

Recent developments in genuine multi-sided surface representation and editing

Márton Vaitkus, Péter Salvi, Tamás Várady

Budapest University of Technology and Economics

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Outline

Motivation

Curved domain multi-sided patches

- Generalized Bézier patches

- Generalized B-spline patches

Ribbon generation

- Cross-derivatives by parameters

Interior control

- Parametric medial axis templates

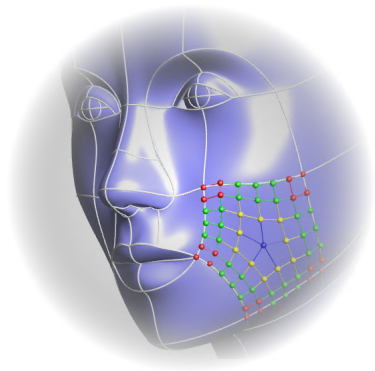
- Blending functions

Tools for editing

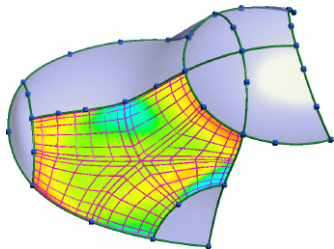
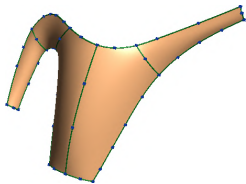
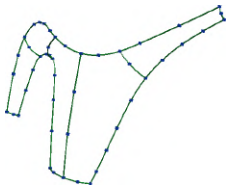
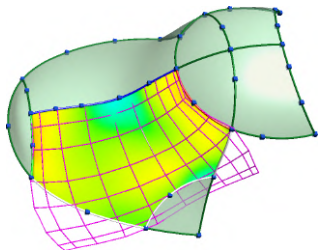
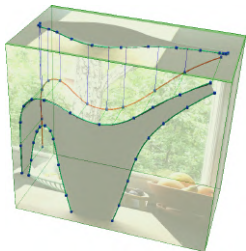
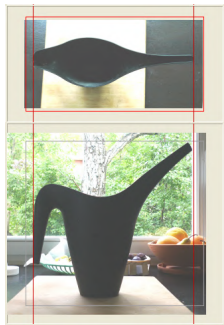
- Control vectors

- Hierarchical editing

Conclusion



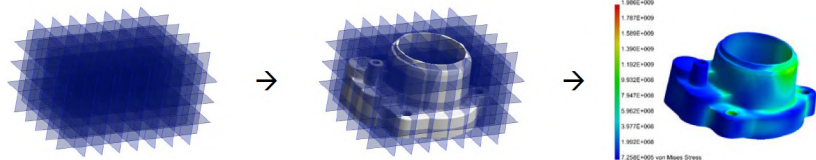
Multi-sided patches – Motivation from geometric design



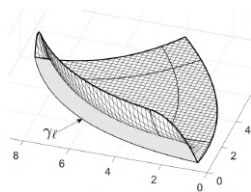
Demand for **genuine multi-sided** representations

[Gregory, Sabin, Loop-DeRose, Kato, Várady et al, Krasauskas, Karčiauskas, Rockwood, Kosinka et al, Deng et al]

Multi-sided patches – Motivation from analysis



Immersed FEM [V. Shapiro]



[U. Reif]

- ▶ Trimmed IGA, WEB-spline, Finite Cell Method, meshless, PINN, ...
- ▶ Strong enforcement of boundary conditions → **Transfinite interpolation** [Kantorovich, Rvachev, Shapiro, Höllig, Reif, Cirak, Sukumar, ...]

NEW: Survey on multi-sided patches

Comput. Aided Geom. Des. 110 (2024) 102286



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Computer Aided Geometric Design

journal homepage: www.elsevier.com/locate/cagd



Genuine multi-sided parametric surface patches – A survey

Tamás Várady, Péter Salvi*, Márton Vaitkus

Budapest University of Technology and Economics, Budapest, Hungary

ARTICLE INFO

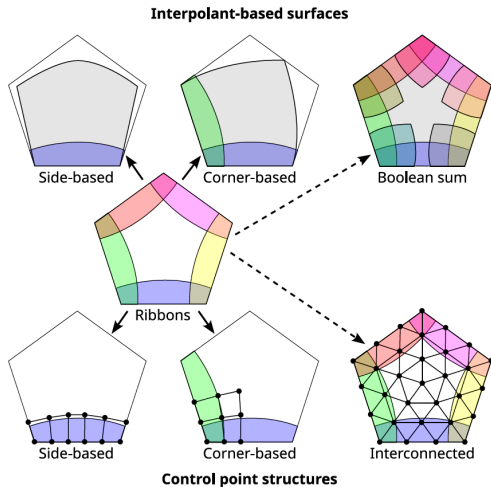
Keywords:

Multi-sided surfaces
Ribbon-based surfaces
Transfinite interpolation
Control point patches
Surface modeling
General topology

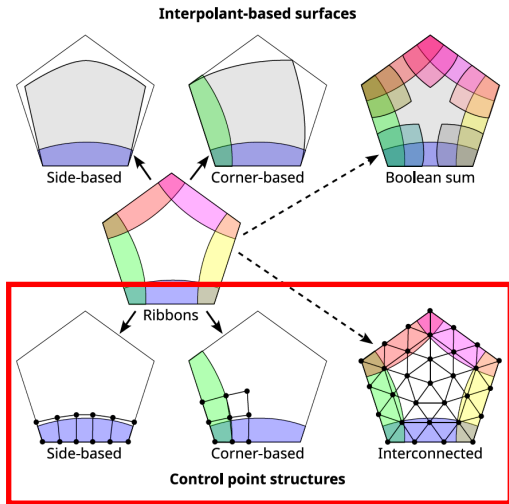
ABSTRACT

A state-of-the-art survey is presented on various formulations of multi-sided parametric surface patches, with a focus on methods that interpolate positional and cross-derivative information along boundaries.

Classification and constituents of multi-sided patches



Classification and constituents of multi-sided patches



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- Blending functions

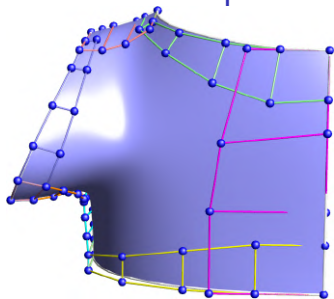
Tools for editing

- Control vectors

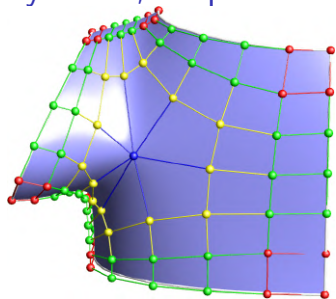
- Hierarchical editing

Conclusion

Generalized Bézier patches [Várady et al., '16]



Ribbon surfaces

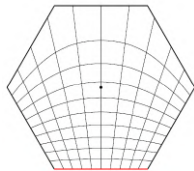


Interior control structure

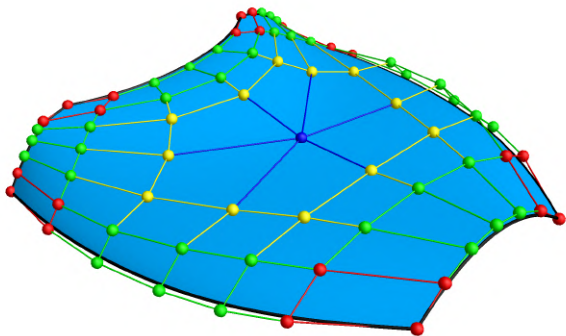
$$\mathbf{S}(u, v) = \sum_{i=1}^n \sum_{j=0}^d \sum_{k=0}^{(d-1) \div 2} \mathbf{C}_{ijk} \underline{\mu_{i,j,k}(u, v)} B_{i,j,k}^d(u, v) + \mathbf{C}_0 \cdot \underbrace{B_0(u, v)}_{1 - \sum \mu B}$$

$$B_{i,j,k}^d(u, v) := B_j^d(s_i(u, v)) \cdot B_k^d(h_i(u, v)) \text{ with } (s_i, h_i)$$

local parameters over convex polygonal domain.



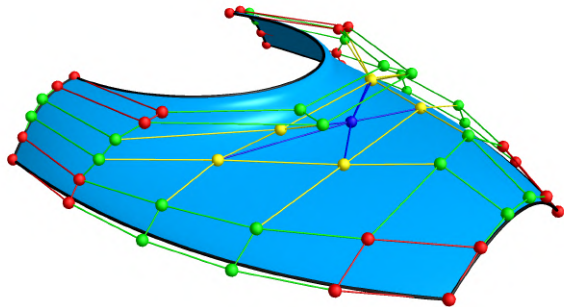
Generalized Bézier patches [Várady et al., '16]



