

# Construction and Fabrication of Reversible Shape Transforms

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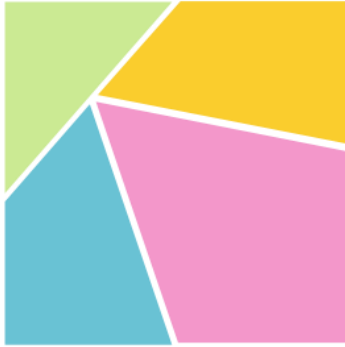
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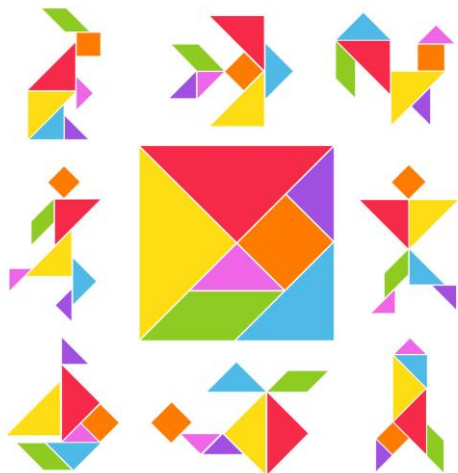


# Geometric Dissection



The classic dissection between a square and a triangle by **Henry Dudeney** 1907

# Ancient Dissection Puzzles



Tangram タングラム



Archimedes' Stomachion

## Famous Questions And Theories



1807 Wallace-Bolyai-Gerwien Theorem



1900 Hilbert's Third Problem



2007 Hinged Dissections Exist



## Wallace-Bolyai-Gerwien Theorem 1807

*“One polygon can be cut into a finite number of pieces and rearranged into another polygon if and only if two polygons have the same area.”*



# Hilbert's Third Problem 1900



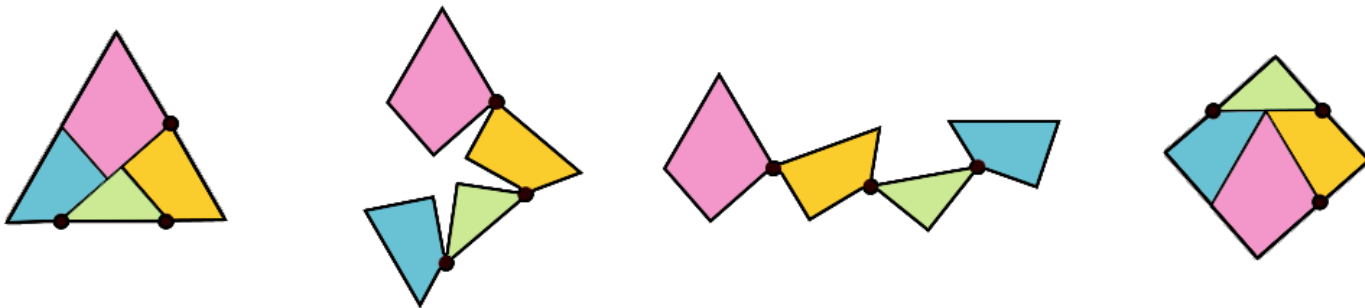
*“Is it always possible to cut one polyhedral into finitely many polyhedral pieces and recombine pieces to form another of equal volume?”*

*--David Hilbert*

*23 Jan. 1862 - 14 Feb. 1943*



# Hinged Dissections Exist 2007



Two equal-area polygons must possess a hinged dissection\*

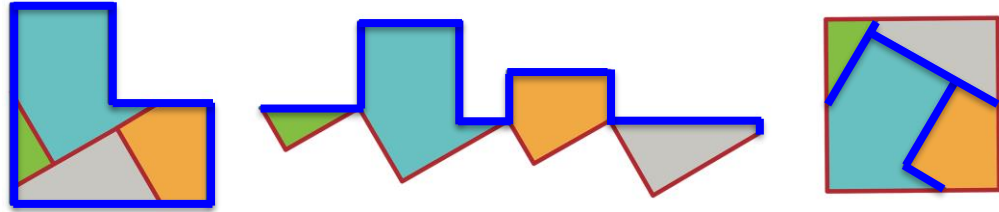
\*Hinged dissections exist. Abbott et al.  
Discrete & Computational Geometry, 2012.

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# Reversible Hinged Dissections

Reversible inside-out  
transform (**RIOT**)\*

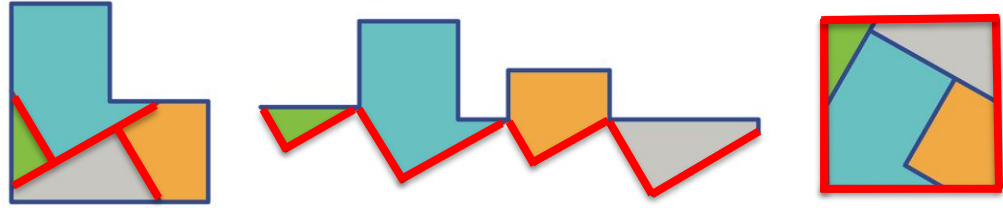


\*Hinged Dissections: Swinging and Twisting. Greg N. Frederickson. Cambridge University Press. 2002.



# Reversible Hinged Dissections

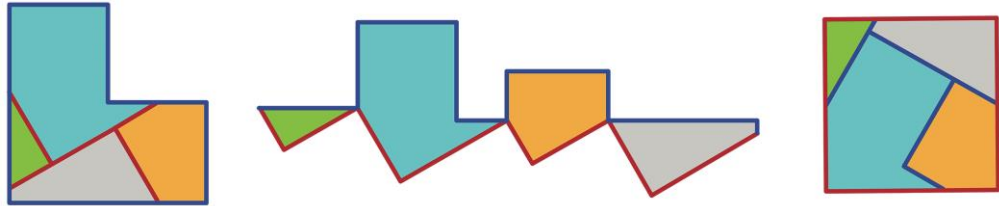
Reversible inside-out  
transform (RIOT)\*



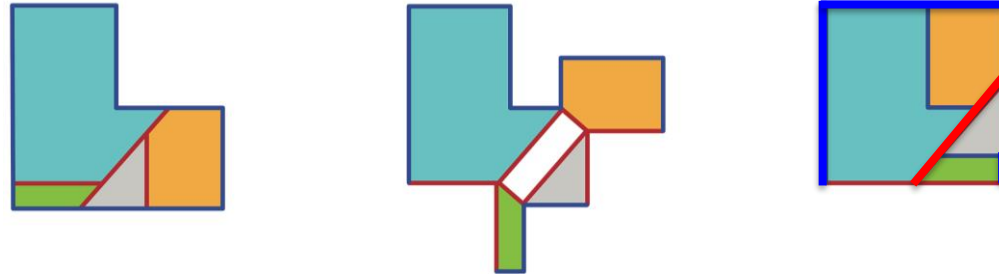
\*Hinged Dissections: Swinging and Twisting. Greg N. Frederickson. Cambridge University Press. 2002.

# Reversible Hinged Dissections

Reversible inside-out  
transform (**RIOT**)\*



Non-reversible\*



\*Hinged Dissections: Swinging and Twisting. Greg N. Frederickson. Cambridge University Press. 2002.

## Our Motivations: RIOT Calls For More Attentions



No theories ensure that a RIOT always exists between shapes of equal area.



No RIOT construction schemes between general shapes.



Only a few manual RIOT designs between non-trivial shapes.

## Our Work: From A Design And Modeling Perspective



A **quick** RIOT exploration tool



Fully automatic **approximate** RIOT construction



Fabrication to make **collision-free** assembly puzzles

# Related Works in Computer Graphics



## 3D Decompose-and-assemble

- Dapper: Decompose-and-Pack for 3D Printing. Chen et al., ToG, 2015.
- Reconfigurable Interlocking Furniture. Song et al., ToG, 2017.



