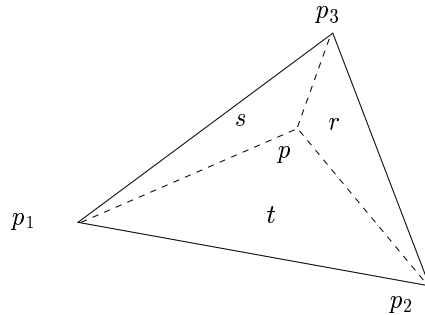


Surface Reconstruction  
Level Sets  
Computer Graphics

- Hoppe et al, Surface reconstruction from unorganized points, ACM Siggraph'92
- Smooth Surface Reconstruction via Natural Neighbour Interpolation of Distance Functions, ACM SoCG'00
- Alexa et al., Point Set Surfaces, IEEE Vis. 2001
- Carr et al, Reconstruction and Representation of 3D Objects With Radial Basis Functions, ACM Siggraph'01

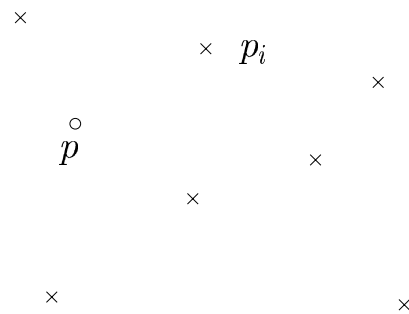
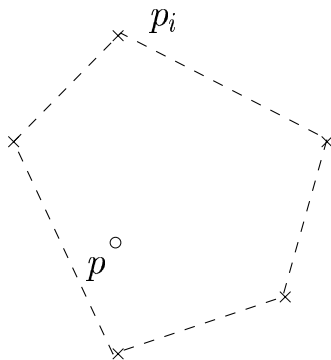
# Barycentric coordinates: exples



$$p = rp_1 + sp_2 + tp_3$$

$$r = \frac{\text{area}(\triangle(pp_1p_3))}{\text{area}(\triangle(p_1p_2p_3))} \quad s = \frac{\text{area}(\triangle(pp_2p_3))}{\text{area}(\triangle(p_1p_2p_3))} \quad t = \frac{\text{area}(\triangle(pp_1p_2))}{\text{area}(\triangle(p_1p_2p_3))}$$

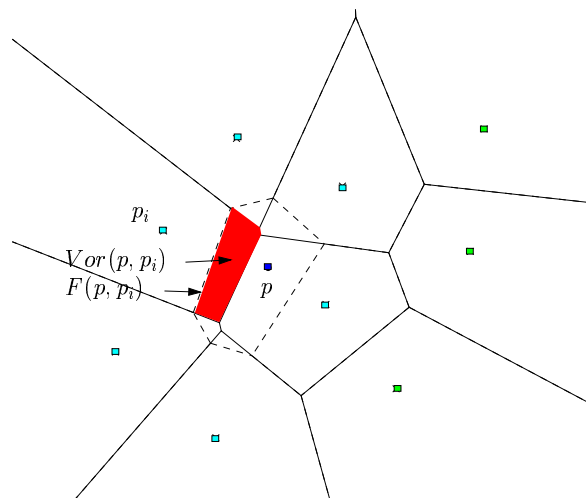
## No simplices — $n > p + 1$ ?



# Natural coordinates: Sibson's coordinates

**Definition. 1** *Sibson's coordinates:*

$$\lambda_i = \frac{\text{area}(\text{Vor}(p, p_i))}{\text{area}(\text{Vor}(p))}$$

