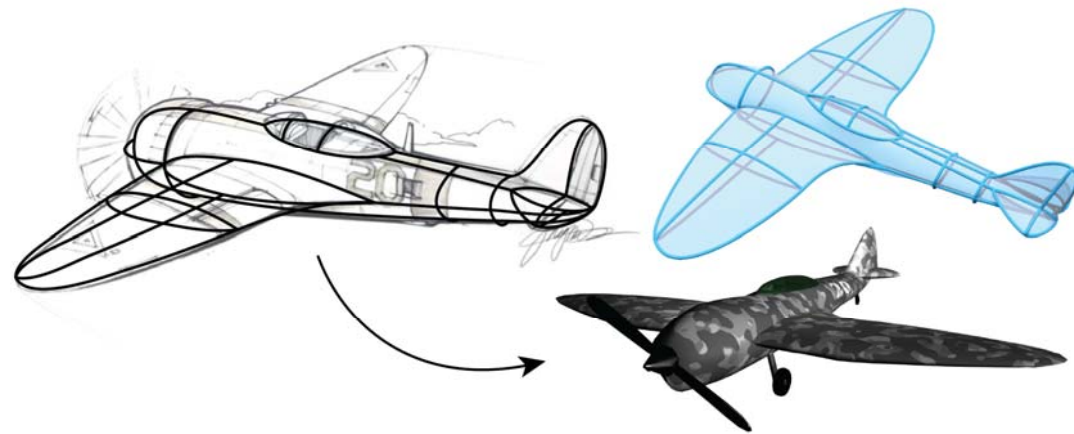


True2Form:

3D Curve Networks from 2D Sketches via Selective Regularization

Baoxuan Xu	UBC
William Chang	UBC
Alla Sheffer	UBC
Adrien Bousseau	INRIA
James McCrae	U of T
Karan Singh	U of T

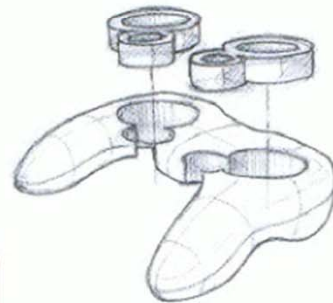
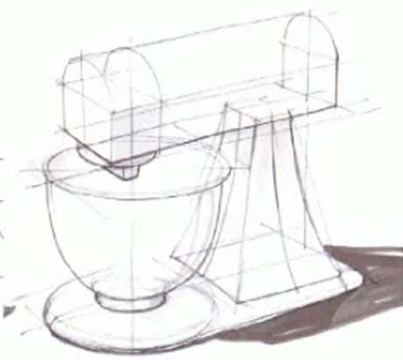
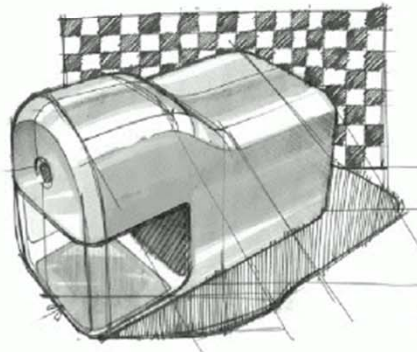
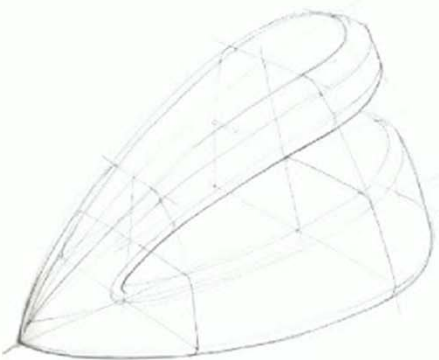
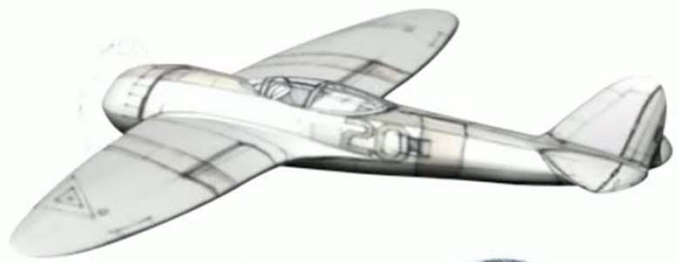
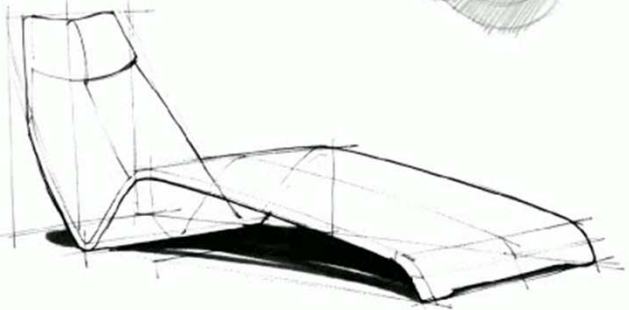
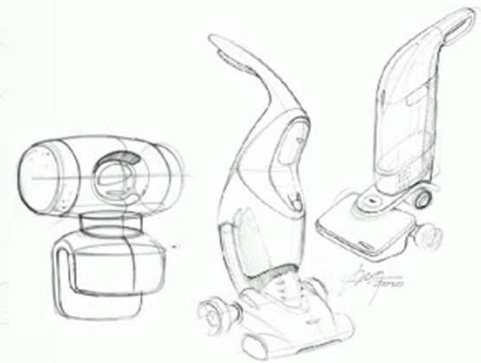
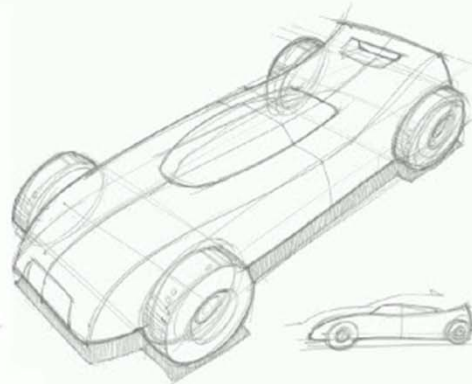
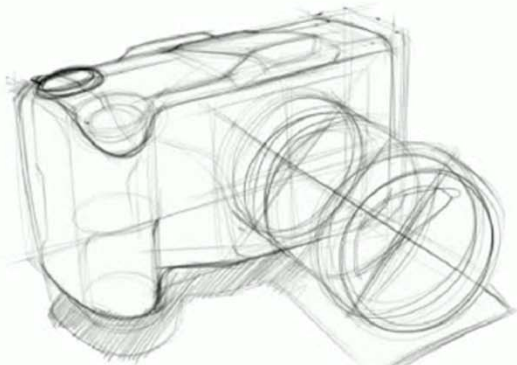
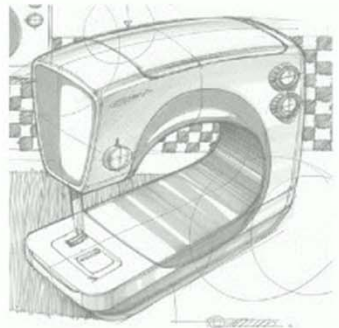