## Approximate geometric dissections

- An Algorithm for Creating Geometric Dissection Puzzles. Zhou et al., In Proc. of Bridges Conf., 2012.
- Approximate Dissections. Duncan et al., ToG, 2017.

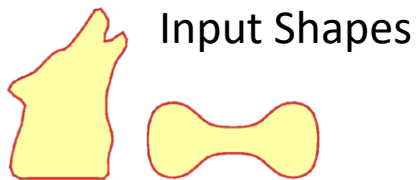


## 3D geometric puzzles

- Boxelization: folding 3D objects into boxes. Zhou et al., ToG, 2014.
- Computational Design of Twisty Joints and Puzzles. Sun et al., ToG, 2015.



# The Most Related Work (2017)



## Similarities & Differences

- Natural shape pairs
- Approximate dissections
- User interaction
- Fabrication

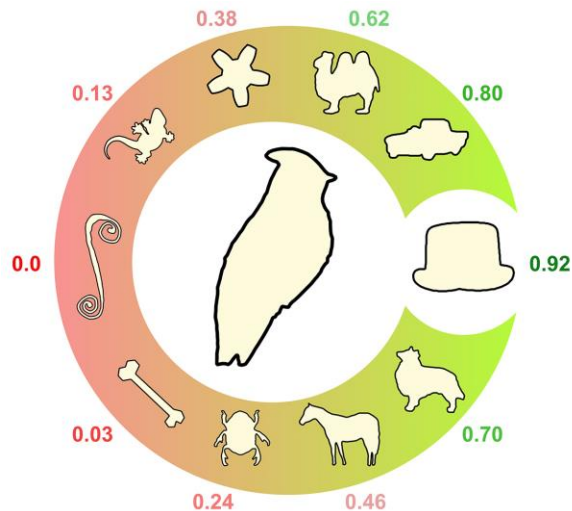


- Different Problems  
Hinged & inside-out reversibility
- Different Approaches  
Conjugate trunks
- Additional Tool  
Quick RIOT exploration tool

# Algorithm Overview

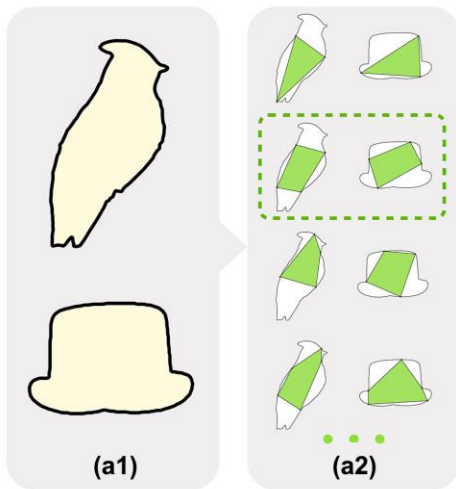
1

Quick RIOT Exploration



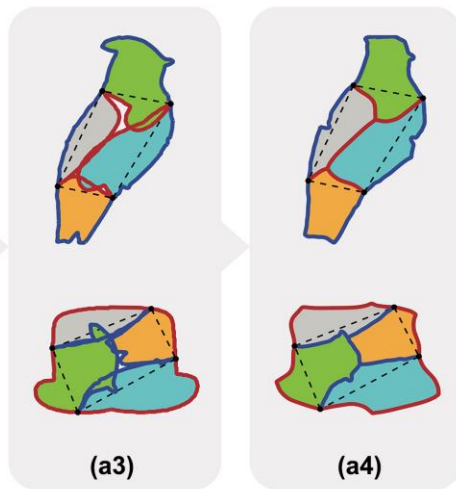
2

Candidate Trunk Pair



3

Deformation



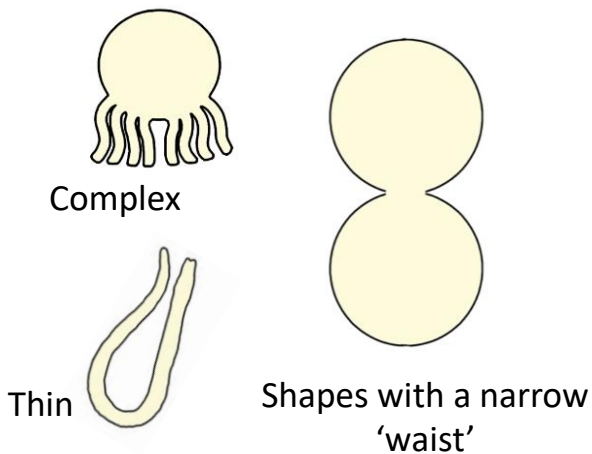
4

Fabrication

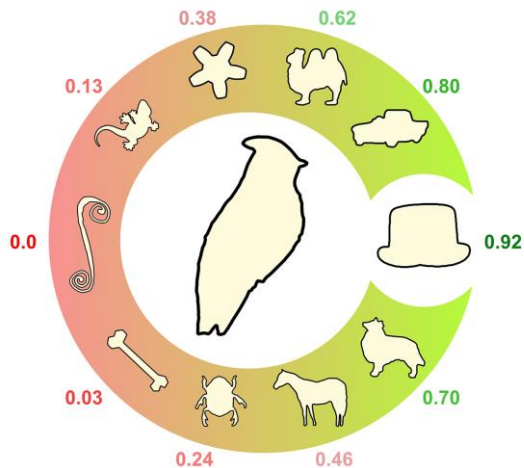


# Quick RIOT Exploration

## Quick Reversibility Scores (QRS) Of Shapes



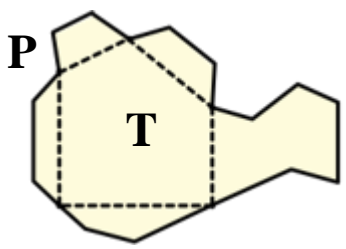
## Quick Cross-Reversibility Score (QCRS) Of Shape Pairs



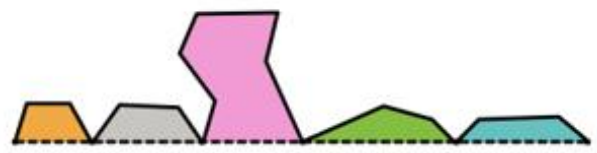
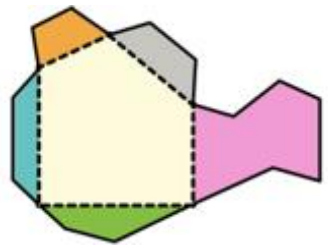


# Candidate Trunk Pair — What is Trunk ?

## A Trunk T of Shape P



$T$ : convex, inscribed polygon

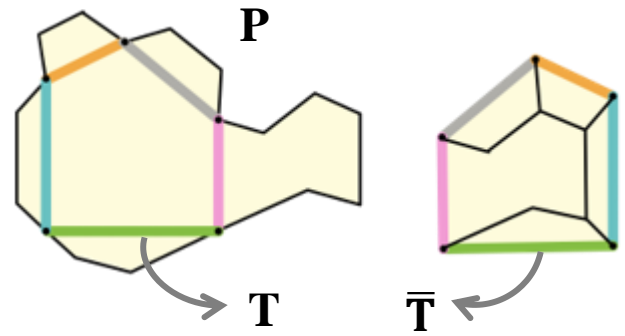


$\bar{T}$ : convex

Treks into Intuitive Geometry. Jin Akiyama and Kiyoko Matsunaga. 2015. Springer.

