

Deformation Capture and Modeling of Soft Objects

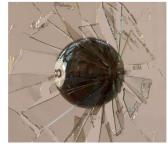


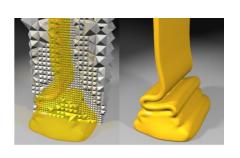
Deformation Models











Mass Spring [Baraff et. al 98]

Thin Shell [Pfaff et. al 14]

Finite Element [Batty et. al 11]

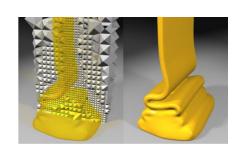
Manually Tuning











Mass Spring [Baraff et. al 98]

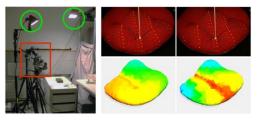
Thin Shell [Pfaff et. al 14]

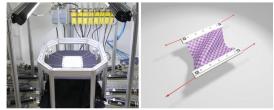
Finite Element [Batty et. al 11]

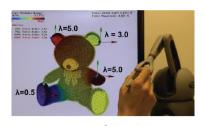
Manually tuning model's parameters is tedious and time consuming.

Data-Driven Modeling









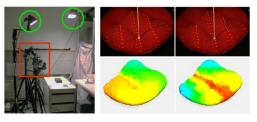
[Bickel et. al 09]

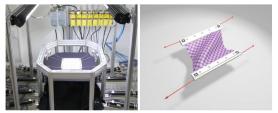
[Miguel et al. 2012]

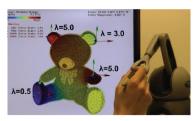
[Xu et al. 2014]

Limitations









[Bickel et. al 09]

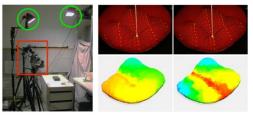
[Miguel et al. 2012]

[Xu et al. 2014]

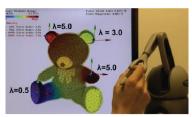
Customized hardware system

Limitations









[Bickel et. al 09]

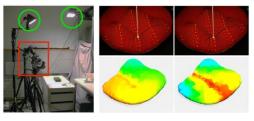
[Miguel et al. 2012]

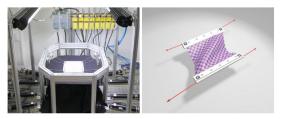
[Xu et al. 2014]

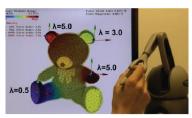
- Customized hardware system
- Oversimplified reference shape

Limitations









[Bickel et. al 09]

[Miguel et al. 2012]

[Xu et al. 2014]

- Customized hardware system
- Oversimplified reference shape
- Dynamic properties are ignored

Our Goal



Target for generic soft objects

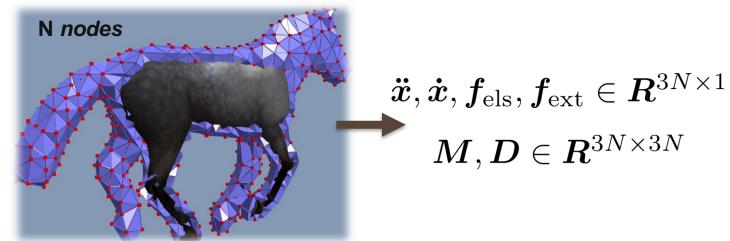
 To estimate from pure kinematic data without force-displacement measurements

 To estimate the reference shape as well as material properties and damping coefficients

FEM-Based Deformation Simulation Incaraph 2015

$$m{M\ddot{x}} + m{D\dot{x}} + m{f_{
m els}} = m{f_{
m ext}}$$
 Acceleration Damping Elastic External Force Force

$$m{M}m{\ddot{x}} + m{D}m{\dot{x}} + m{f}_{ ext{els}} = m{f}_{ ext{ext}}$$



$$m{M}m{\ddot{x}} + m{D}m{\dot{x}} + m{f}_{ ext{els}} = m{f}_{ ext{ext}}$$

Co-rotated linear model [Müller et al. 2012]

$$f_{\text{els}} = RK(R^Tx - X)$$
, where $K = f(E, \nu)$

$$m{M}m{\ddot{x}} + m{D}m{\dot{x}} + m{f}_{ ext{els}} = m{f}_{ ext{ext}}$$

Co-rotated linear model [Müller et al. 2012]

$$oldsymbol{f}_{ ext{els}} = oldsymbol{R} oldsymbol{K} (oldsymbol{R}^T oldsymbol{x} - oldsymbol{X}), ext{ where } oldsymbol{K} = f(E, \
u)$$