Input sketch

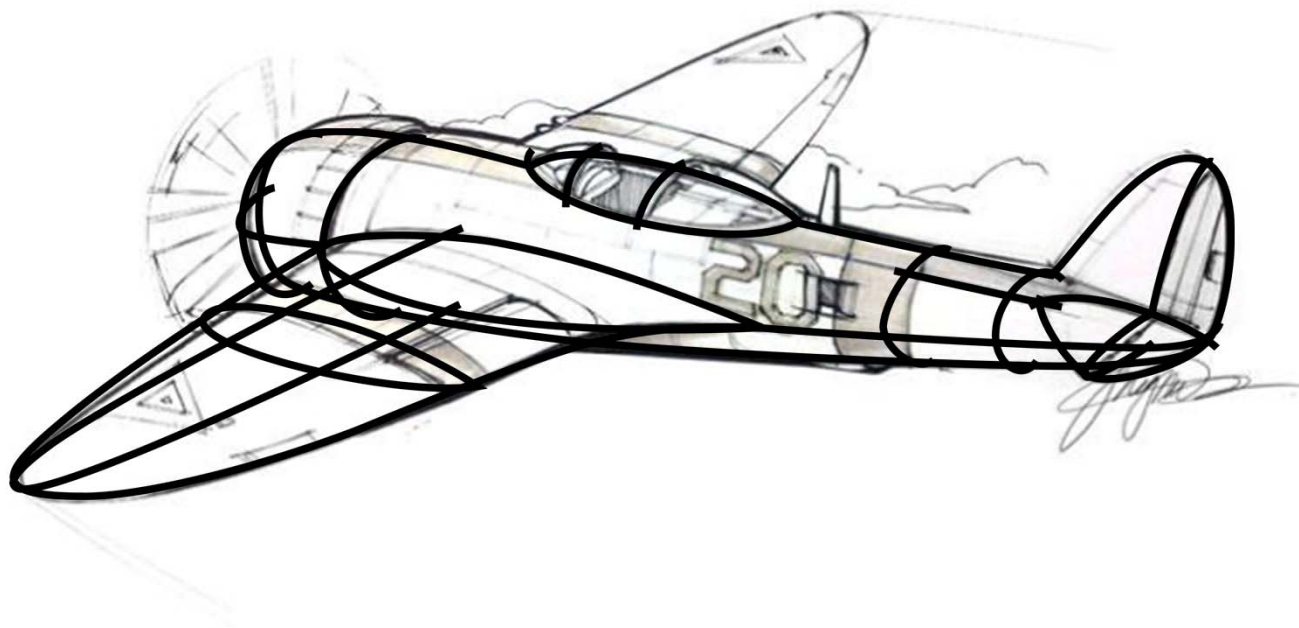
Output 3D model



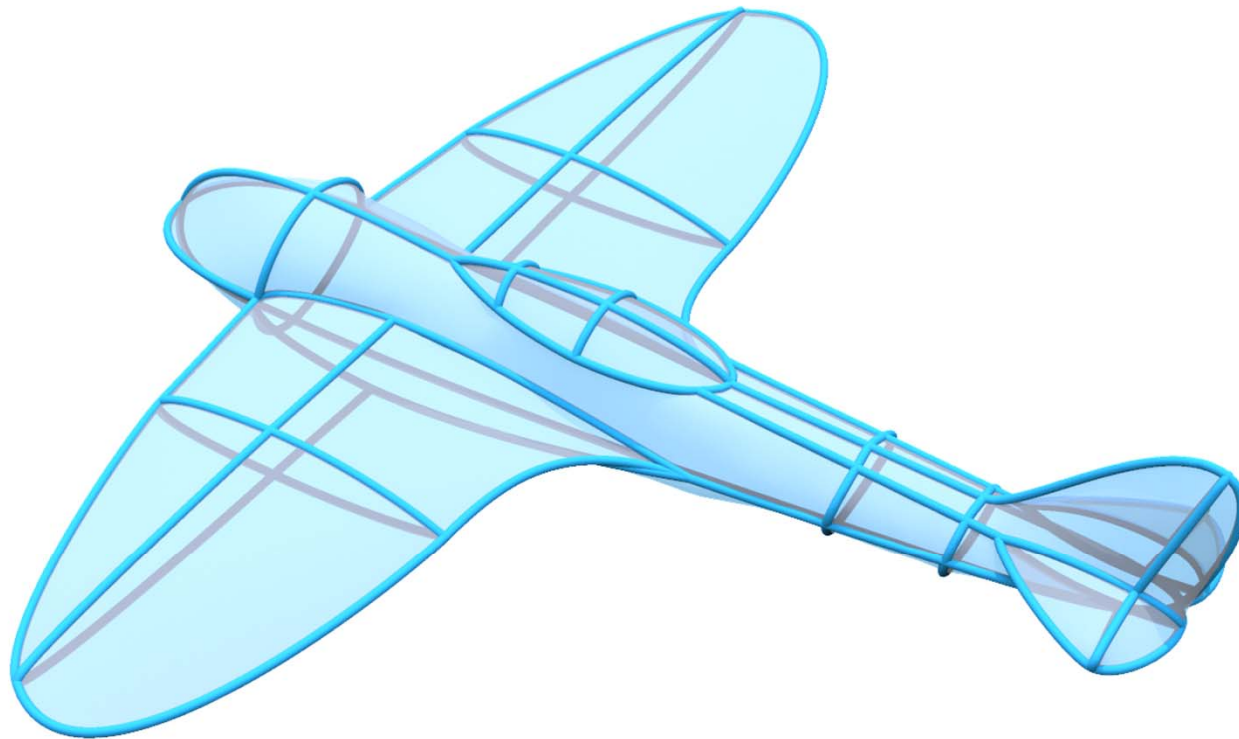
UNIVERSITY OF
TORONTO



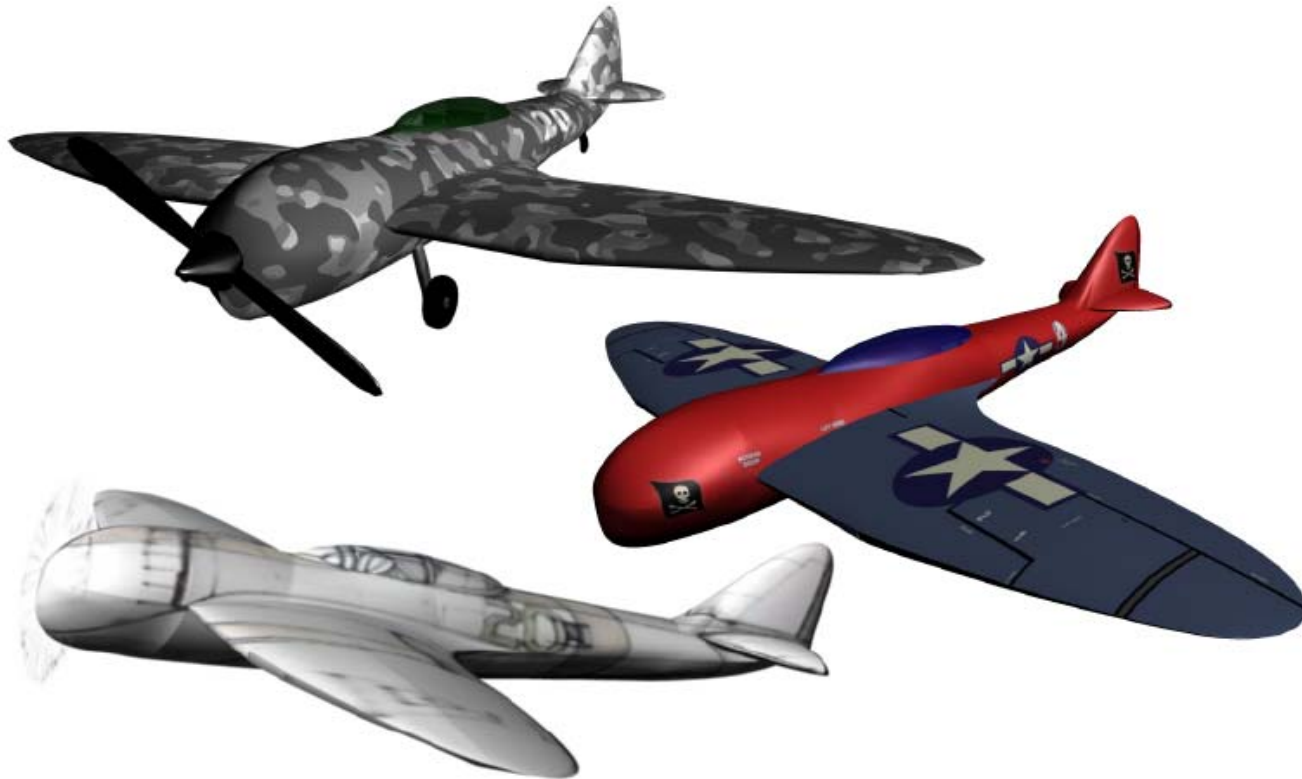
Start from a single **descriptive** sketch...



.. generate a 3D curve network

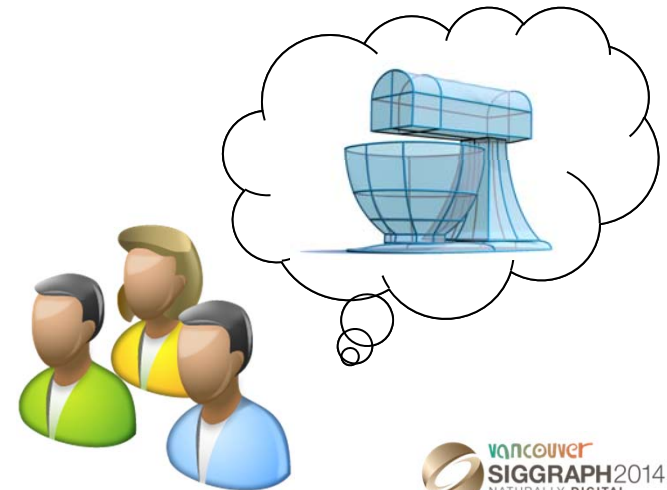
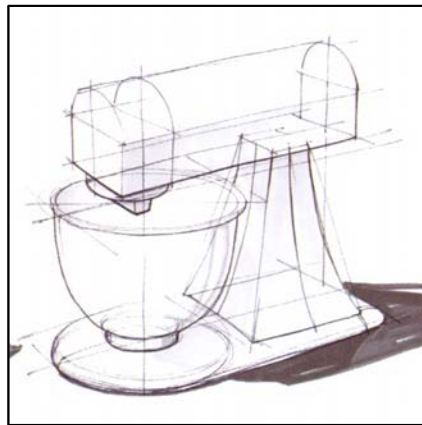
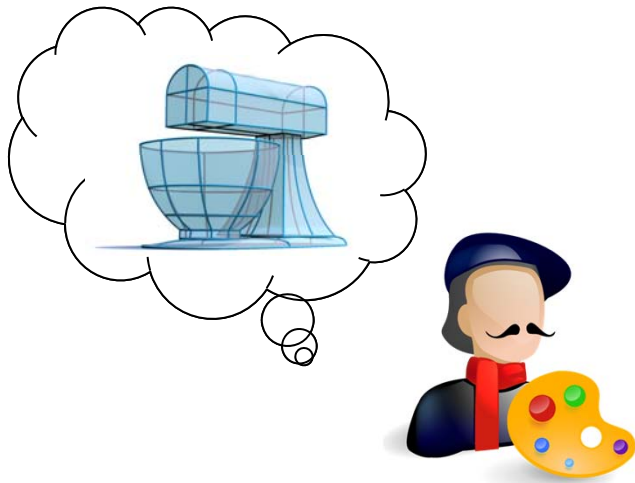