# Candidate Trunk Pair — What is Trunk ?

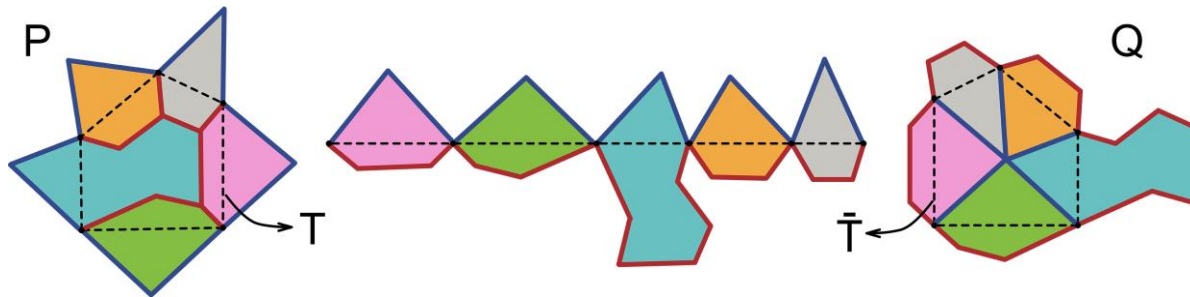
## The Conjugate Trunk $\bar{T}$



- Two polygons sharing the same set of edges in reverse order are said to be **conjugate**.
- $T$  and  $\bar{T}$  are conjugate trunks of  $P$

Treks into Intuitive Geometry. Jin Akiyama and Kiyoko Matsunaga. 2015. Springer.

## Candidate Trunk Pair — A Sufficient Condition



Two shapes have a RIOT, if they possess a pair of conjugate trunks\*

\*Treks into Intuitive Geometry. Jin Akiyama and Kiyoko Matsunaga. 2015. Springer.

1

Quick RIOT Exploration

2

Candidate Trunk Pair

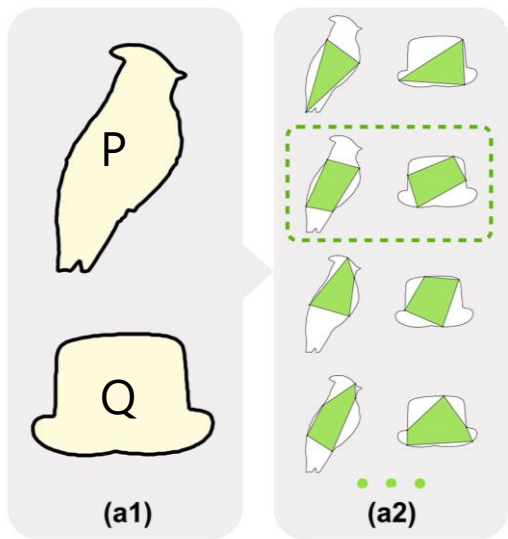
3

Deformation

4

Fabrication

## Candidate Trunk Pair

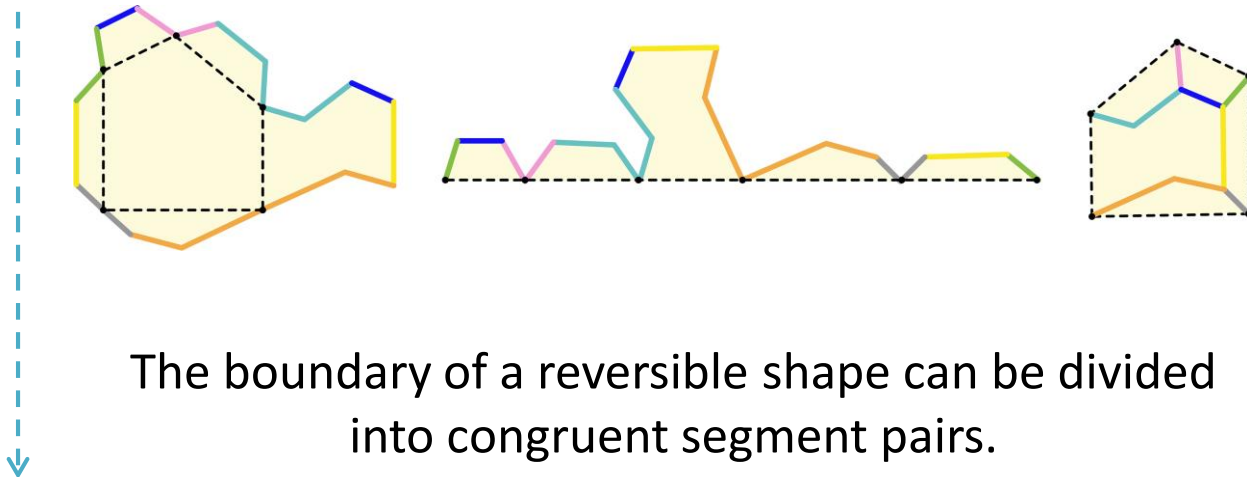


- Selecting Candidate Vertices
- Generating Candidate Trunks
- Trunk Pair Selection

# Candidate Trunk Pair — Selecting Candidate Vertices

## Two criteria

- Boundary Congruency
- Area Compatibility



1

Quick RIOT Exploration

2

Candidate Trunk Pair

3

Deformation

4

Fabrication

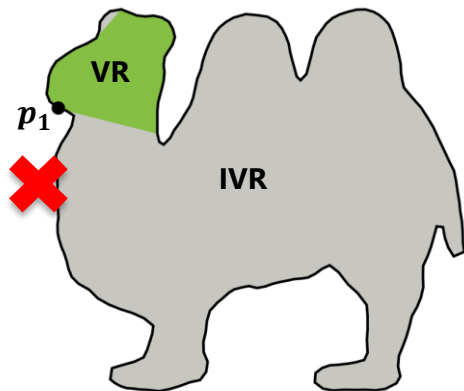
# Candidate Trunk Pair — Selecting Candidate Vertices

## Two criteria

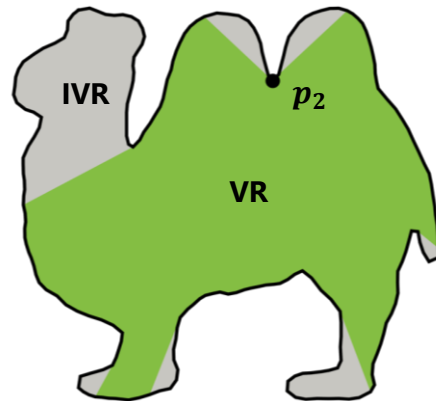
- Boundary Congruency
- Area Compatibility



Visible Region (VR)



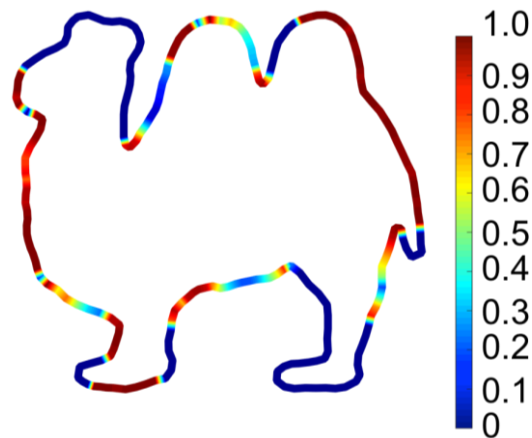
Invisible Region (IVR)



$\sum_i Area(IVR_i(p)) < Area(VR(p)-Circle),$   
 $VR(p)-Circle$  : A circle with the same perimeter as VR(p)

## Candidate Trunk Pair — Selecting Candidate Vertices

- Binary score  $S_b(p)$  to exclude points
  - Criterion: Area Compatibility
  
- Congruency score  $S_c(p)$  for the remaining points
  - Criterion: Boundary Congruency
  