E (Young's modulus): force \Longrightarrow expansion/compression

 ν (Poisson ratio): expansion \longleftrightarrow compression

$$m{M}m{\ddot{x}} + m{D}m{\dot{x}} + m{f}_{ ext{els}} = m{f}_{ ext{ext}}$$

Co-rotated linear model [Müller et al. 2012]

$$f_{\text{els}} = RK(R^Tx - X)$$
, where $K = f(E, \nu)$

• Rayleigh damping: $D = \alpha M + \beta K$

$$m{M}m{\ddot{x}} + m{D}m{\dot{x}} + m{f}_{ ext{els}} = m{f}_{ ext{ext}}$$

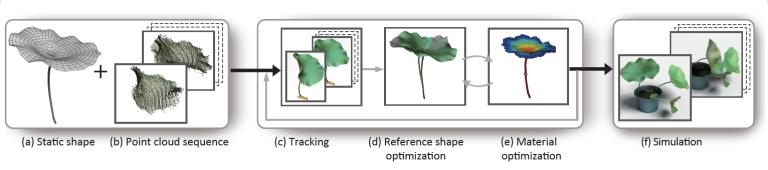
Co-rotated linear model [Müller et al. 2012]

$$m{f}_{
m els} = m{R}m{K}(m{R}^Tm{x} - m{X}), \; ext{ where } m{K} = fm{E}m{
u}$$
 Reference shape Young's modulus & Poisson ratio

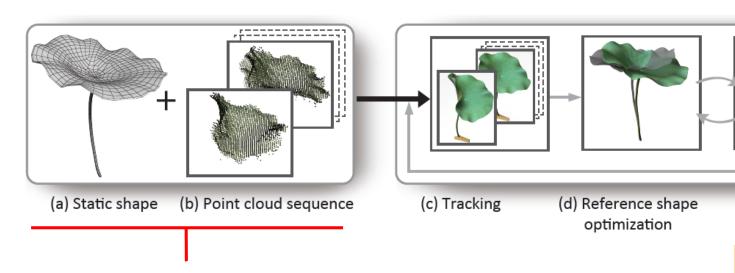
• Rayleigh damping: $D = \alpha M + \beta K$ Rayleigh damping coefficients

Overview





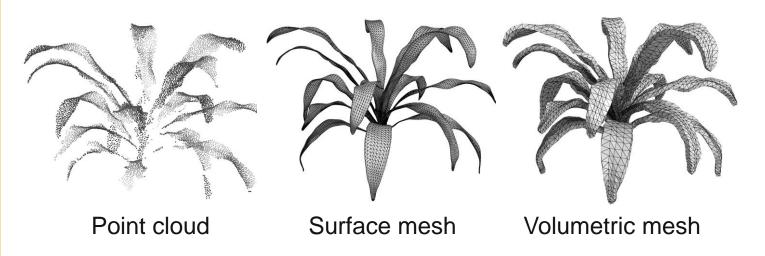




Acquisition of static shape and deformable motion.