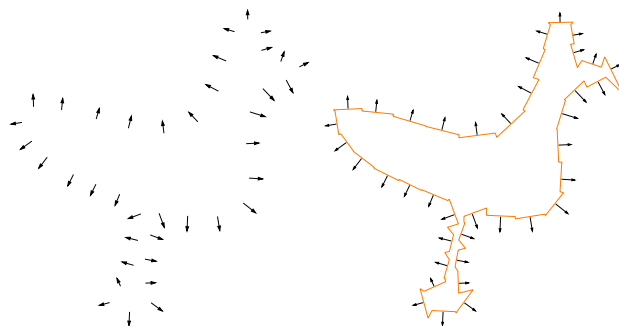
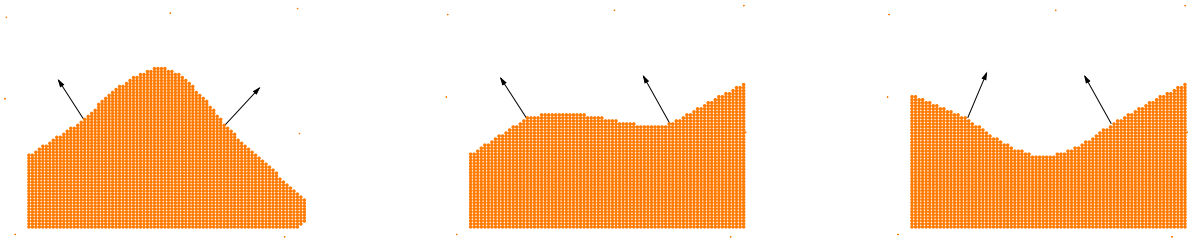
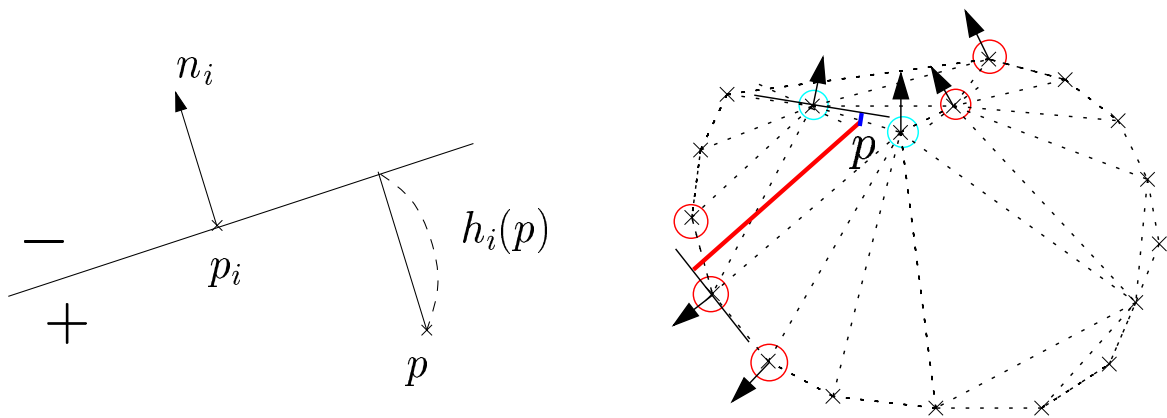


**Theorem. 1** *Barycentric equality:*

$$p = \sum_i \lambda_i p_i$$

# Reconstruction of smooth surfaces

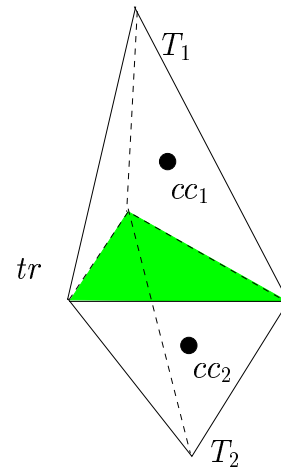
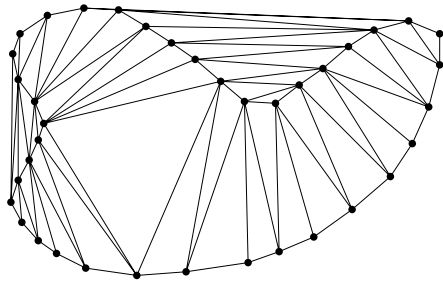
**Defs:**  $h(p) = \sum_i \lambda_i(p) h_i(p)$ ,  $\partial \hat{S} = h^{-1}(0)$



◁ **Observation:**  $h$  interpolates the points and the  $h_i$

◁ **Observation:** Guarantees...

## Detecting the bipolar facets

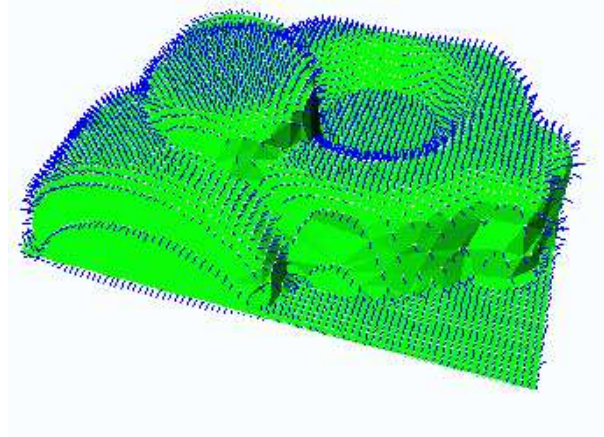
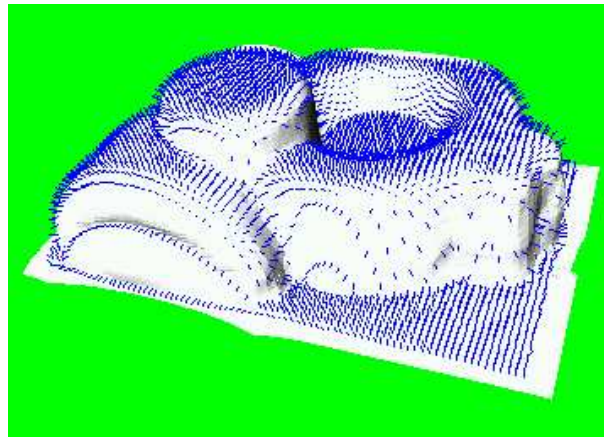


**Def.** A Delaunay triangle is called bipolar if

$$IF(cc_1) * IF(cc_2) \leq 0$$

Implicit surface

Restricted Delaunay Triangulation



## Implicit versus Modified Implicit

- Limitations
  - Natural weights / coordinates
  - Merits of the 0-level set?
- Code integrated to CATIA-v5 (March 2001)