- Candidate vertexes:  $S_c(p) > 0.3$



## Candidate Trunk Pair — Generating Candidate Trunks

### Candidate trunks

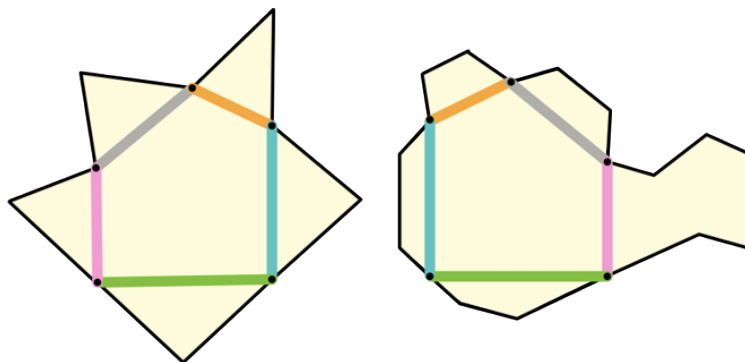
- A upper bound  $K$  of trunk edges (auto)
- From triangles to  $K$ -gons
- Heuristic conditions: inscribed, convex, boundary congruency, and area for fabrication



# Candidate Trunk Pair — Trunk Pair Selection

## Three criteria

- Edge conjugacy
- Angle reversibility
- Area reversibility



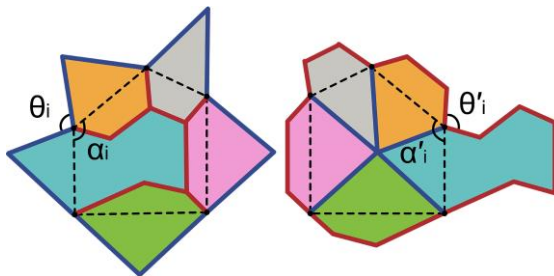
- An edge correspondence
- Corresponded edges surround in reverse order
- Corresponded edges have similar length

# Candidate Trunk Pair — Trunk Pair Selection

## Three criteria

- Edge conjugacy
- Angle reversibility
- Area reversibility

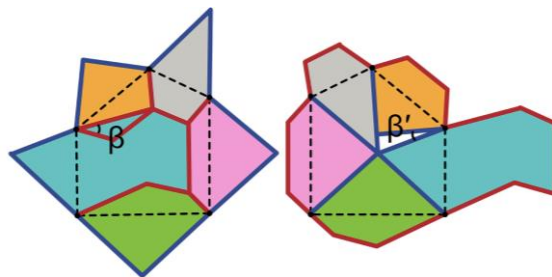
▪ The angle relationships for reversible shapes:



$$2\pi - \theta_i - \alpha_i = \alpha'_i ,$$

$$2\pi - \theta'_i - \alpha'_i = \alpha_i$$

▪ The angle errors for approximate reversible shapes:



$$2\pi - \theta_i - \alpha_i = \alpha'_i - \beta' ,$$

$$2\pi - \theta'_i - \alpha'_i = \alpha_i + \beta$$

1

Quick RIOT Exploration

2

Candidate Trunk Pair

3

Deformation

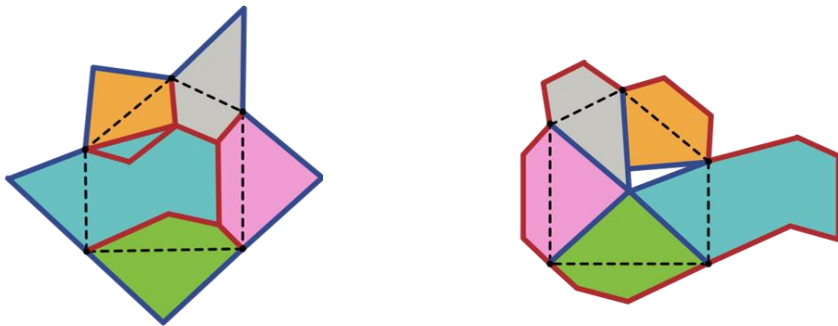
4

Fabrication

## Candidate Trunk Pair — Trunk Pair Selection

### Three criteria

- Edge conjugacy
- Angle reversibility
- Area reversibility



$$Area(gaps) + Area(overlaps)$$

1

Quick RIOT Exploration

2

Candidate Trunk Pair

3

Deformation

4

Fabrication

## Candidate Trunk Pair — Trunk Pair Selection

### Three criteria

- Edge conjugacy
- Angle reversibility
- Area reversibility

### Cross-Reversibility Score (CRS)

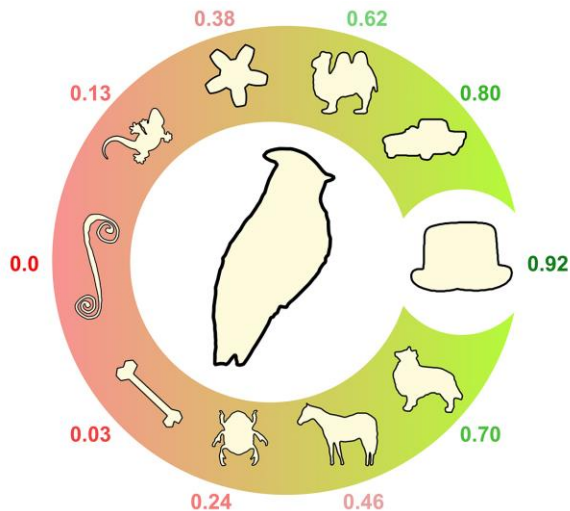
$$CRS(T, T') = \max_{i=0, \dots, n-1} \min\{S_E^i, S_L^i, S_A^i\}$$