Static shape





Dynamic motion



Three Kinect sensors



Dynamic motion



Three Kinect sensors



Deformation by interaction

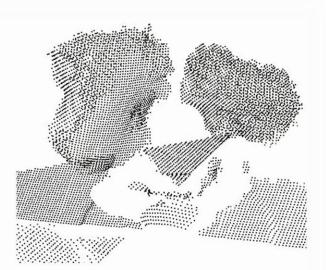


Real objects

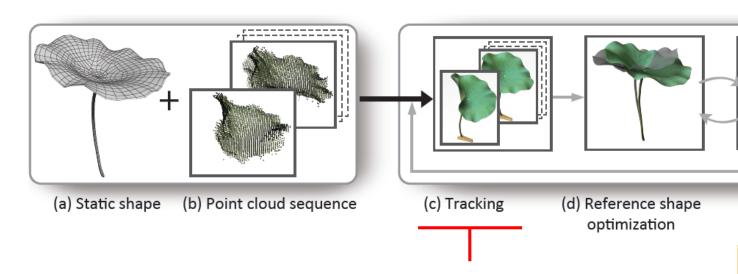


Captured point clouds





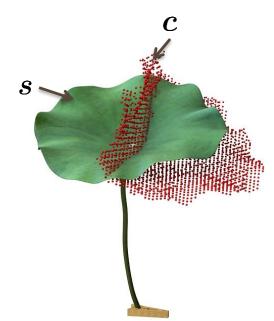




Reconstruct mesh deformation from point clouds



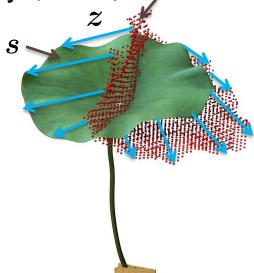
- Challenges
 - Noisy and incomplete
 - Large deformation
 - No correspondence





Maximum a posteriori probability (MAP) c

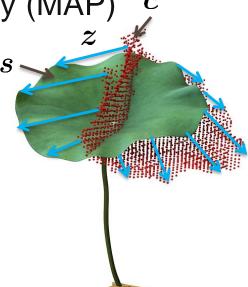
$$s = \arg \max_{s} p(s|c)$$





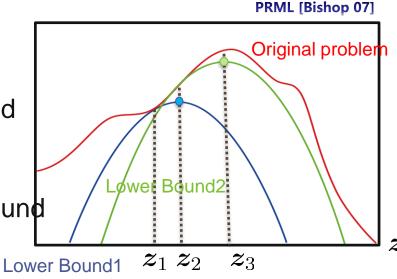
• Maximum a posteriori probability (MAP) c $s = \arg \max_{s} p(s|c)$

- Expectation-Maximization (EM)
 - z : latent variable
 - Normally distributed





- E step:
 - expectation
 - generate a lower bound
- M step:
 - maximize the lower bound





- E step:
 - expectation
 - generate a lower bound
- M step:
 - maximize the lower bound
 - explain observation + minimize potential energy
 - virtual force + physics simulation





Fitting the static shape to the first frame



Capture

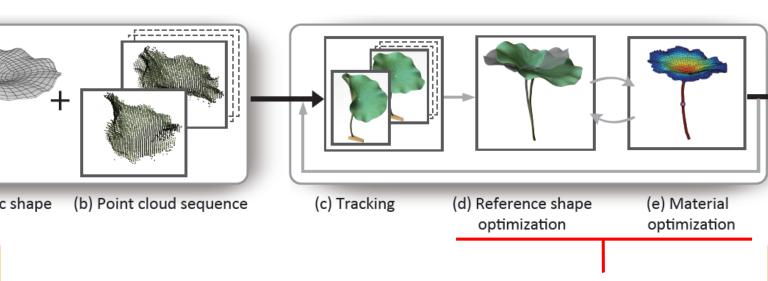


Tracking result



Optimization



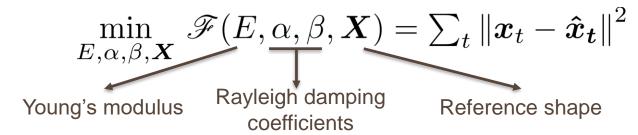


Learning deformation model from motion trajectories

Optimization



Space-time optimization



- Challenges
 - High dimension, nonlinear
 - Parameters coupling

Optimization

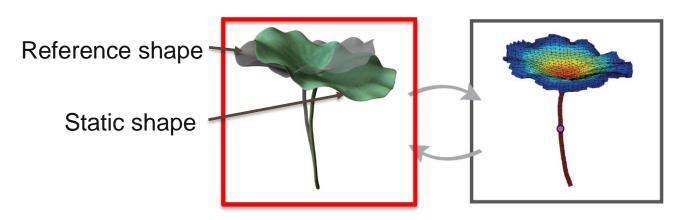


Constrained space-time optimization

$$\min_{E,\alpha,\beta,\mathbf{X}} \mathscr{F}(E,\alpha,\beta,\mathbf{X}) = \sum_{t} \|\boldsymbol{x}_{t} - \hat{\boldsymbol{x}}_{t}\|^{2}$$