Follow by surfacing and texturing



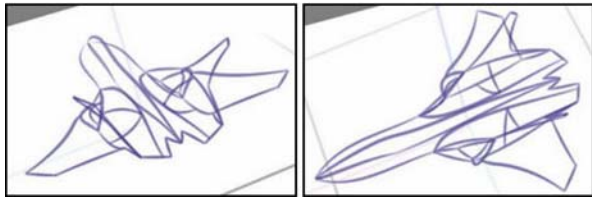
True2Form Goal

- Uncover geometric cues guiding creation and perception of concept sketches
- Use cues to compute plausible 3D reconstructions

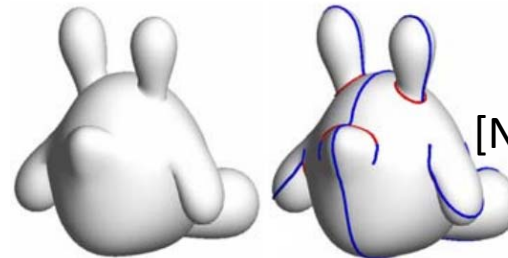


Related work: Sketch-based modeling

- Dominated by multi-view frameworks
 - Incremental rotate & draw paradigm



[Bae'08]

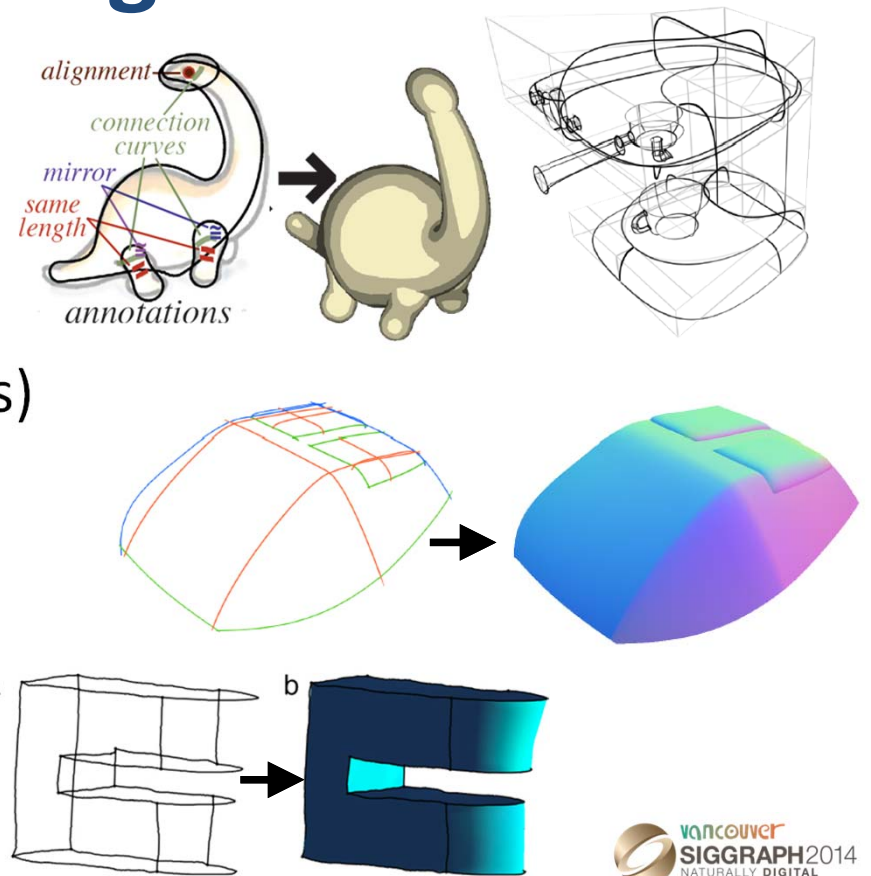


[Nealen'07]

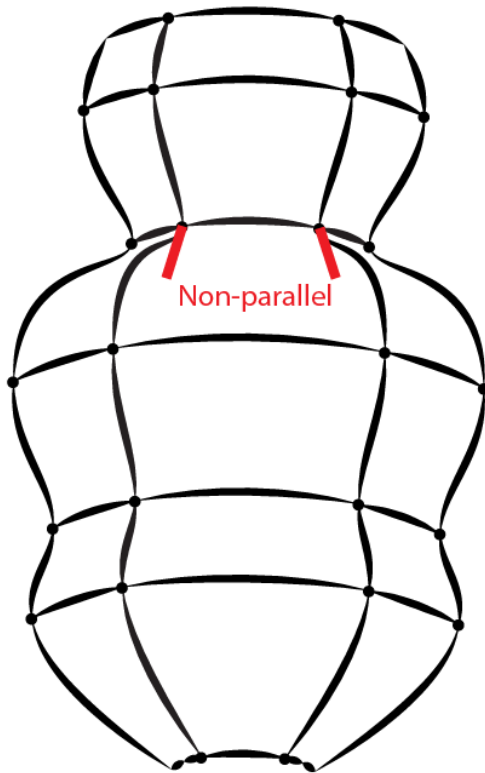
- True2Form: Single view focus
 - Mimic traditional artist workflow
 - Extends to multi-view

Related work: Single View

- Leverage additional user input:
[Gingold'09, Schmidt'09, Shtof'13]
- Use annotated subset of
descriptive curves (cross-sections)
[Andre'11; Shao'12]
- CAD drawing interpretation -
leverage straight & orthogonal
lines [Tian'09,Wang'09]



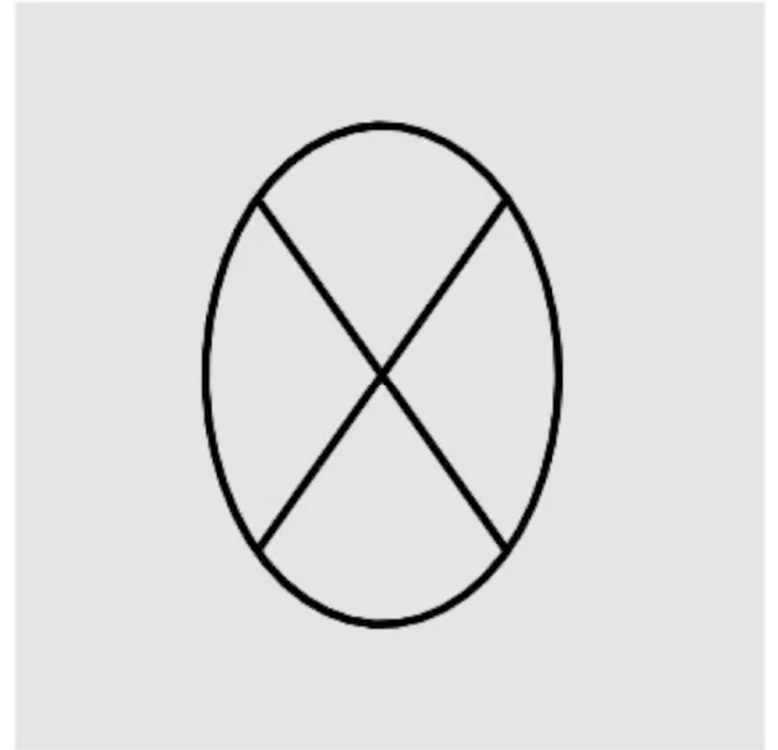
True2Form: Key Principles



- Generate 3D by using properties of *descriptive* sketch curves
- **Fidelity:** sketches reflect 3D geometry
 - Satisfied by flat interpretation
- **Regularity:** curves frequent satisfy 3D regularity constraints
 - This lifts curves to 3D
 - Regularity is **context-based**