$$CRS(P, Q) = \max_{\{(T, T')\}} CRS(T, T')$$

# Approximate Construction Overview

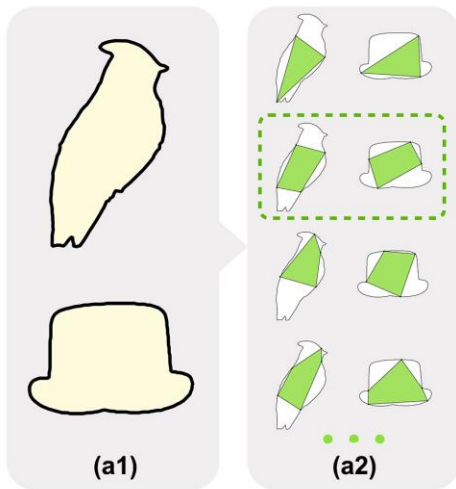
1

Quick RIOT Exploration



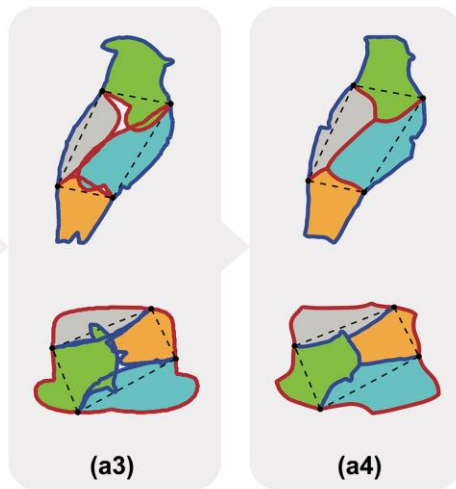
2

Candidate Trunk Pair



3

Deformation



4

Fabrication



1

Quick RIOT Exploration

2

Candidate Trunk Pair

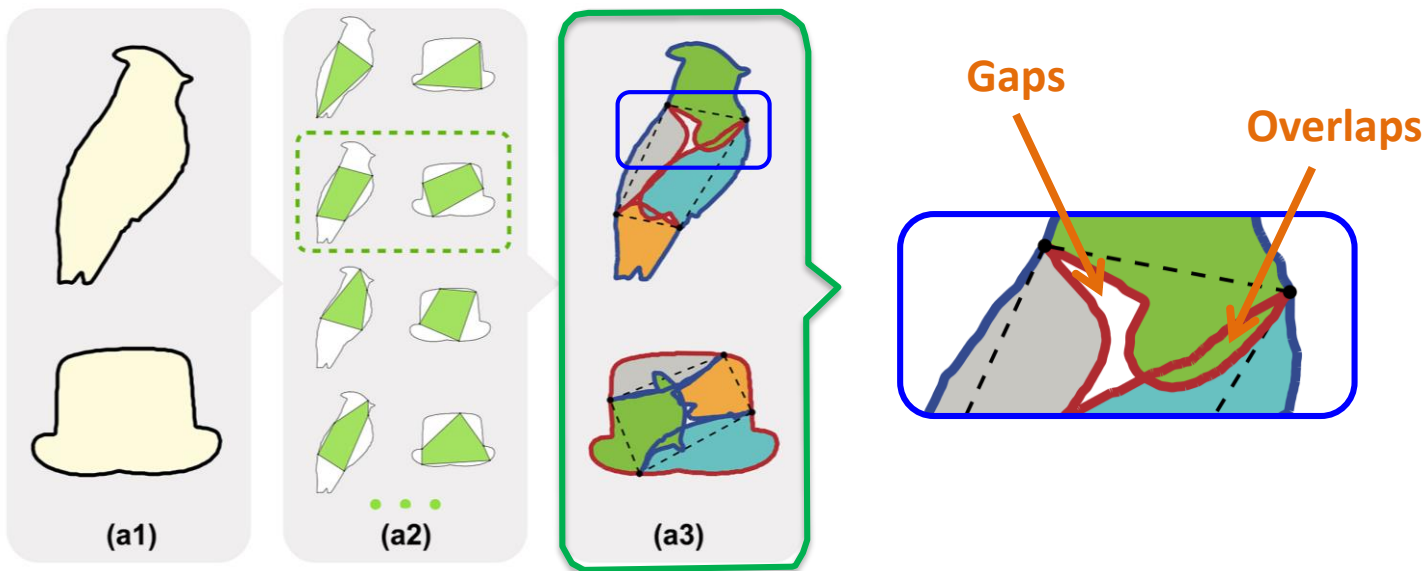
3

Deformation

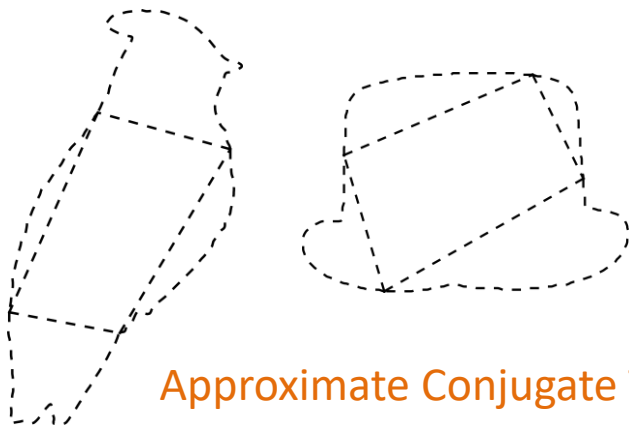
4

Fabrication

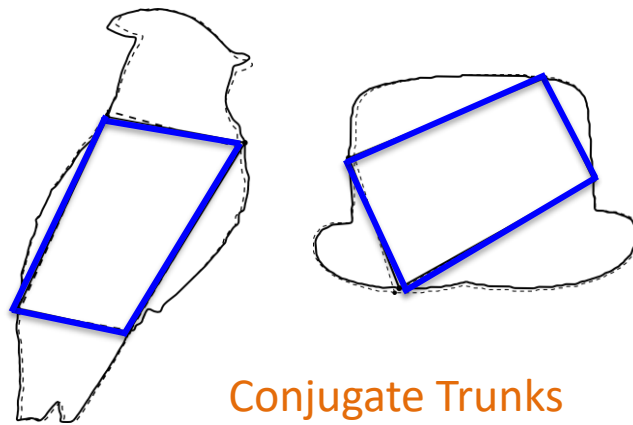
# Boundary Deformation — Approximate RIOT