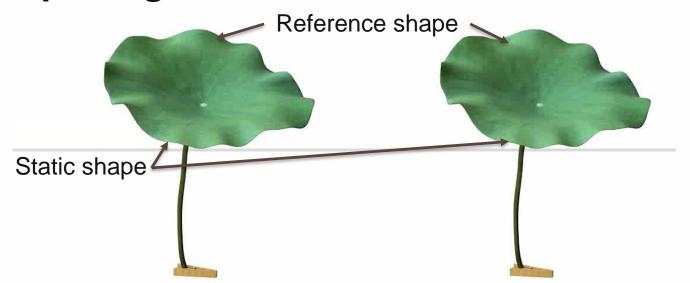
s.t.
$$f_{\text{els}}(X) = f_{\text{gravity}}$$





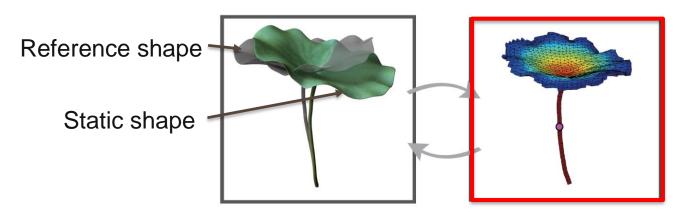
- Maintain static equilibrium
- Force residual as virtual force
- Physics simulation $\frac{\partial f}{\partial X}$





