Spring 2025
Stanford CS231n 10th Anniversary

Lecture 15: 3D Vision

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Stanford University


NATIONAL GEOGRAPHIC
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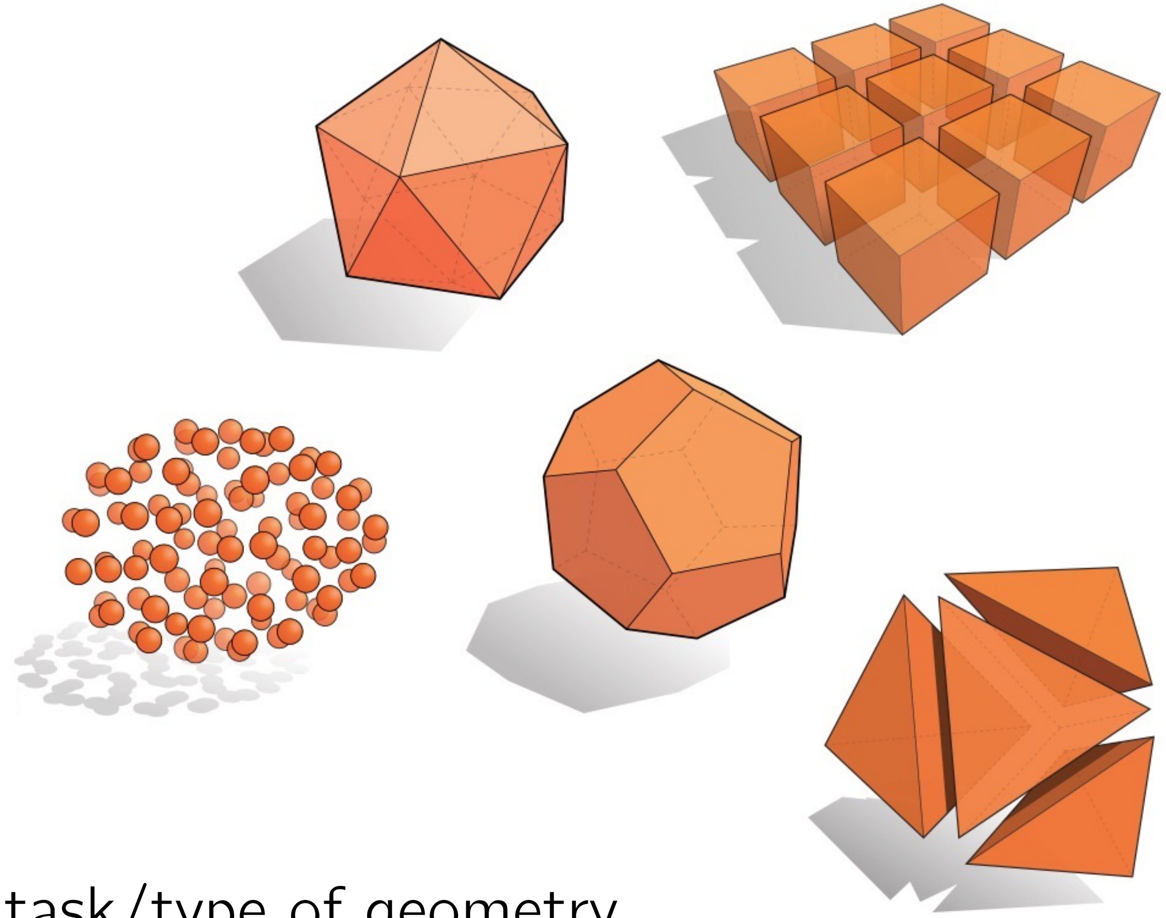
Many Ways to Represent Geometry

- Explicit
  - Point cloud
  - Polygon mesh
  - Subdivision, NURBS
  - ...
- Implicit
  - Lever sets
  - Algebraic surface
  - Distance functions
  - ...
- Each choice best suited to a different task/type of geometry