# Boundary Deformation — Conjugate Trunks Adjustment



Approximate Conjugate Trunks

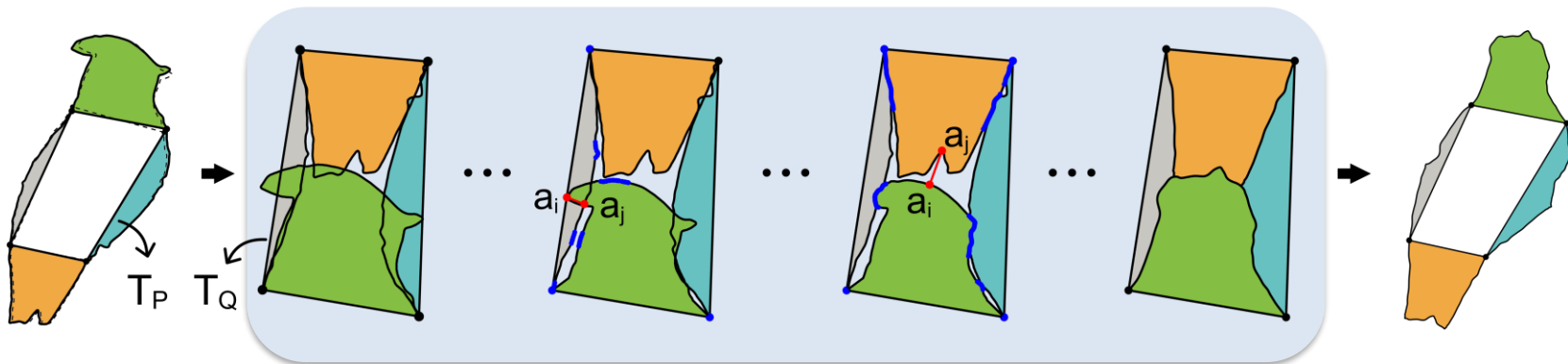


Conjugate Trunks

$T_P$  and  $T_Q$  are fixed

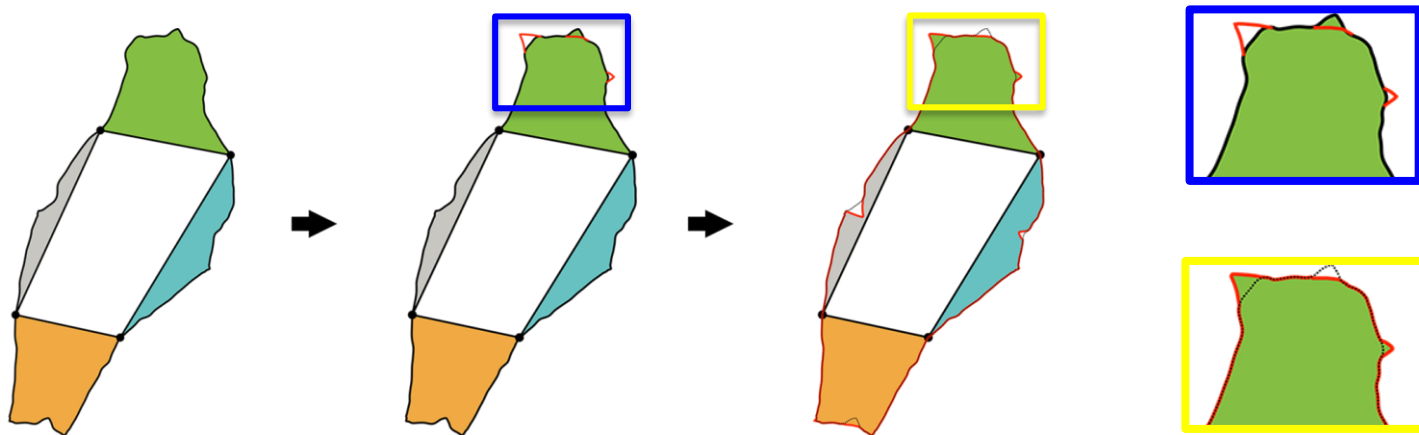
# Boundary Deformation

Transformed curves are deformed by 2D Laplacian editing\*

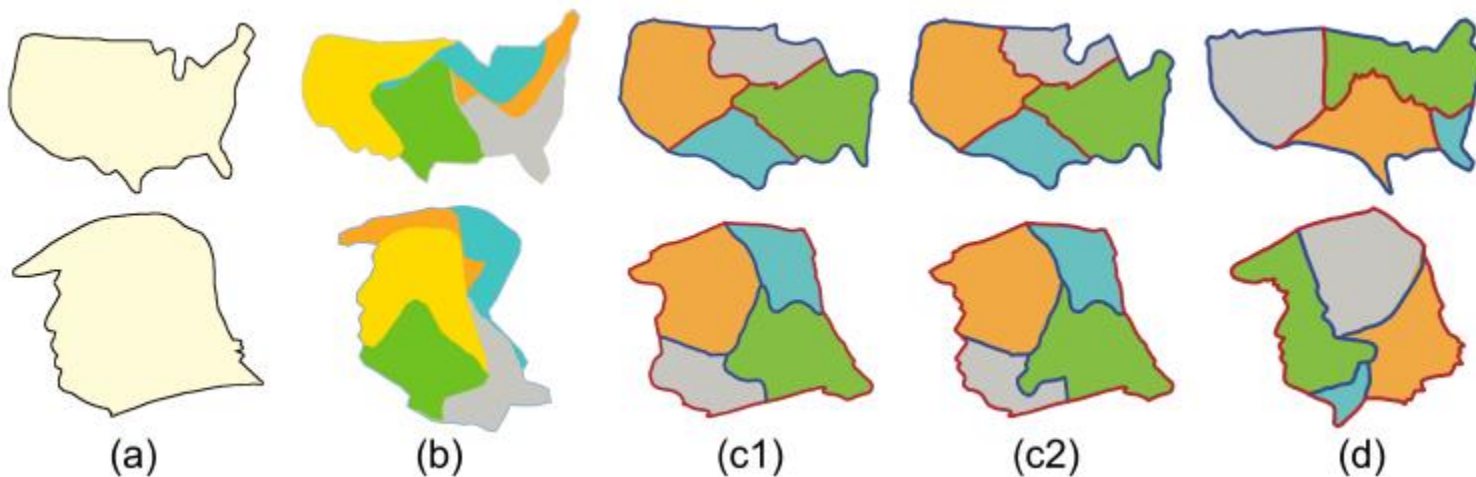




# Boundary Deformation — User Assistance

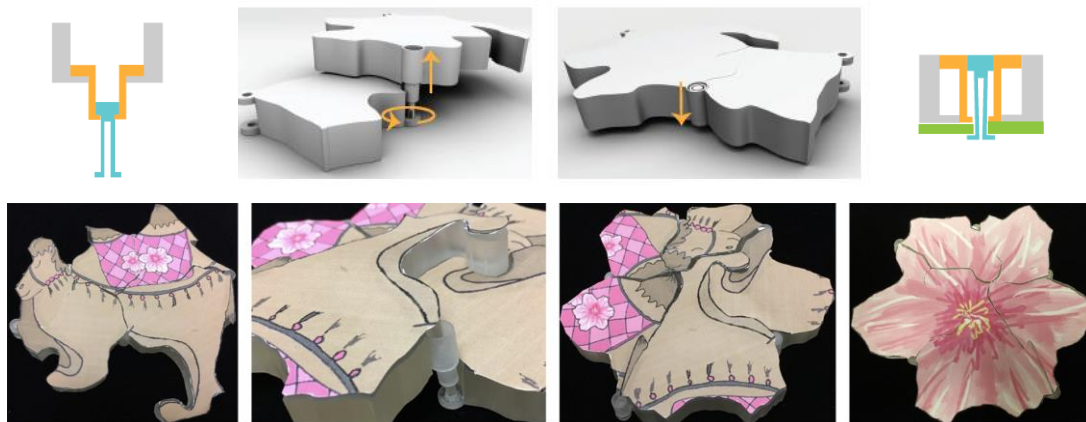
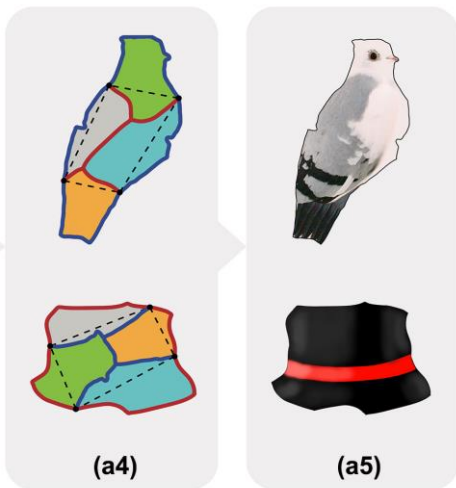


# Boundary Deformation — User Assistance



Approximate Dissections. Duncan et al., ACM Trans. on Graph., 2017.

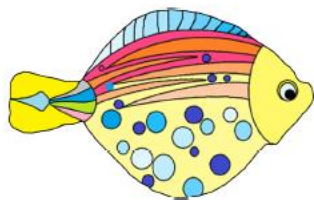
# Texture and Fabrication



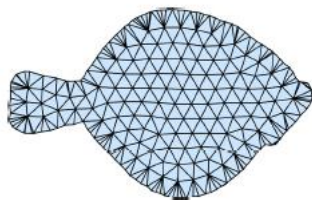
A telescopic structure can be used to lift a piece up, rotate it, and place it back to its base plane



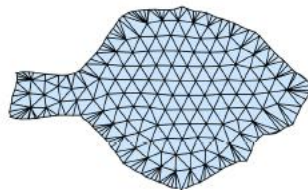
# Texture and Fabrication — Automatic Texture Transfer



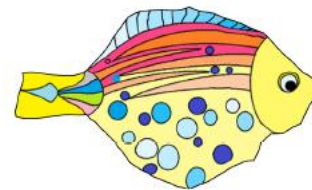
Available input  
texture



triangle meshing



Deformed mesh



Deformed texture

# Results And Evaluation

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# Silhouette Image Collection



## Two public silhouette image datasets

- MPEG-7 database

<http://www.dabi.temple.edu/~shape/MPEG7/dataset.html>

- Animal database

<https://sites.google.com/site/xiangbai/animaldataset>

- 81 shape classes and 3,400 shapes in total



## Other images found online

# Silhouette Image Pre-processing



input silhouette image



fill interior holes

# Silhouette Image Pre-processing



input silhouette image



extract a single closed contour



area normalization



# Silhouette Image Pre-processing



input silhouette image



extract a single closed contour



adaptive sampling

# Parameters

## □ Default parameter setting

- Sampling distance for candidate vertices  $d_{space} = \frac{L^c}{15}$
- Distance tolerance for boundary simplification  $\tau_s = 0.1$
- Threshold for congruency score  $\tau_c = 0.3$
- Variances for reversibility score  $\sigma_{PA} = 1, \sigma_W = 4$

Exact RIOT pairs manually designed by Jin Akiyama

# Parameters

## □ Default parameter setting

- Sampling distance for candidate vertices  $d_{space} = \frac{L^c}{15}$
- Distance tolerance for boundary simplification  $\tau_s = 0.1$
- Threshold for congruency score  $\tau_c = 0.3$
- Variances for reversibility score  $\sigma_{PA} = 1, \sigma_W = 4$

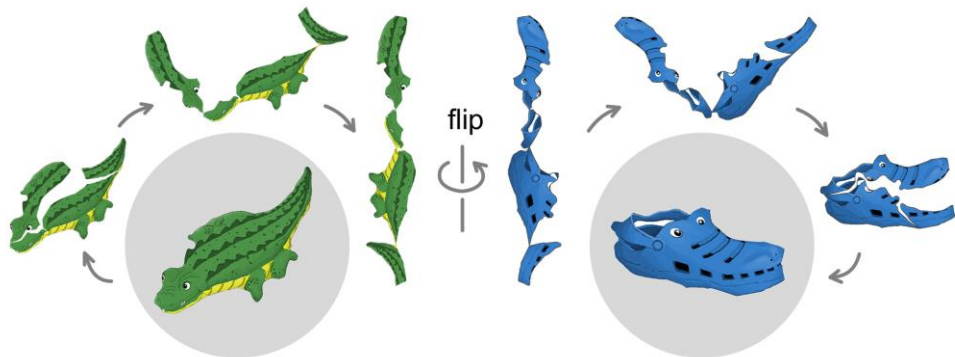
The large shape collection combining two public datasets