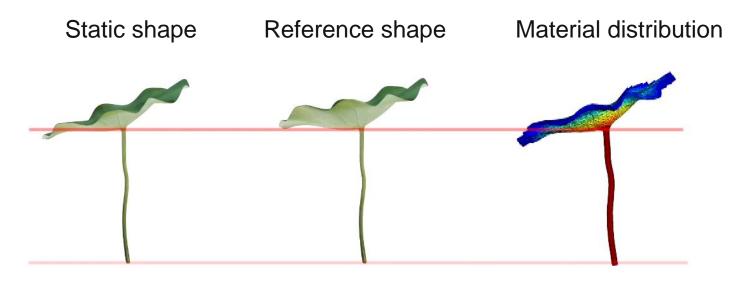
Reference shape optimization





- Match full trajectory
- Gradient free downhill









Tracking result

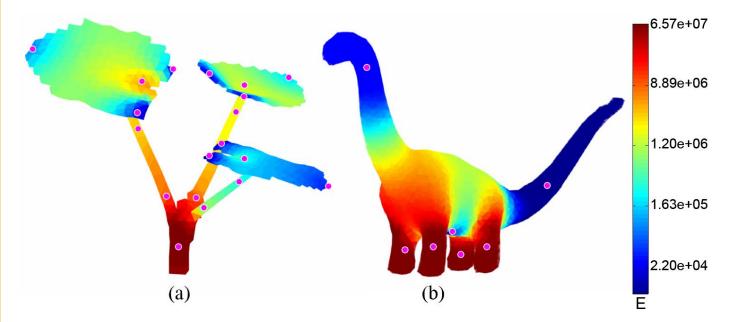
Simulation



REPLAY X 1/2

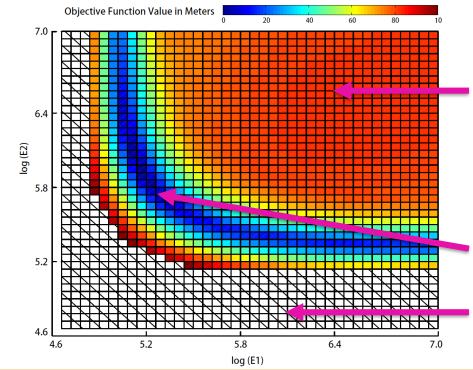
Heterogeneous Distribution





Multiple control points





Large plateau

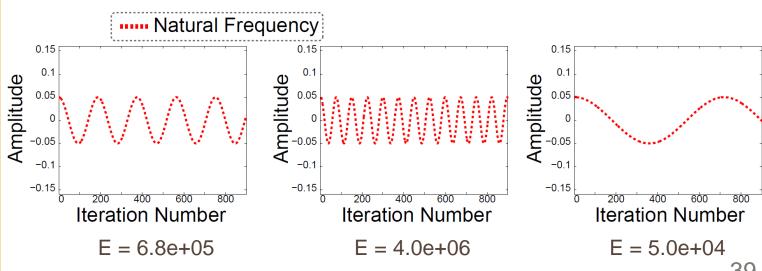
Narrow valley with local minima

Degenerated areas



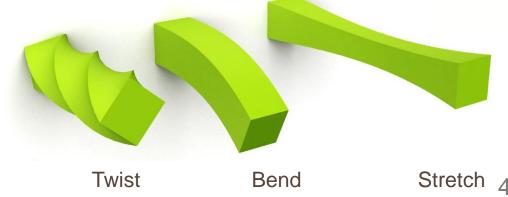
Modal analysis

$$oldsymbol{K}oldsymbol{\phi_i} = \lambda_i oldsymbol{M}oldsymbol{\phi_i}$$



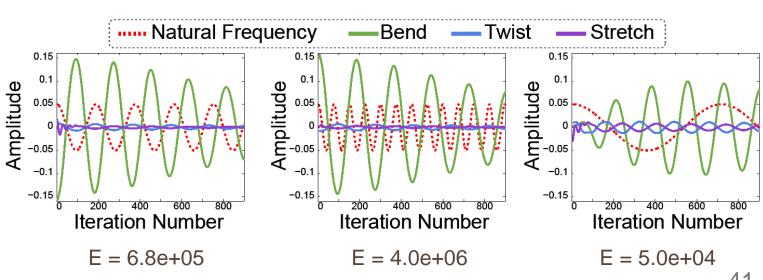


- Frequency matching
 - Captured trajectory
 - Project on to the Eigen mode



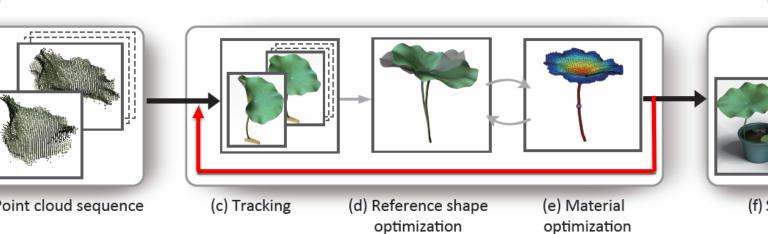


Frequency matching



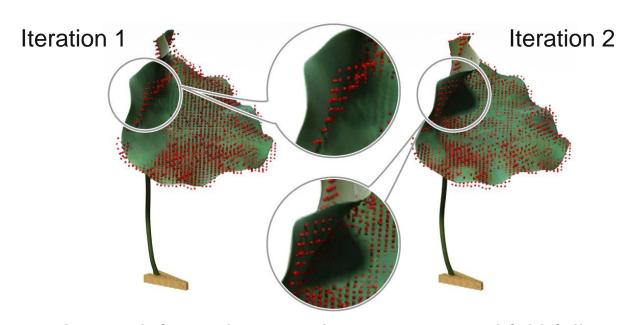
Iterative Refinement





Iterative Refinement

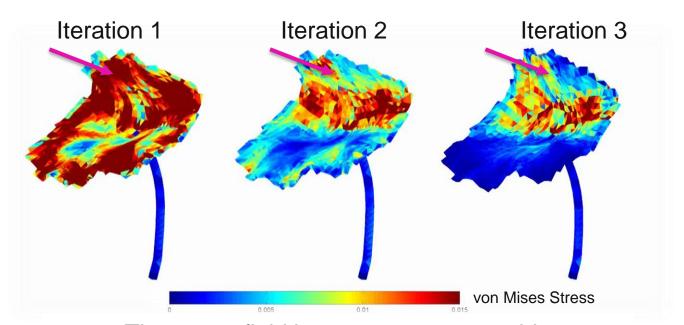




Large deformations can be reconstructed faithfully

Iterative Refinement

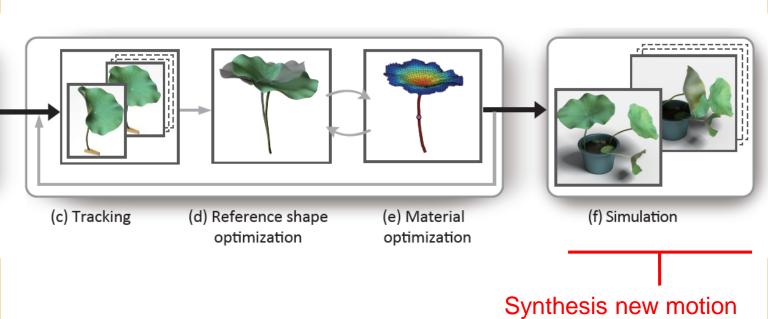




The stress field become more resonable

Simulation





45

Simulation 00

Simulation with water drops

Simulation





Simulation of wind effects





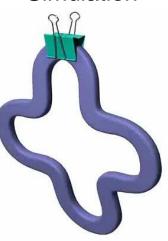