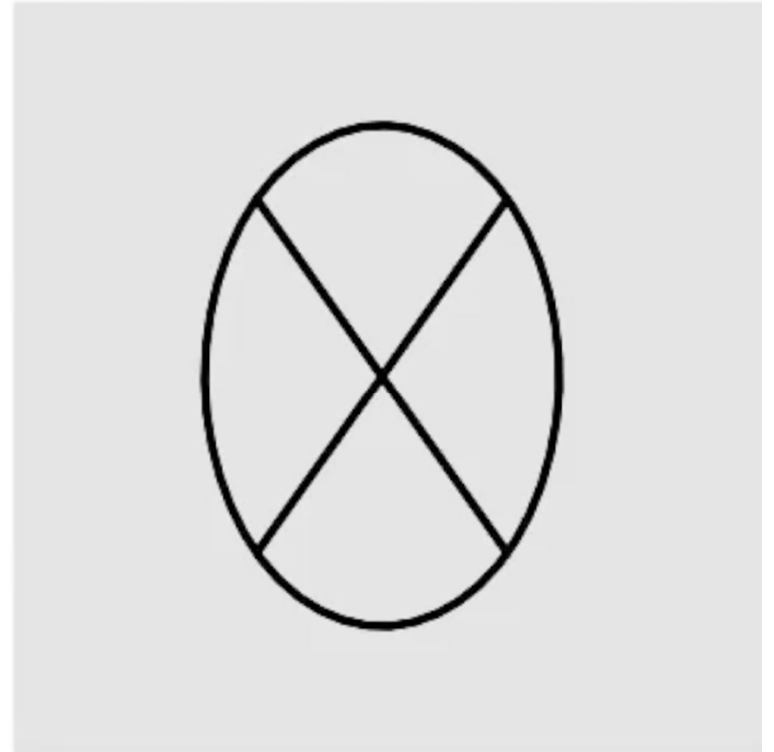
Fidelity: 2D reflects 3D

- **Projection accuracy:** 2D curves are (approximate) projection of 3D curves



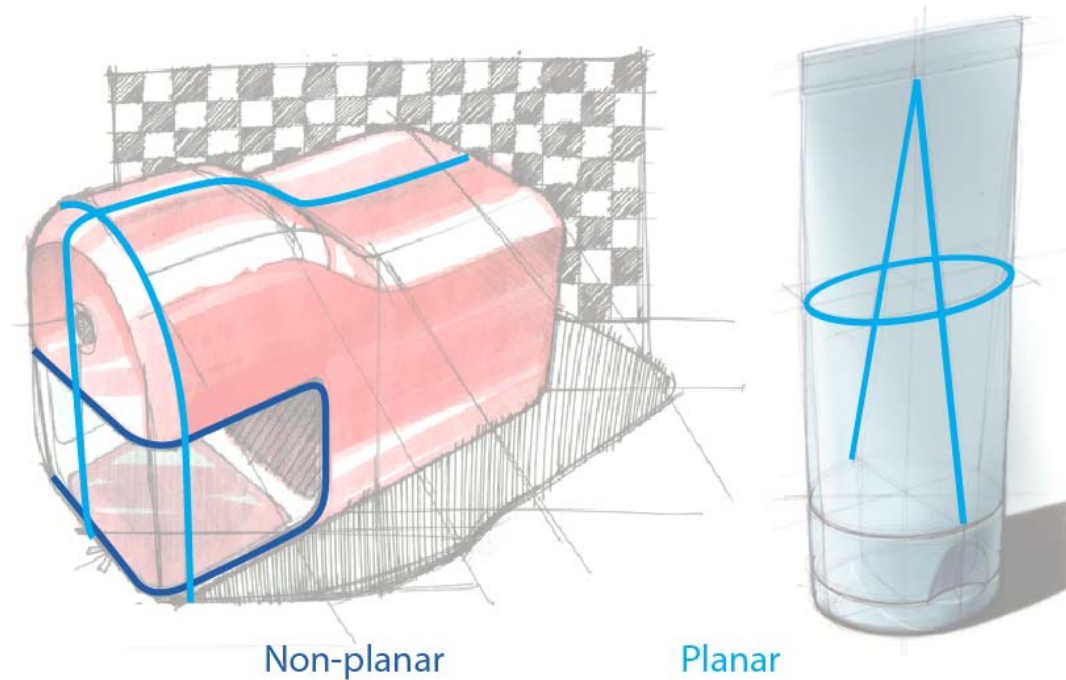
Fidelity: 2D reflects 3D

- **Projection accuracy:** 2D curves are (approximate) projection of 3D curves
- **Minimal variation:** shape of 2D curves close to their shape in 3D
 - 2D/3D curves **locally affine invariant**
 - Small foreshortening



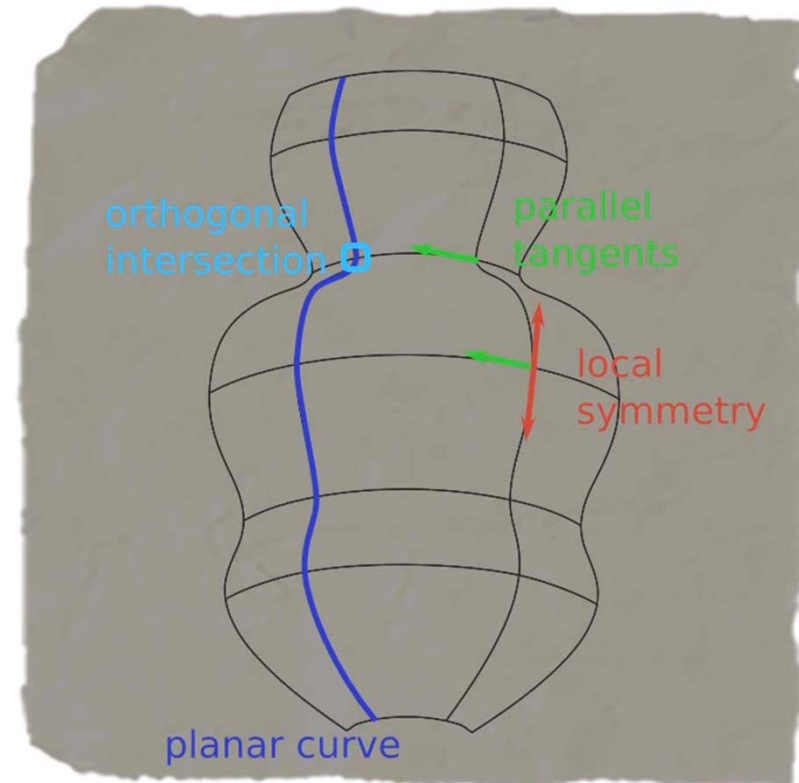
Regularity

- **Selective (context-based)** preference for regular 3D structures
 - Orthogonality
 - Parallelism
 - Symmetry
 - Curve planarity

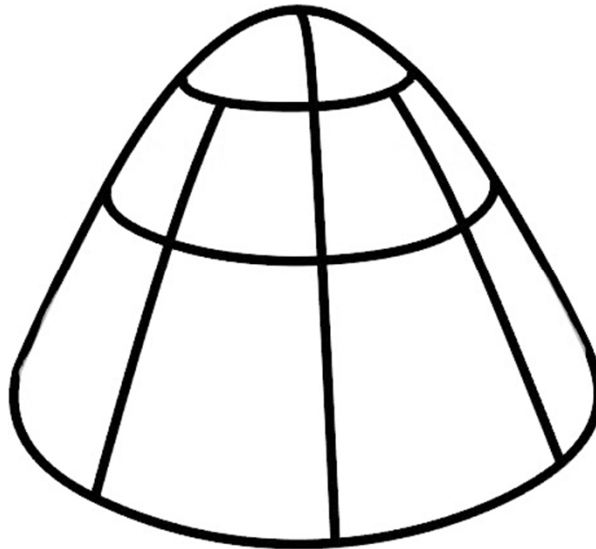


Selective Regularization

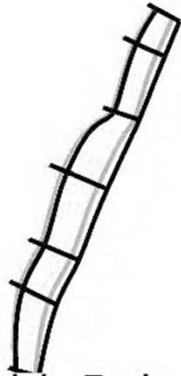
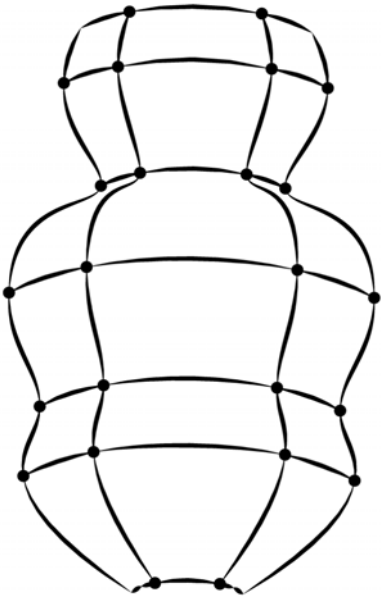
- Given known regularity set can generate 3D
 - optimize fidelity subject to regularity constraints
- **Challenge:** Applicable regularities unknown *a priori*



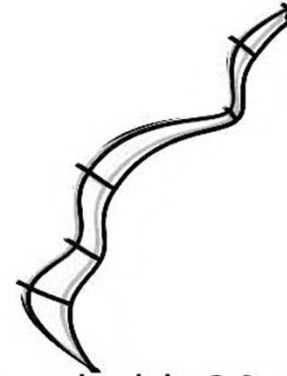
Naïve: Soft regularity across the board



Inaccurate regularity sets result in poor reconstruction



threshold: 5 degrees

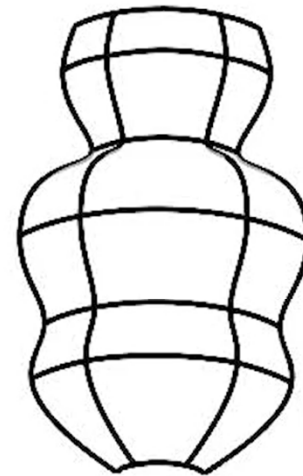
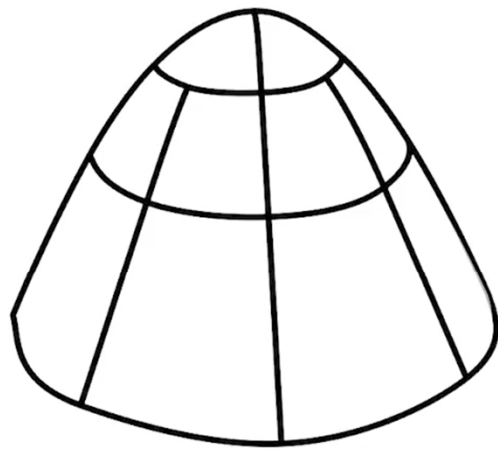


threshold: 20 degrees



Our Solution: **Progressive Regularization**

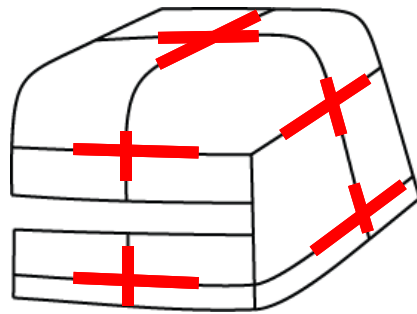
- Cast regularity applicability as variable to solve for
- Determine optimal values via progressive rounding