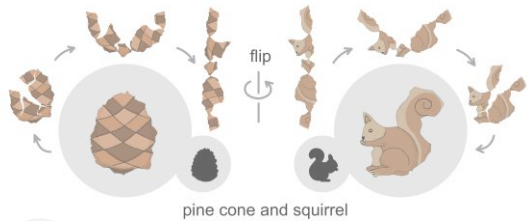
# Timing

- ❑ MATLAB implement on a 4 GHz desktop
- ❑ Average time
  - 0.12s/shape for QRS
  - 1.99s/pair for QCRS
  - 10.36s/shape for candidate trunks
  - 11.90s/pair for candidate conjugate trunks
  - 2.19 minutes per pair for boundary deformation

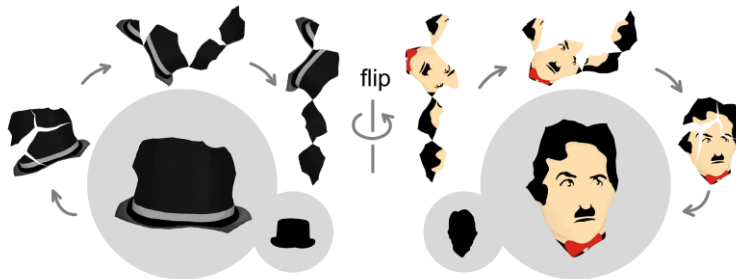
# Results Gallery

## crocodile and the Crocs shoe

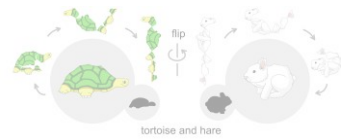




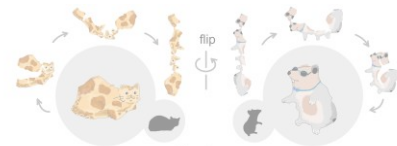
pine cone and squirrel



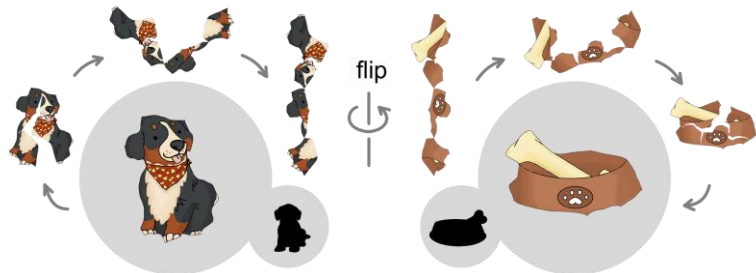
Charlie Chaplin and his hat



tortoise and hare



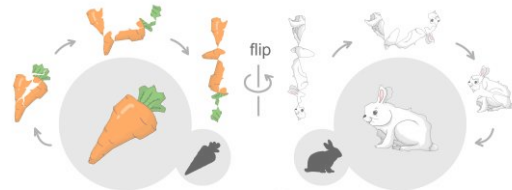
cat and mouse



Labrador and bowl

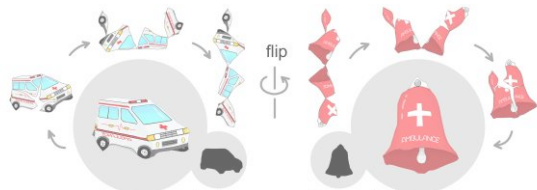


beaver and maple leaf

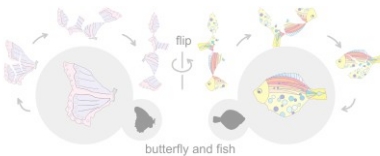


carrot and bunny

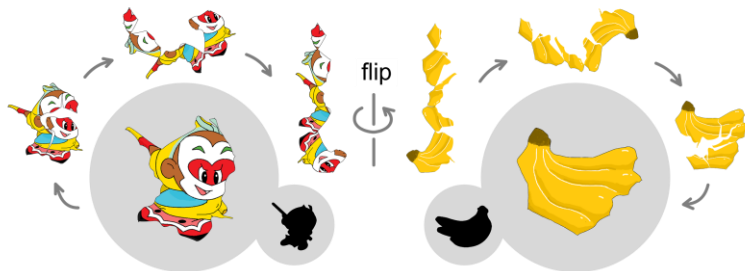
# Results Gallery



ambulance car and alarm bell



butterfly and fish



Monkey king and banana

## QCRS Evaluation

### ➤ How consistent it is with respect to CRS

- 1000 random pairs of shape pairs
- Ranking consistency between QCRS and CRS

$$QCRS(P_1, Q_1) \geq / \leq QCRS(P_2, Q_2)$$

$$CRS(P_1, Q_1) \geq / \leq CRS(P_2, Q_2)$$

**Consistent Ranking?**

## QCRS Evaluation

### How consistent it is with respect to CRS

- 1000 random pairs of shape pairs
- Ranking consistency between QCRS and CRS

 Ranking consistency: **77.4%**

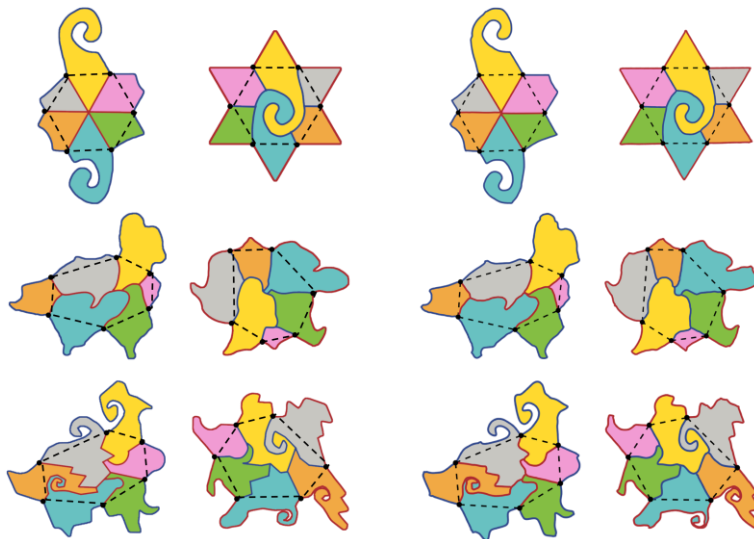


## Comparisons With Manual Designs

➔ Nine manually designed pairs

➔ Success for seven pairs

➔ Fail for two pairs  
(too complex boundaries)



Our automatic RIOT solutions (right) are almost the same with manual designs (left).