Ground truth



Tracking result

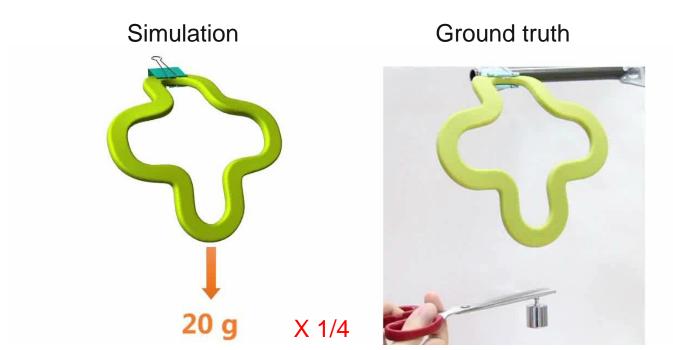


Simulation



Mode 2 X 1/4







Ground truth



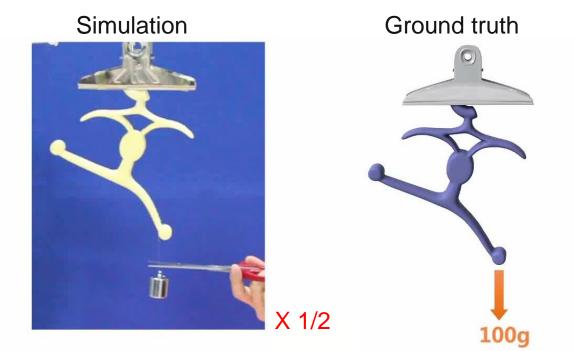
Simulation





Mode 2 X 1/2







More Results







Simulation under user interaction





Simulation under user interaction

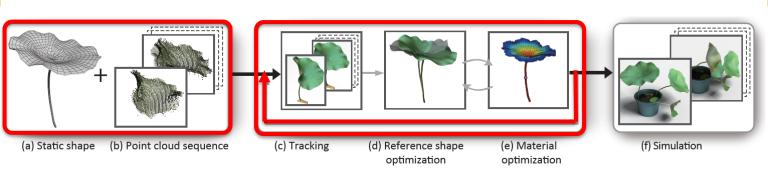




Simulation under user interaction

Conclusion

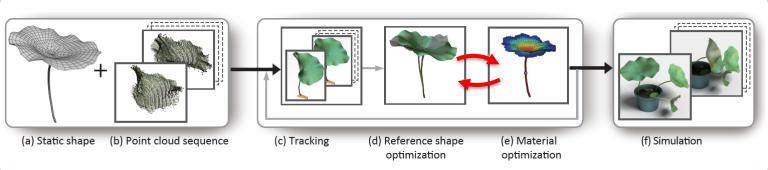




Iterative tracking and optimization framework

Conclusion

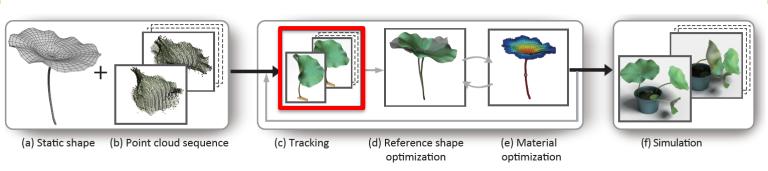




- Iterative tracking and optimization framework
- Splitting scheme for spacetime optimization

Conclusion





- Iterative tracking and optimization framework
- Splitting scheme for spacetime optimization
- Physics-based deformation tracking

Limitations



- Missing high frequency vibration
- Poisson ratio estimation

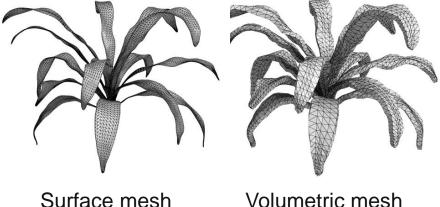


Limitations



- Missing high frequency vibration
- Poisson ratio estimation

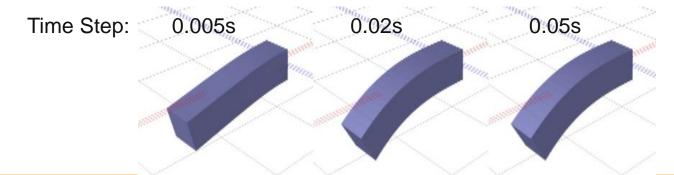
Artificial stiffness /



Limitations



- Missing high frequency vibration
- Poisson ratio estimation
- Artificial stiffness
- Numerical damping