Shape ✓

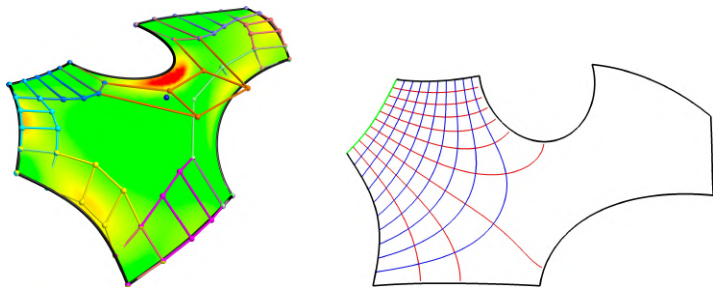
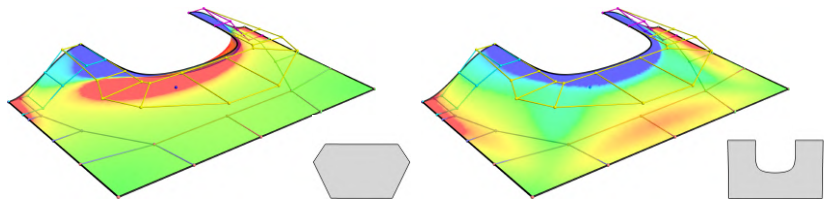
Interior control ✓

Generalized Bézier patches [Várady et al., '16]

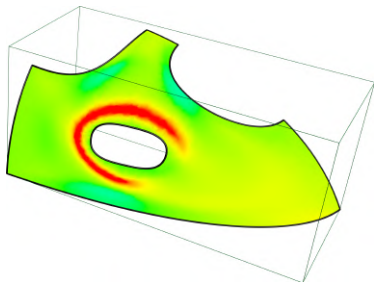
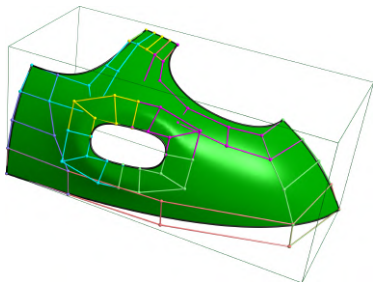
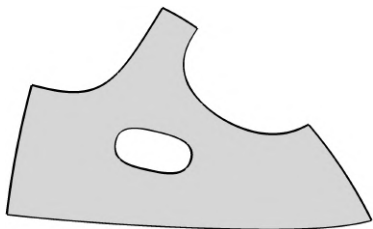
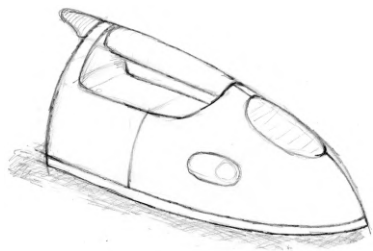


Shape ×
Interior control ✓

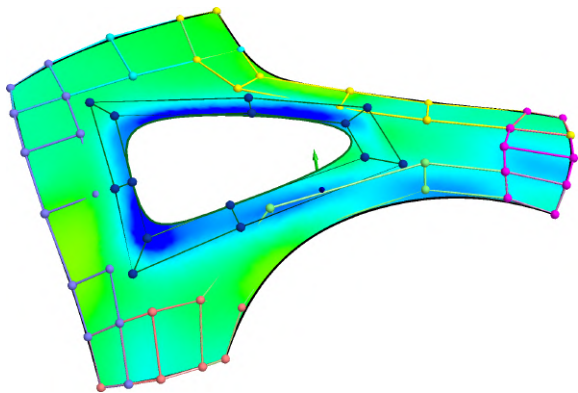
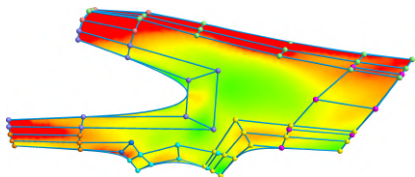
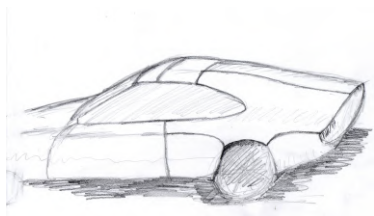
Curved domains [Várady et al., '20]



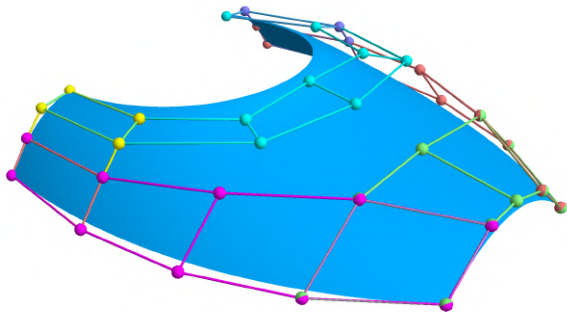
Multiply-connected domains [Várady et al., '20]



Generalized B-spline patches [Vaitkus et al., '21]



Curved domain Generalized Bézier patches



Shape ✓

Interior control ✗

Ribbon setting?