# Application: Real Sofa Design



The Borghese sofa

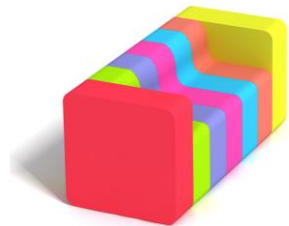


The three back pieces of the Borghese sofa (left) can be transformed into different animals: bunny, bear, and fish (right)



Fabricated prototypes using a 3D printer

# Application: 3D Sofa Design



A 3D input sofa is partitioned into parallel thick slices



The RIOT pairs for all the slices



Output deformed sofa



Two possible sofa configurations: double sofa & a loveseat

# Conclusions

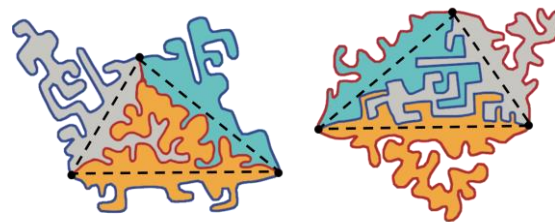
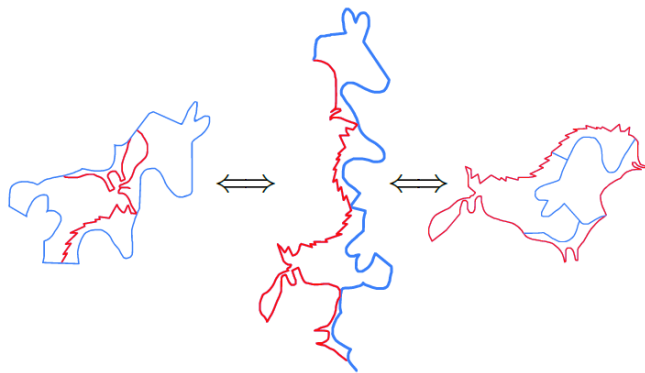
- First approximate RIOT problem
- Fully automatic RIOT construction algorithm
- A quick RIOT exploration tool
- Numerous fascinating RIOT result pairs

# Limitations

Conjugate trunks — only a sufficient condition

Limited types of trunks\*

Failures on shapes with excessive boundary complexity †



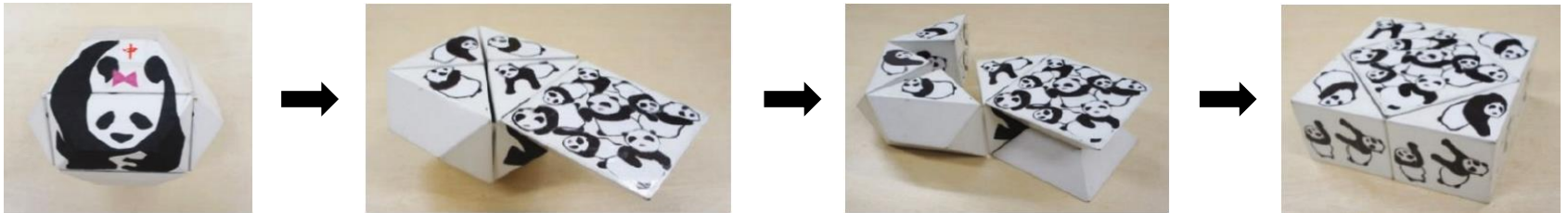
\*Reversible nets of polyhedral. Akiyama et al.. In Japanese Conference on Discrete and Computational Geometry and Graphs. 2015.

†Trek into Intuitive Geometry. Jin Akiyama and Kiyoko Matsunaga. 2015. Springer.

# Future Work

More difficult dissection puzzles

Extension to 3D shapes\*



\*Trek into Intuitive Geometry. Jin Akiyama and Kiyoko Matsunaga. 2015. Springer.

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# THANK YOU !

## Q&A

Project homepage

<http://vcc.szu.edu.cn/research/2018/RIOT>



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# Appendix

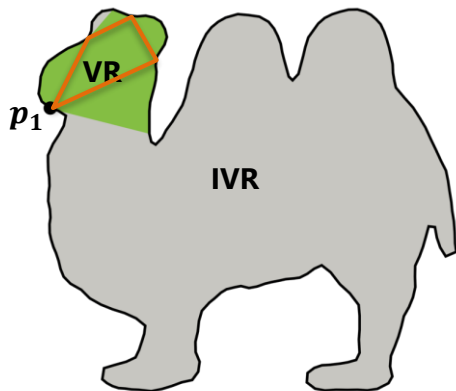
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# Candidate Trunk Pair — Selecting Candidate Vertices

## Two criteria

- Boundary Congruency
- Area Compatibility



Visible Region (VR)

Invisible Region (IVR)

Convex trunk T

*Area(T) and Area(T's exterior pieces) are incompatible.*

1

Quick RIOT Exploration

2

Candidate Trunk Pair

3

Deformation

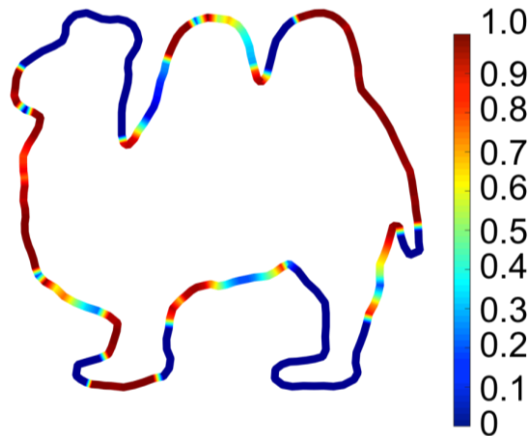
4

Fabrication

## Candidate Trunk Pair — Selecting Candidate Vertices

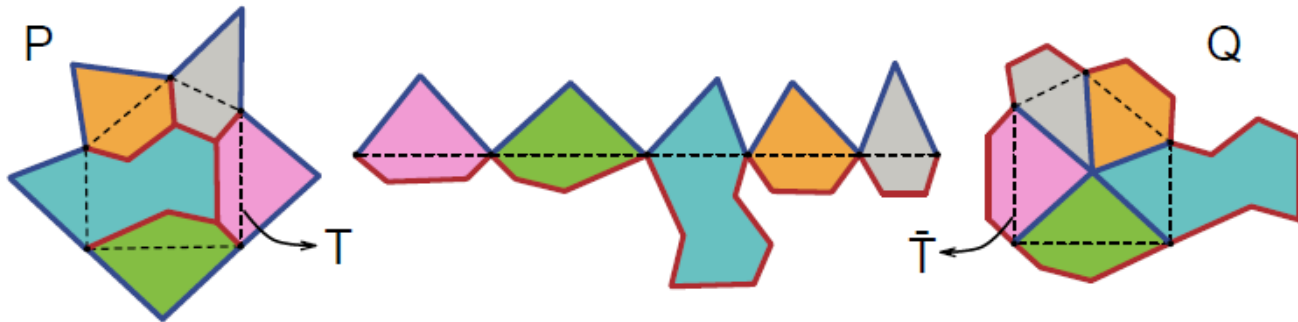
$$S_b(p) = \begin{cases} 0, & \text{if } \sum_i \text{Area}(IVR_i(p)) \geq \text{Area}(VR(p)\text{-Circle}), \\ 0, & \text{if } L(IVR_i(p)) \geq L/2, \\ 1, & \text{otherwise.} \end{cases}$$

$$S_c(p) = \begin{cases} 0, & \text{if } L(C_l^p) + L(C_r^p) \leq 0.03L, \\ \exp\left(-\frac{d_c^2(C_l^p, C_r^p)}{2\sigma_c^2}\right), & \text{otherwise,} \end{cases}$$



## Candidate Trunk Pair — Generating Candidate Trunks

The upper bound  $K$  of trunk edges



$$K = \#|\text{convex points}|$$

1

Quick RIOT Exploration

2

Candidate Trunk Pair

3

Deformation

4

Fabrication

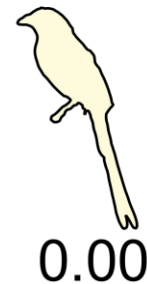
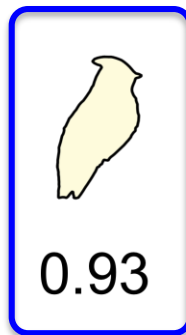
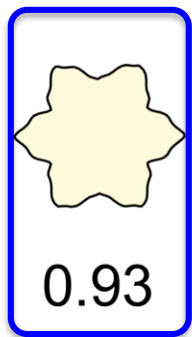
## Candidate Trunk Pair — Generating Candidate Trunks

The upper bound  $K$  of trunk edges



$$K = \#|convex\ points\ of\ simplified\ shape|$$

## Quick Reversibility Scores (QRS)



Shapes from two classes and their QRS

# Distribution of QRS and QCRS