Future Work



- More advanced elastic models
- Gradient-based deformation parameter optimization
- Contact-rich trajectories



Thank You!

Performance



Model	#verts.	#tets.	#nodes	#frames	track (m)	#ctrls	#iter	optimization (h)
Bar	452	3000	756	250 / 250 / 250	-	1/2/8	-	0.2 / 0.5 / 1.5
Dinosaur	19537	16270	4867	523	-	7	-	3
Pot holder	12212	7488	2316	81	13	1	2	0.7
Hanger	12837	3445	1314	44	9	1	2	0.5
Lotus	10802	6174	2197	234	25	2	3	1.0
Dracaena fragrans	1876	3244	1203	269	7	3	3	0.2
Taro plant	5832	6218	2397	239	38	13	3	2.0

Table 4: Performance statistics measured on an 8-core 3.50GHz Intel Xeon E5-2637 desktop. From left to right, the number of mesh vertices (#verts), the number of tetrahedral elements (#tets), the number of volumetric mesh nodes (#nodes), the number of frames of the captured point cloud data (#frames), tracking time in minutes (track), the number of material control points (#ctrls), the number of iterations of tracking and parameter estimation (#iter), and parameter optimization timing in hours (optimization). For Lotus and Dracaena fragrans, we only modeled a single leaf; while for Taro we modeled the whole plant with three leaves.