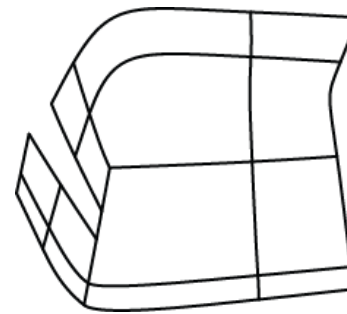
Progressive Regularization

1. Initial reconstruction

- Fidelity + orthogonality at smooth crossings



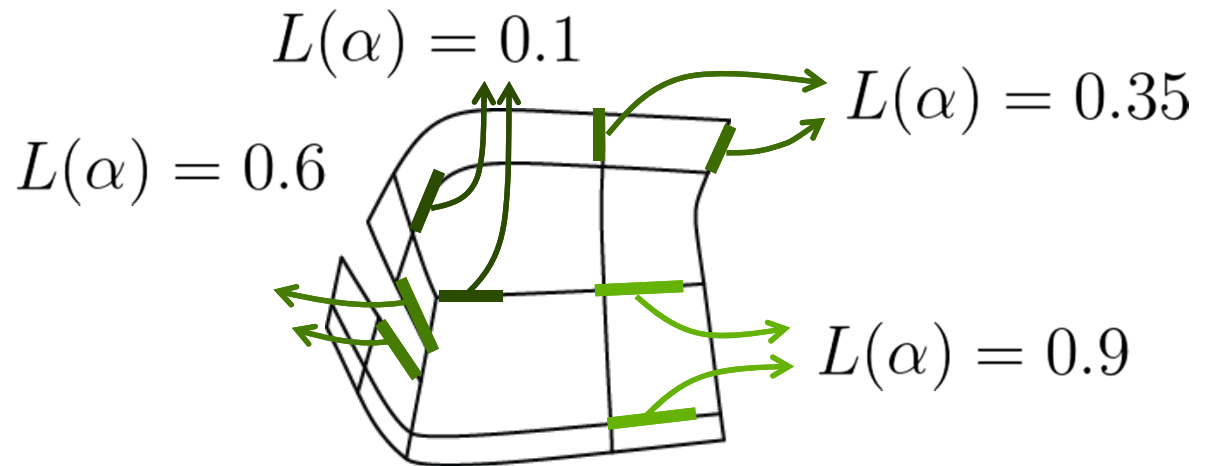
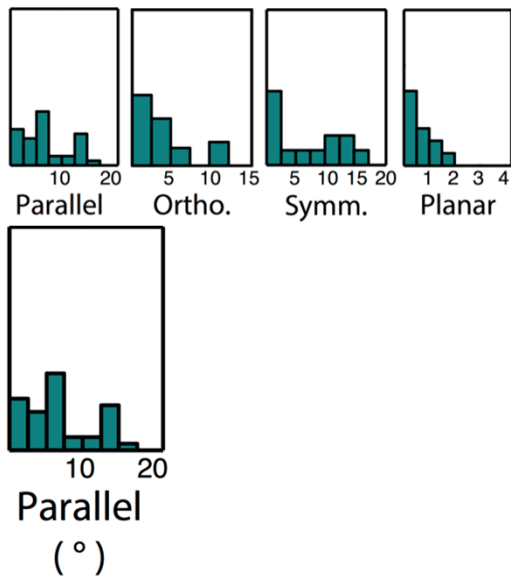
Input



Initial reconstruction

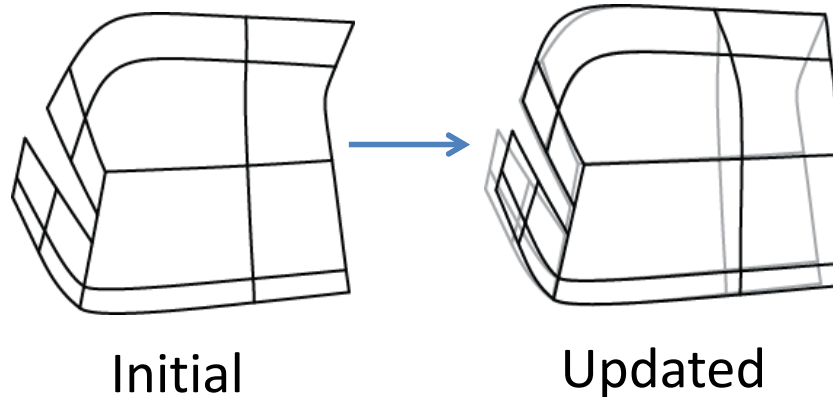
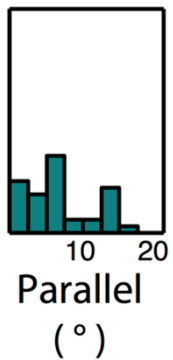
Progressive Regularization

1. Initial reconstruction
2. Compute continuous regularity likelihoods $L(\alpha)$



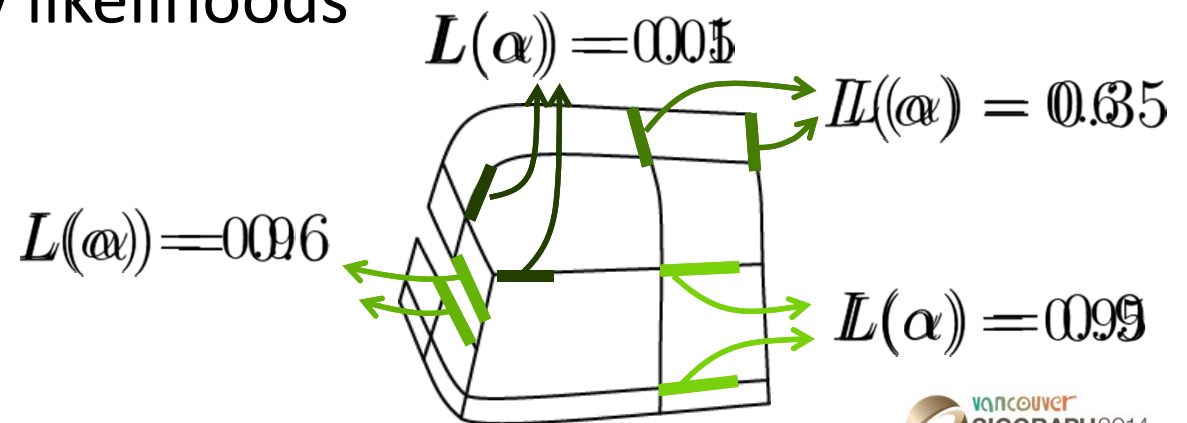
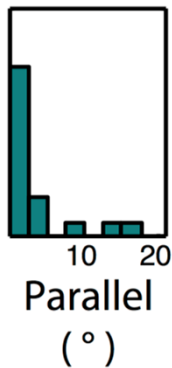
Progressive Regularization

1. Initial reconstruction
2. Compute continuous regularity likelihoods $L(\alpha)$
3. Solve with weighted regularity terms $\sum L(\alpha) C_{reg}^2$



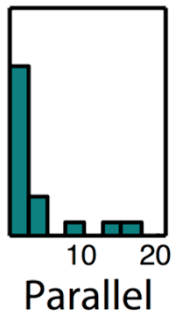
Progressive Regularization

1. Initial reconstruction
2. Compute continuous regularity likelihoods $L(\alpha)$
3. Solve with weighted regularity terms $\sum L(\alpha) C_{reg}^2$
4. Update regularity likelihoods

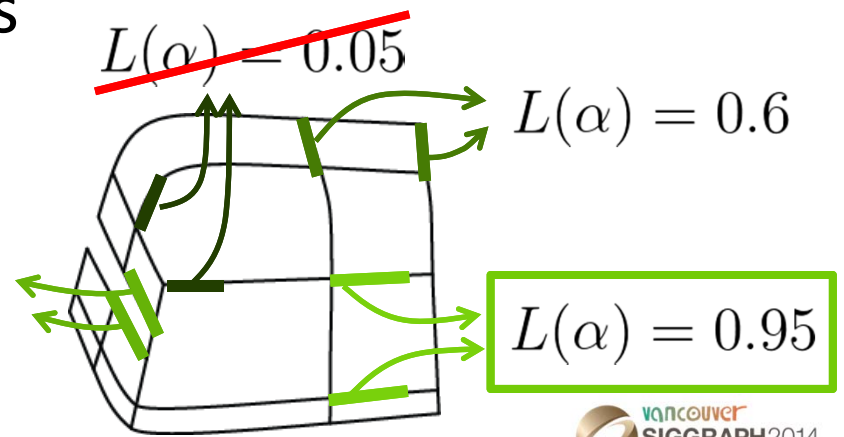


Progressive Regularization

1. Initial reconstruction
2. Compute continuous regularity likelihoods $L(\alpha)$
3. Solve with weighted regularity terms $\sum L(\alpha) C_{reg}^2$
4. Update regularity likelihoods
5. Rounding for applicability