Interior control?

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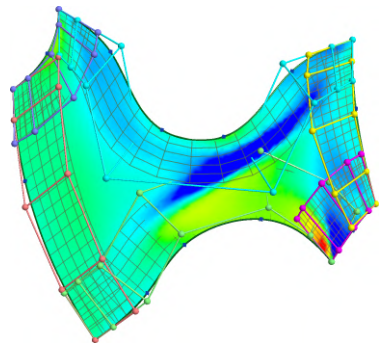
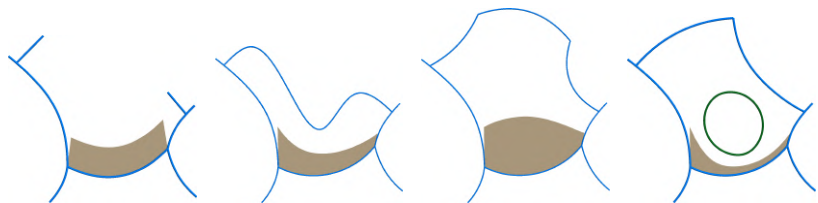
Tools for editing

Control vectors

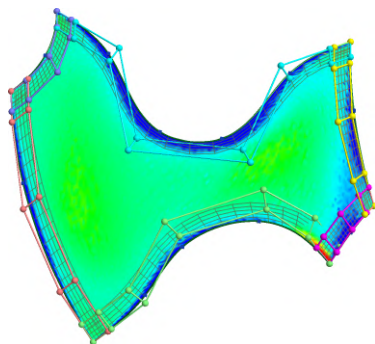
Hierarchical editing

Conclusion

Importance of cross-derivative strength

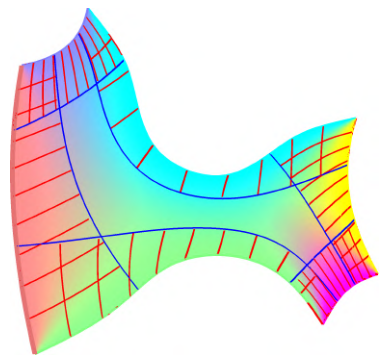
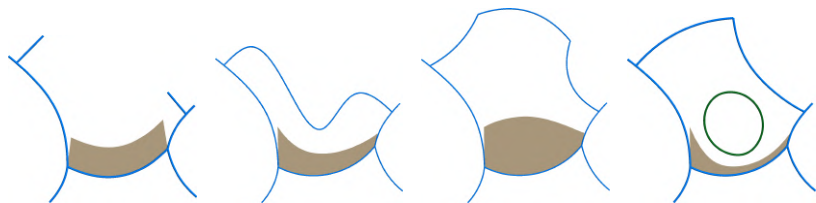


Too strong!

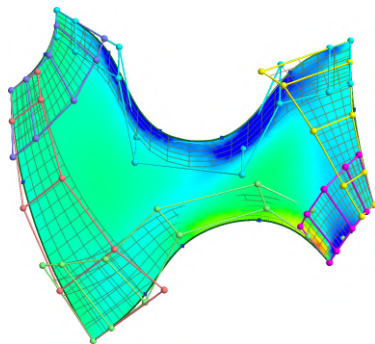


Too weak!

Cross-derivative setting [Salvi et al., '23]