Accuracy



		E							α	$oldsymbol{eta}$	
Bar	ground truth	6.8e+5	-	-	-	-	-	-	-	2.0e-2	1.0e-3
(1 ctrl pts)	estimated(1 ctrl pts)	6.7e+5	-	-	-	-	-	-	-	1.9e-2	1.6e-3
	estimated(8 ctrl pts)	7.2e+5	7.2e+5	6.3e+5	6.7e+5	6.5e+5	6.6e+5	7.0e+5	6.8e+5	2.0e-2	1.3e-3
Bar	ground truth	1.0e+5	1.0e+6	1.0e+4	6.8e+5	2.0e+6	7.0e+4	1.0e+7	3.0e+4	2.0e-2	1.0e-3
(8 ctrl pts)	estimated(8 ctrl pts)	1.0e+5	1.0e+6	1.2e+4	6.6e+5	2.1e+6	6.6e+4	1.0e+7	1.9e+4	1.9e-2	6.0e-4
Dinosaur	ground truth	2.0e+5	1.0e+4	1.0e+5	1.0e+6	1.0e+6	1.0e+6	1.0e+6	-	2.0e-2	1.0e-3
Dillosaul	estimated(7 ctrl pts)	2.0e+5	9.9e+3	9.5e+4	1.0e+6	1.0e+6	1.0e+6	1.0e+6	-	1.9e-2	0.4e-3

Table 1: Material optimization and damping coefficients estimation for three synthetic examples: the bar in Figure 9 with one and eight material control points, and the dinosaur in Figure 5(b) with seven control points.

Convergence



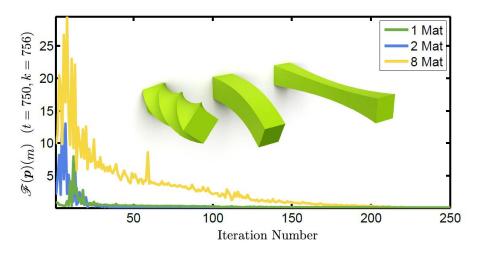


Figure 9: Convergence characteristics of our deformation parameter estimation algorithm for a synthetic bar example with three material configurations (one, two and eight material control points). The trajectories contain 750 frames and the volumetric mesh has 756 nodes.

Reference Shape Estimation



N	Model (Plant	Beam	Phone holder		
ΔX	Mean(m)	8.88e-5	2.59e-4	1.70e-3		
Δx^s	Mean(m)	6.35e-5	2.22e-5	2.25e-9		
ANM	Time(s)	9.27	3.25	17.99		
Ours	Time(s)	12.51	6.03	21.94		

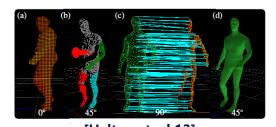
Table 2: Comparison of our reference shape optimization with the ANM solver of Chen et al. [2014], in terms of both accuracy and performance. The 3D models were normalized first before we compute the average differences between the shapes. Courtesy of [Chen et al. 2014] for the images and data.



Related Work: Animation Capture







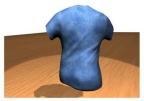


[Schulman et. al 13]

[Helten et. al 13]

[de Aguiar et. al 08]









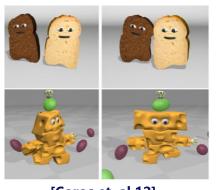
[Bradley et. al 08]

Related Work: Fabrication-oriented Deformation Design

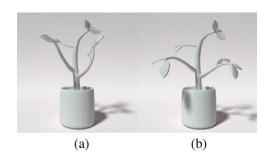












[Coros et. al 12]

FEM-Based Deformation Simulation Signaph 2015

$$m{M}\ddot{m{x}} + m{D}\dot{m{x}} + m{R}m{K}(m{R}^Tm{x} - m{X}) = m{f}_{
m ext}$$

Co-rotated Elastic Model

Rayleigh Damping

$$\mathbf{D} = \alpha \mathbf{M} + \beta \mathbf{K}$$

Physically-based Simulation



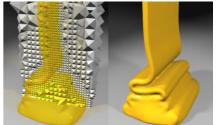






Thin Shell [Pfaff et. al 14]
Mass Spring [Baraff et. al 98]

Rod Element [Spillmann et. al 07]







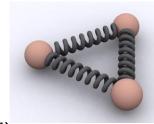
Yarn [Yuksel et. al 12]

Physically-based Deformation Models



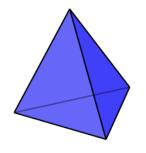
Spring model

$$f = \underline{k}(x - \underline{x_0})$$



FEM (Finite Element Method)

k Young's modulus, Poisson ratio x_0 Reference shape



Manual tuning these parameters for heterogeneous objects is tedious and error prone