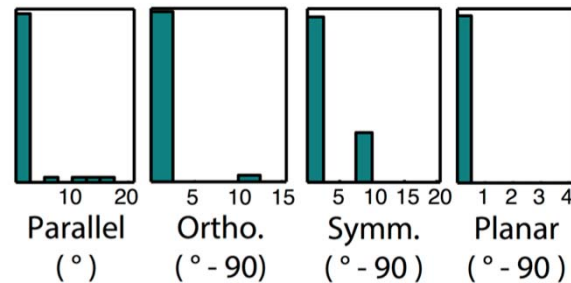
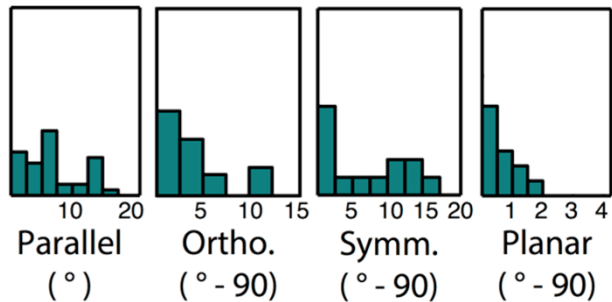


$$L(\alpha) = 0.9$$

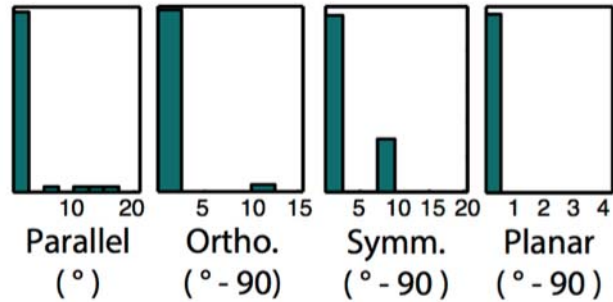
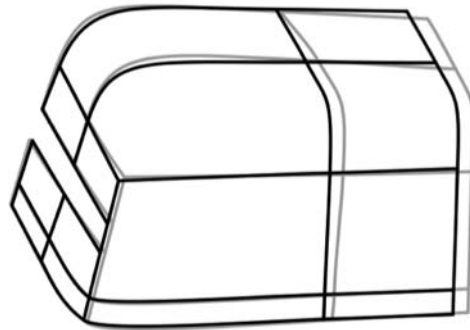
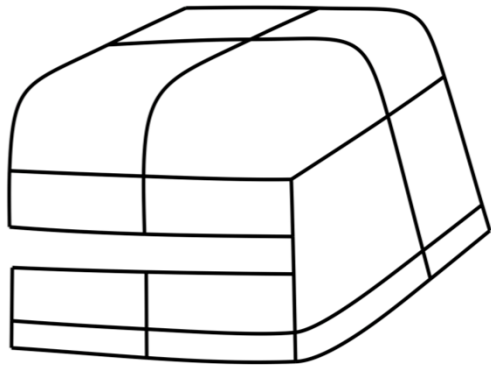


Progressive Regularization

1. Initial reconstruction
2. Compute continuous regularity likelihoods $L(\alpha)$
3. Solve with weighted regularity terms $\sum L(\alpha)C_{reg}^2$
4. Update regularity likelihoods
5. Rounding for applicability