Domain & parameterizations



Good ribbon setting

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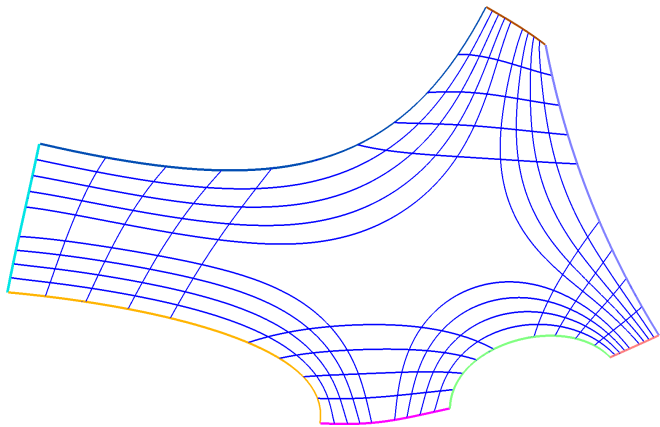
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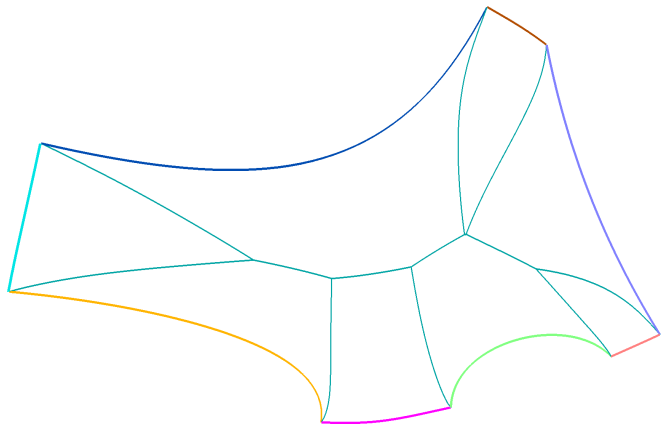
Conclusion

'Templates' from medial axis



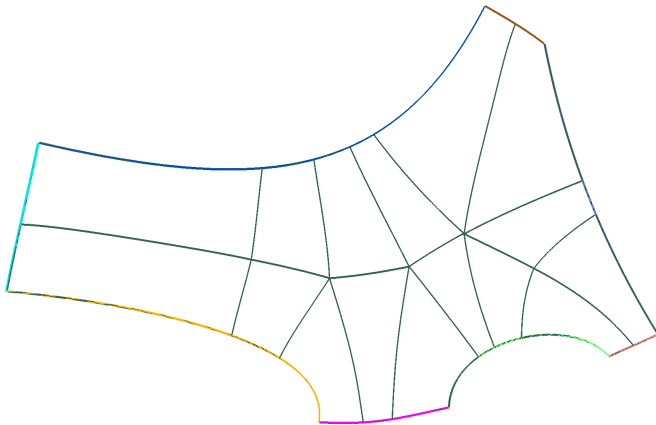
Distance parameters

'Templates' from medial axis



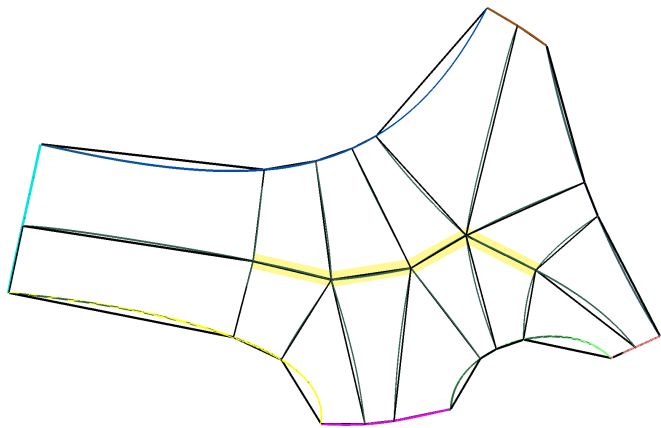
Parametric medial axis

'Templates' from medial axis



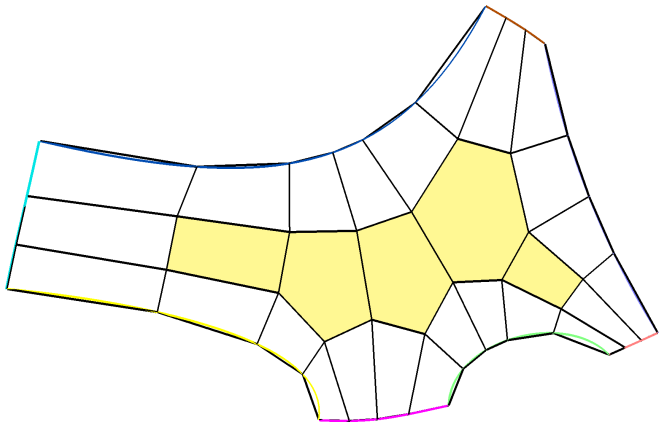
MAT-based quad structure

'Templates' from medial axis – T2



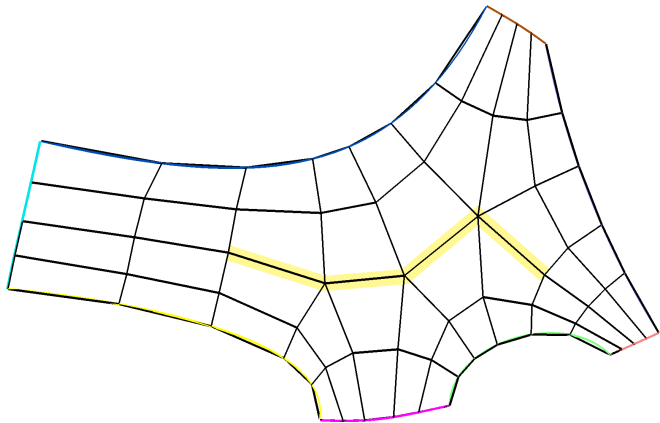
"Quadratic" Bézier template & skeleton

'Templates' from medial axis – T3



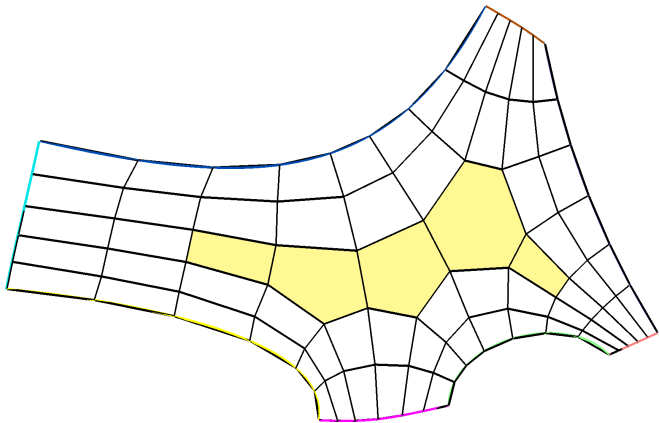
"Cubic" Bézier template & skeleton

'Templates' from medial axis – T4



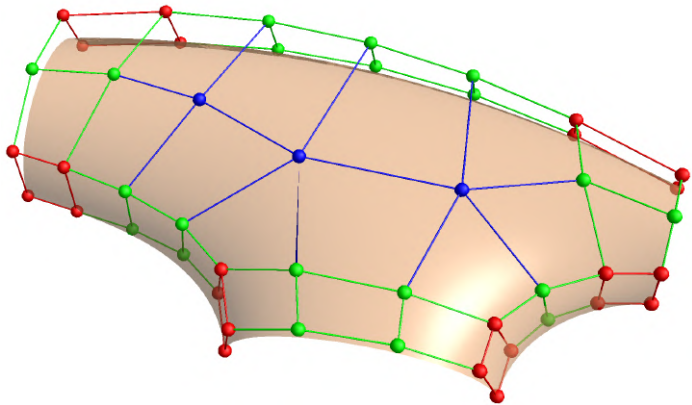
"Quartic" Bézier template & skeleton

'Templates' from medial axis – T5

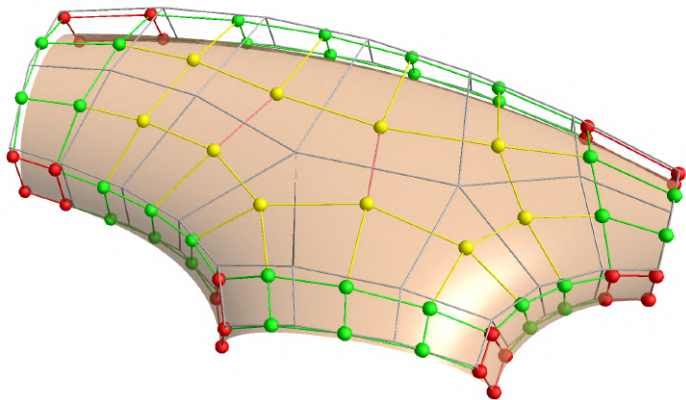


"Quintic" Bézier template & skeleton

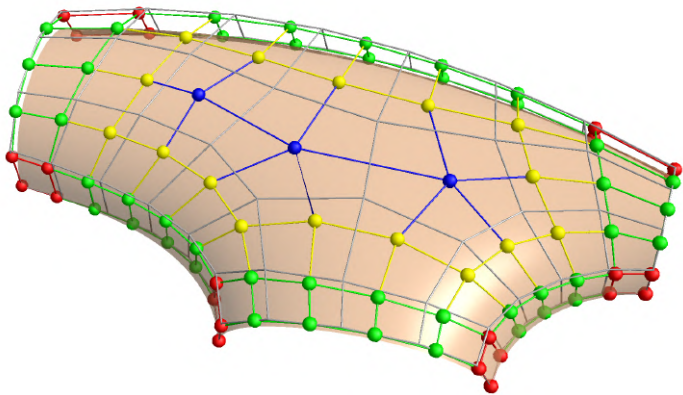
Control structure hierarchy



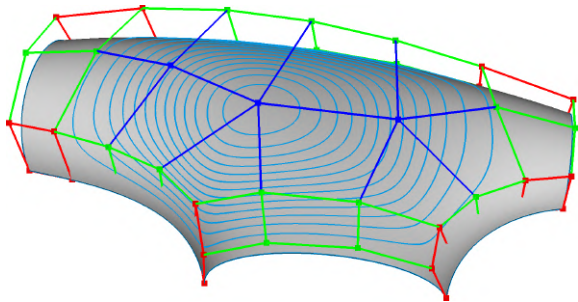
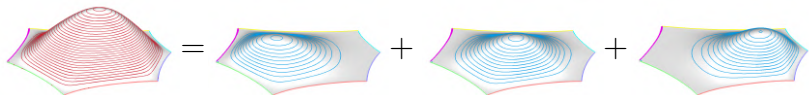
Control structure hierarchy



Control structure hierarchy

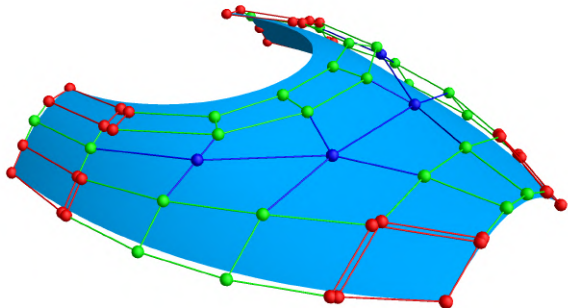