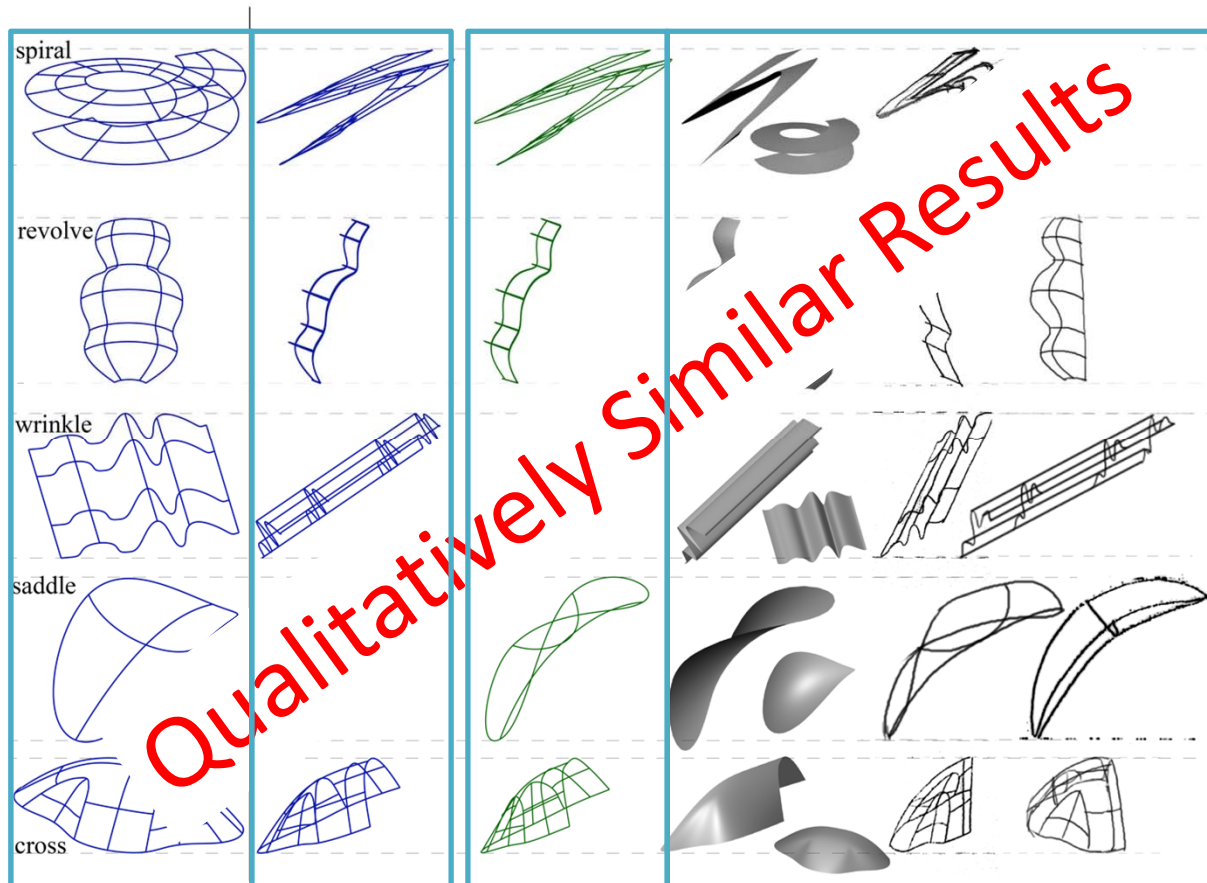


Progressive Regularization



Results & Validation

Ground Truth Validation



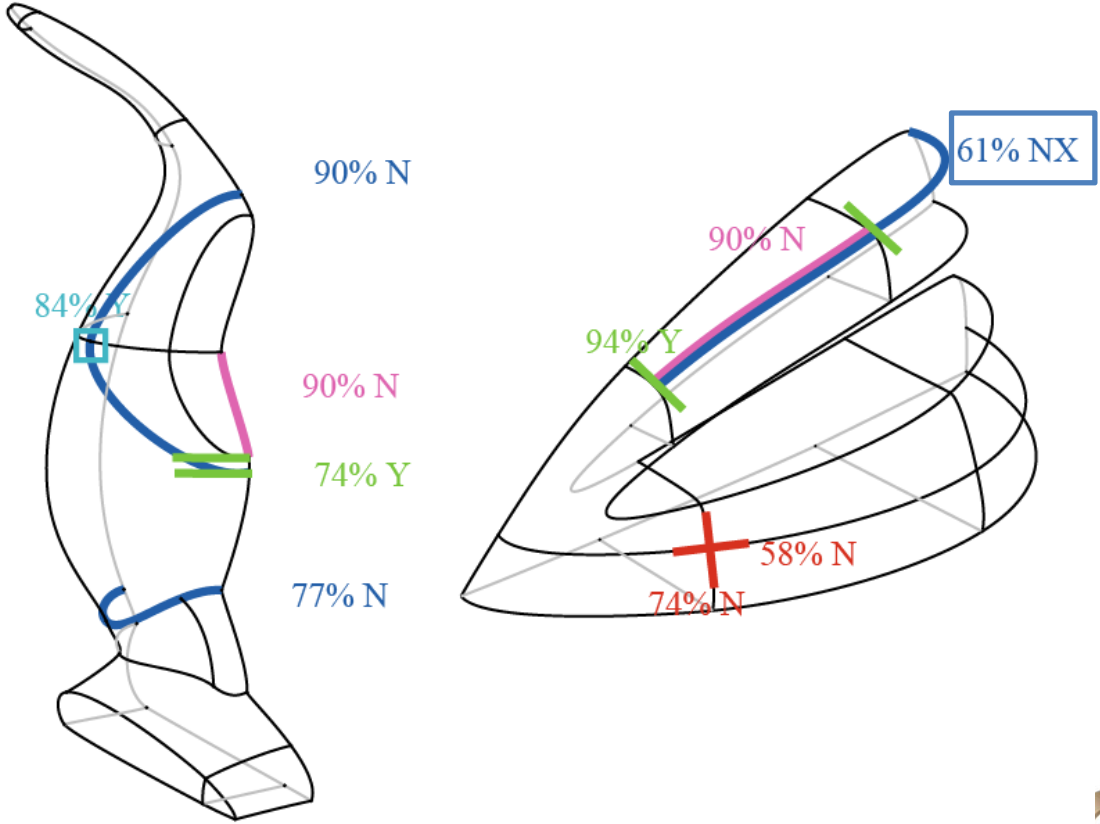
Ground truth

True2form output

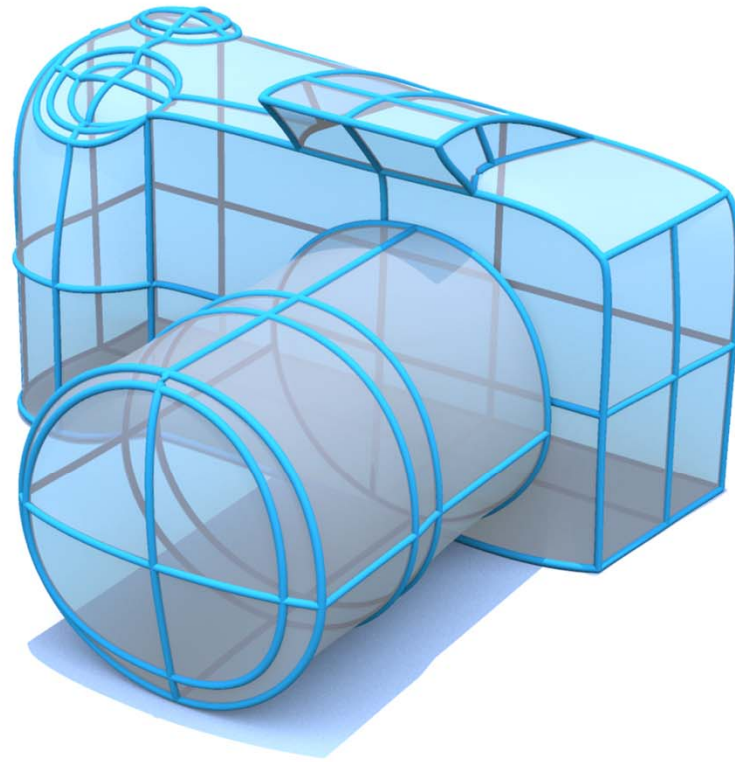
Artist creation

Perceptual Validation

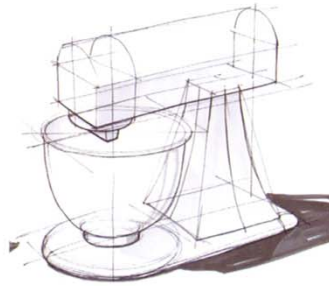
- Straight
- Planar
- Orthogonal
- Symmetric
- Parallel



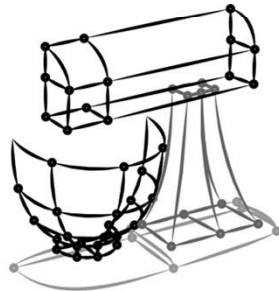
Results (over-sketching)



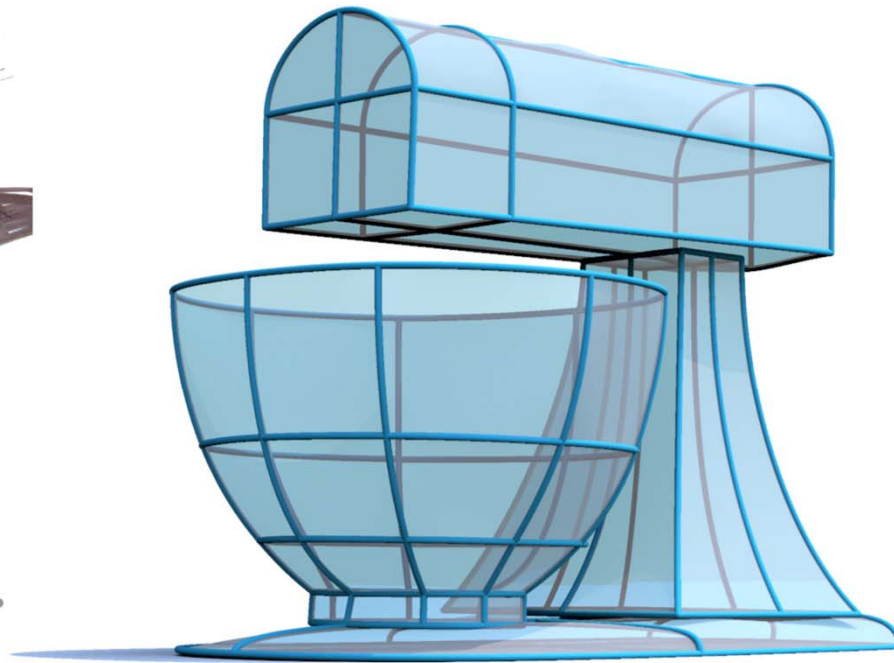
Results (over-sketching)



Inspiration



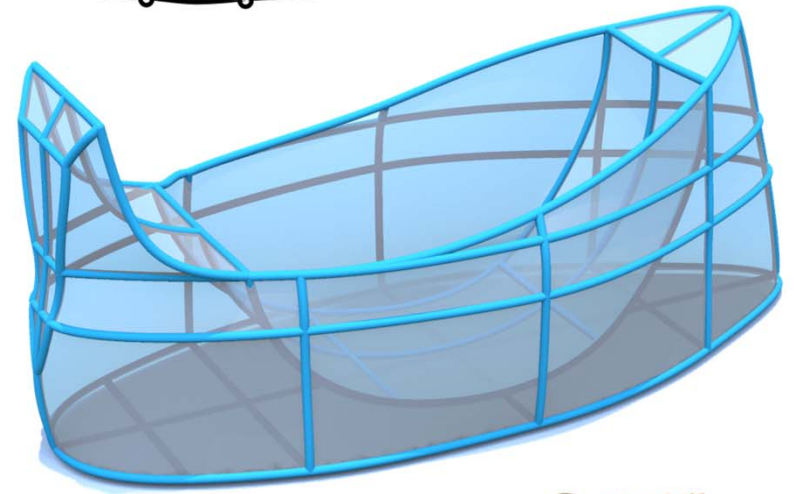
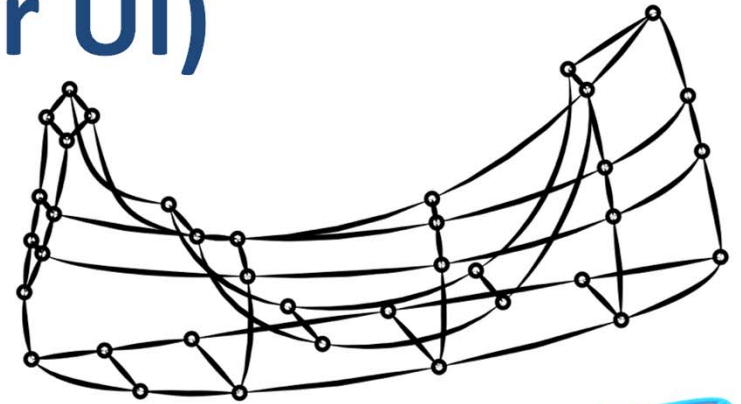
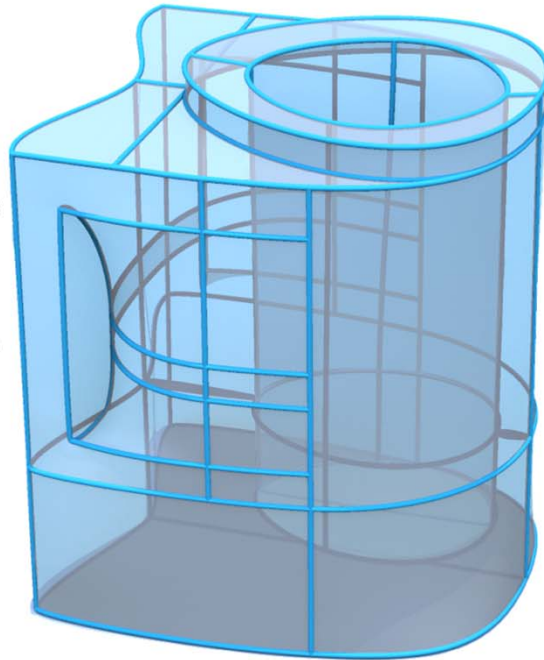
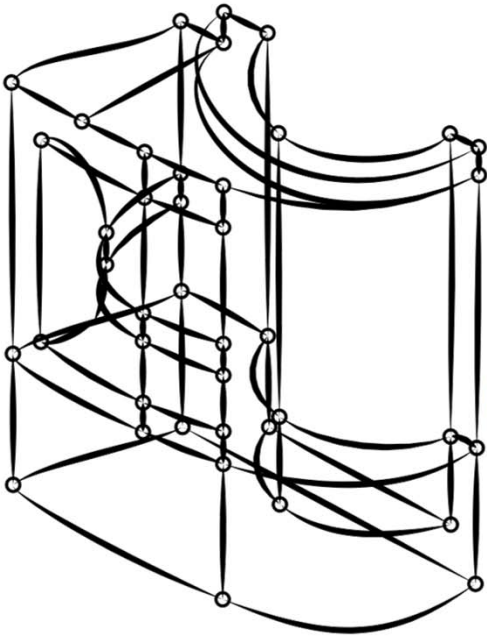
Input curves