Blending functions



Assign to CPs a *combination* of Bernstein polynomials
Can also distribute weight deficiency proportionally

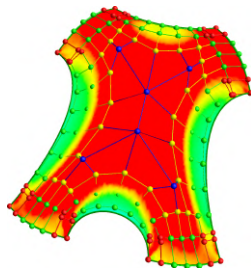
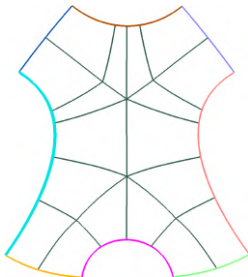
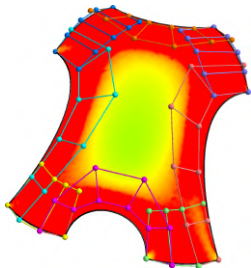
MAT-template Generalized Bézier patches



Shape ✓

Interior control ✓

MAT-template Generalized Bézier patches



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Special Section on SMI 2024

Interior control structure for Generalized Bézier patches over curved domains[☆]

Márton Vaitkus^{*}, Péter Salvi, Tamás Várady



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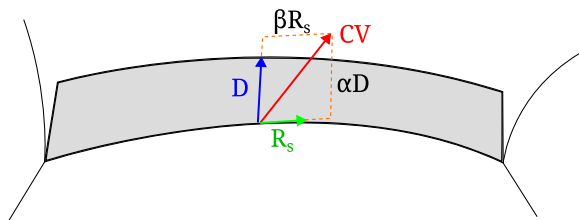
Tools for editing

Control vectors

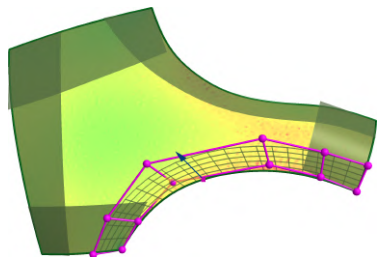
Hierarchical editing

Conclusion

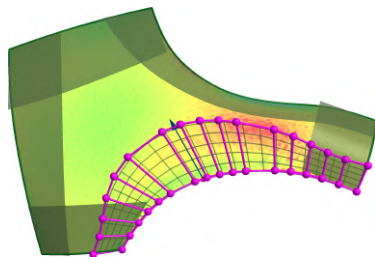
Editing ribbons by control vectors – Exact G^1



$$R_h(s) = \alpha(s)D(s) + \beta(s)R_s(s)$$

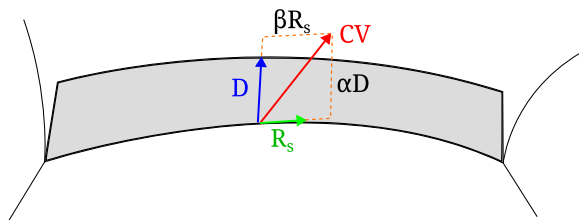


Before editing (deg-3)

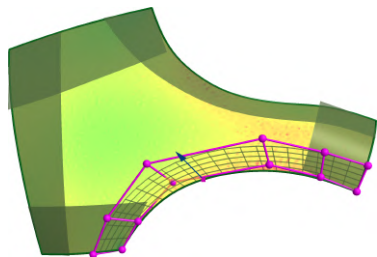


After editing (deg-6, G^1)

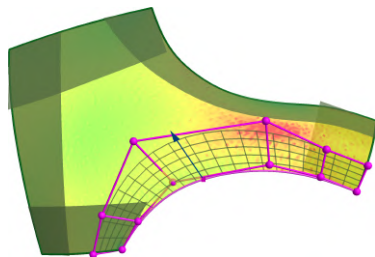
Editing ribbons by control vectors – Approximate G^1



$$R_h(s) = \alpha(s)D(s) + \beta(s)R_s(s)$$

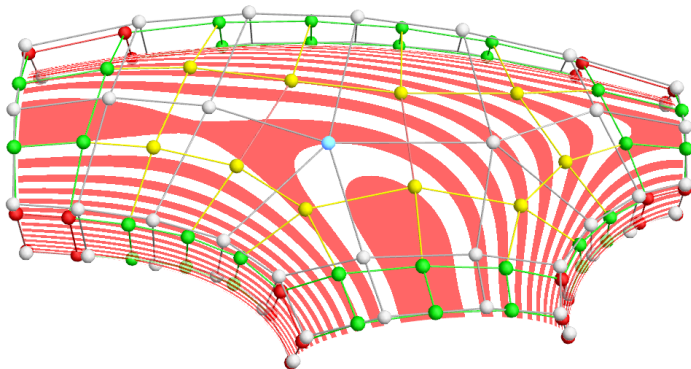


Before editing (deg-3)

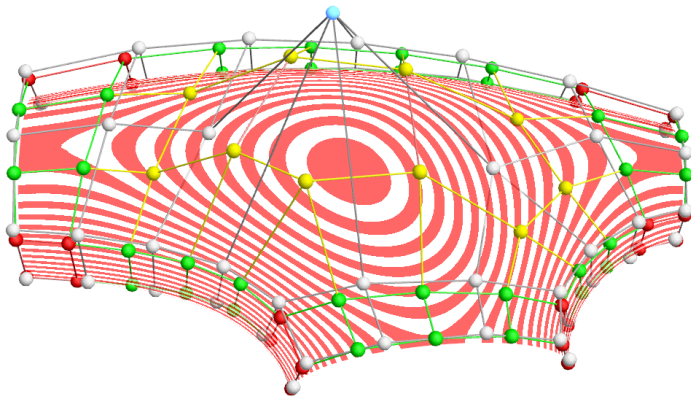


After editing (deg-3, NG^1)

Editing the interior hierarchically



Editing the interior hierarchically



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Conclusion & future work

- ▶ Curved, multi-connected domains
 - ▶ Handling of highly curved boundaries
 - ▶ Natural cross-derivative lengths
 - ▶ MAT → interior control structure
- ▶ Interior blends
 - ▶ Proportional weight deficiency distribution
- ▶ Editing
 - ▶ Boundary CPs → implicitly by control vectors
 - ▶ Interior CPs → simultaneously with a falloff function



Work in progress:

- ▶ Interior control structure for Generalized B-splines
- ▶ Local interpolation for curve networks (a la Catmull-Rom)
- ▶ Shape optimization/fairing

Related papers

1. Multi-sided patch survey

T. Várady, P. Salvi, M. Vaitkus:

Genuine multi-sided parametric surface patches – a survey.

Computer Aided Geometric Design, Vol. 110, #102286, 2024.

2. Modeling with control vectors

P. Salvi, M. Vaitkus, T. Várady:

Constrained modeling of multi-sided patches.

Computers and Graphics, Vol. 114, pp. 86–95, 2023.

3. Independent interior controls

P. Salvi:

Intuitive interior control for multi-sided patches with arbitrary boundaries.

Computer-Aided Design and Applications, Vol. 21(1), pp. 143–154, 2024.

4. MAT-based interior controls

M. Vaitkus, P. Salvi, T. Várady:

Interior control structure for Generalized Bézier patches over curved domains.

Computers and Graphics, 2024. (accepted for SMI'24)



<https://3dgeo.iit.bme.hu/>