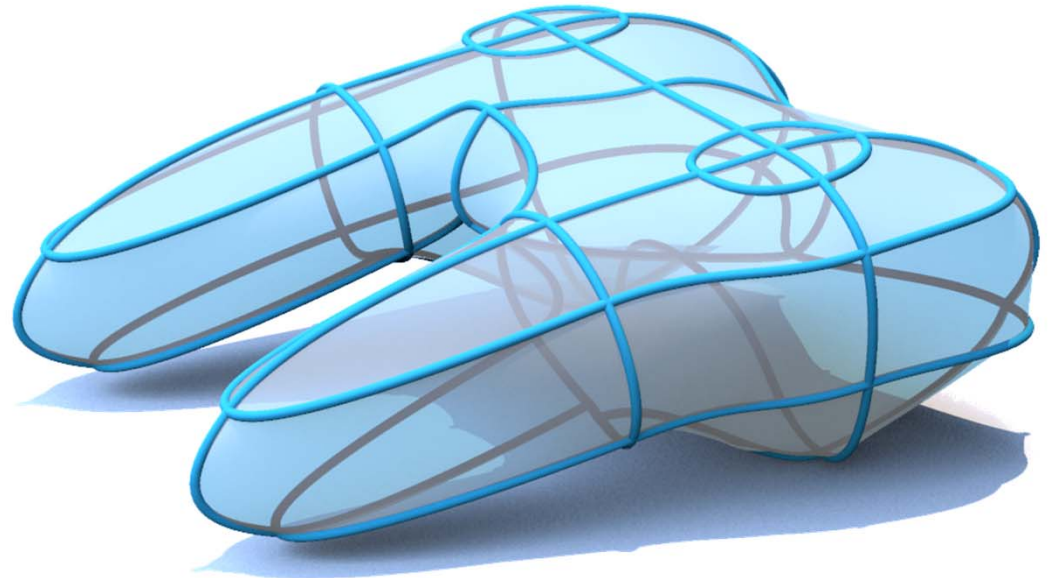
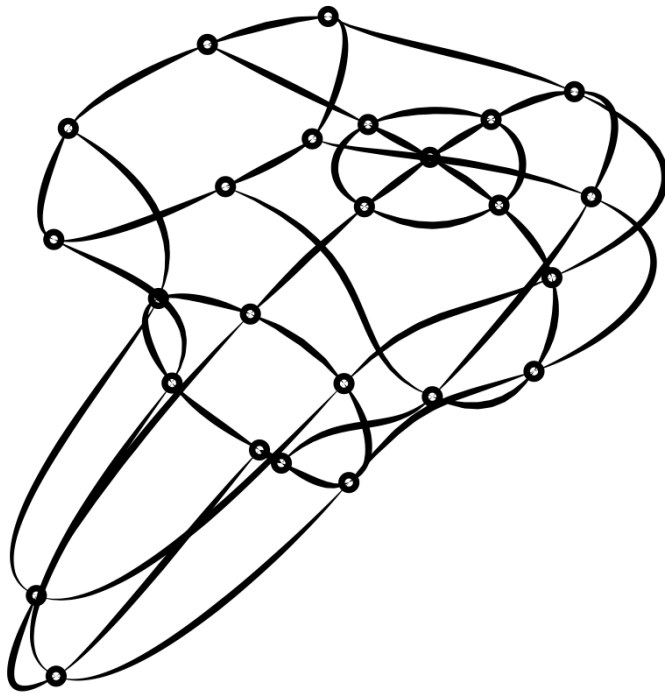
3D Reconstruction

...workflow

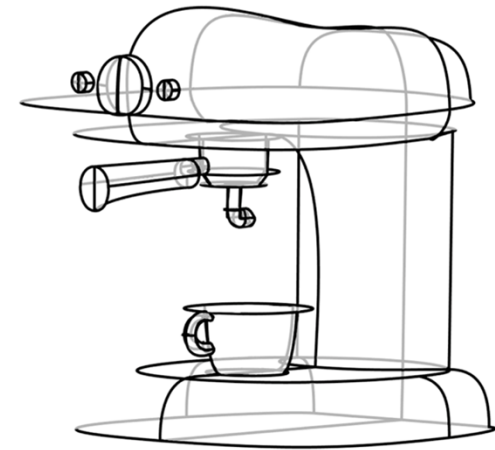
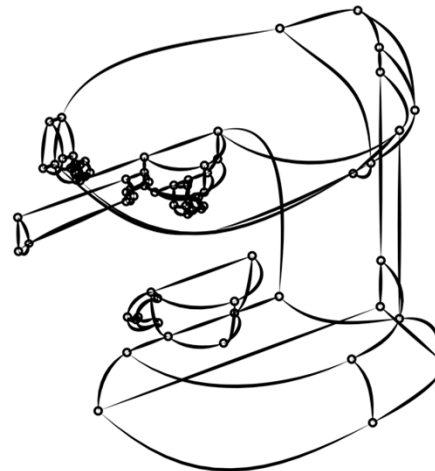
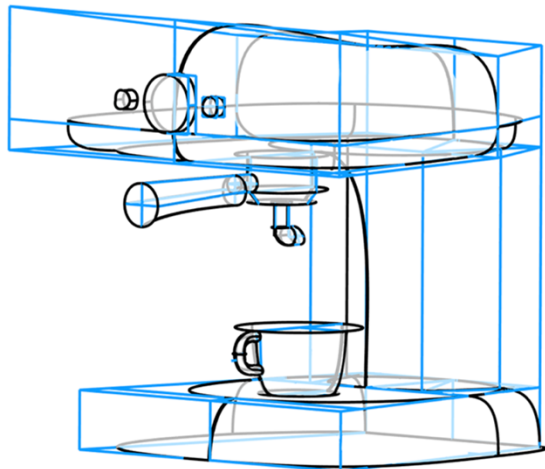
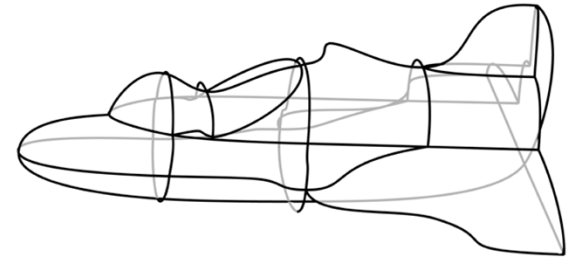
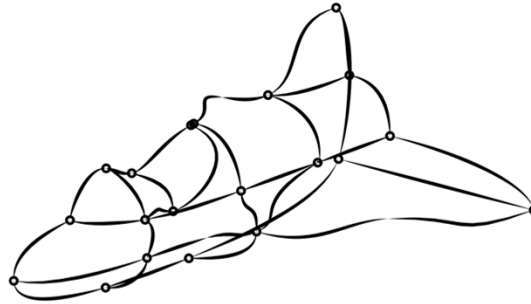
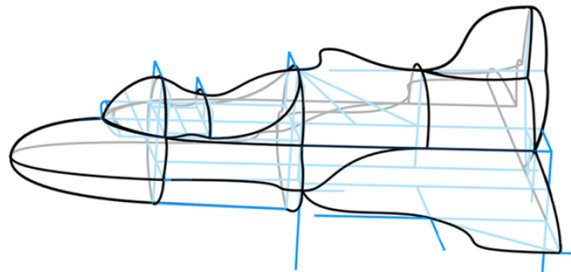
Results (our UI)



Results (drawn with out UI)



Comparison to annotation [Schmidt'09]

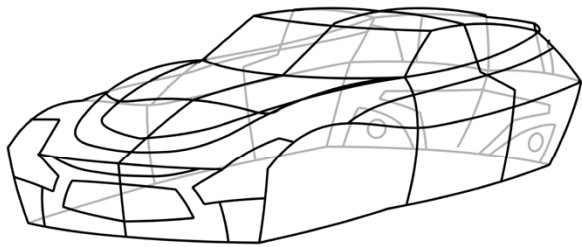


(a) 3D scaffolds model

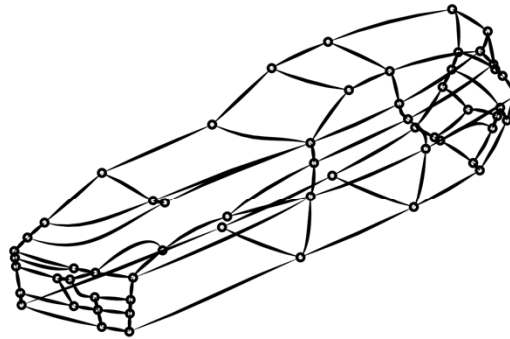
(b) Traced-over curves

(b) Our reconstruction

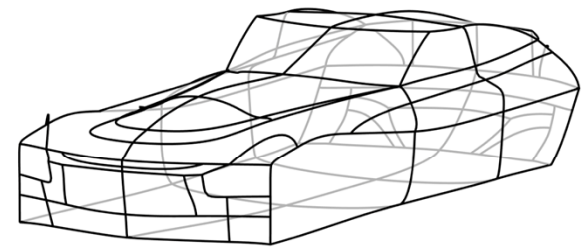
Comparison with multi-view framework *[Bae et al. 2008]*



(a) ILOveSketch model



(b) Traced-over curves



(c) Our reconstruction

Conclusion

- Designers use descriptive curves to convey 3D information & trigger perceptual cues that aid viewers in inferring complex shapes
- True2Form mimics this 3D shape inference by:
 - formulation of fidelity principles and regularity properties
 - progressive detection of regularity cues
- Reconstructs complex 3D shapes from single sketch



Thank you!