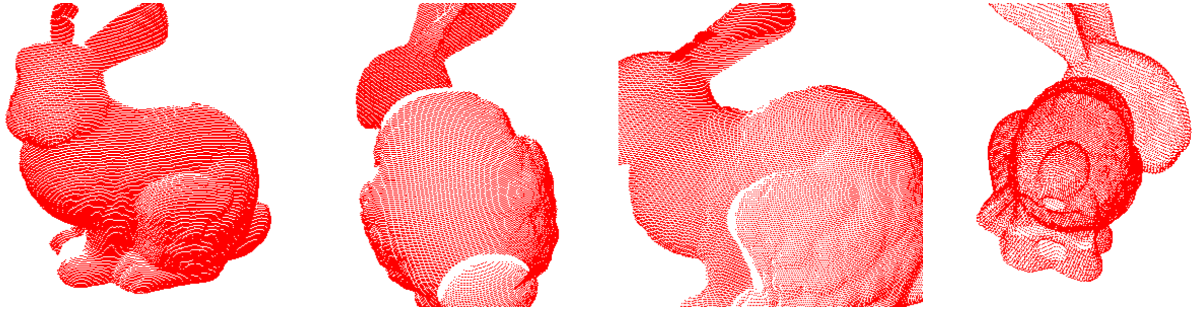


Slide credit: Ren Ng

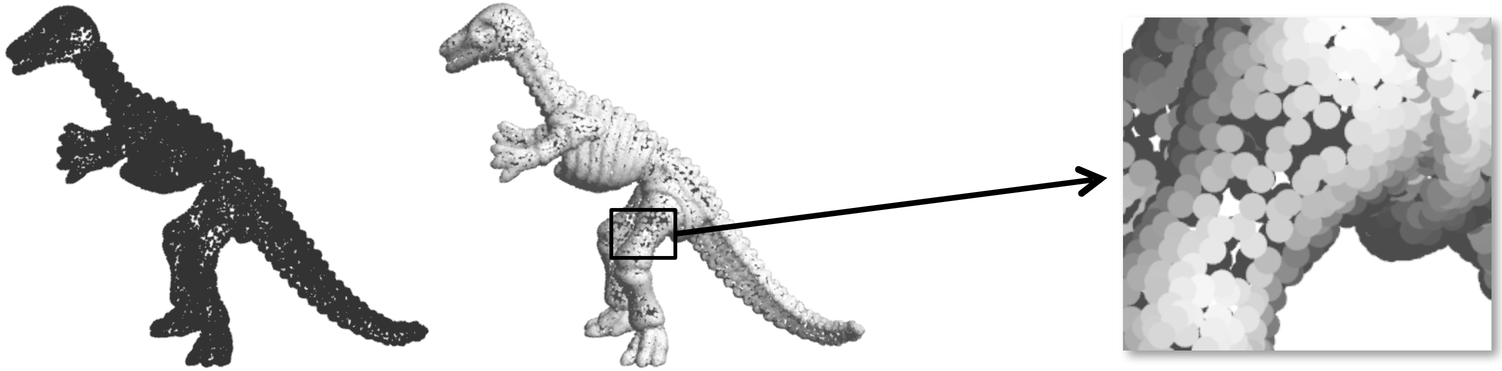
Representation Considerations

- Needs to be stored in the computer
- Creation of new shapes
  - Input metaphors, interfaces…
- Operations
  - Editing, simplification, smoothing, filtering, repairing…
- Rendering
  - Rasterization, ray tracing, neural rendering…
- Animation

Point Clouds

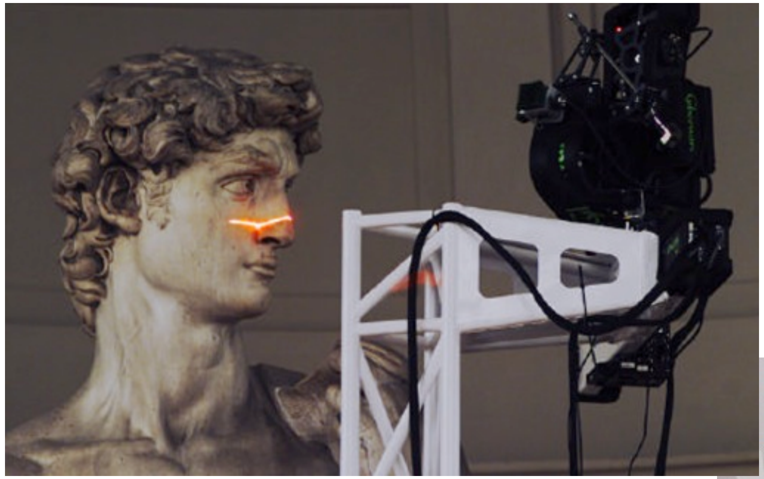


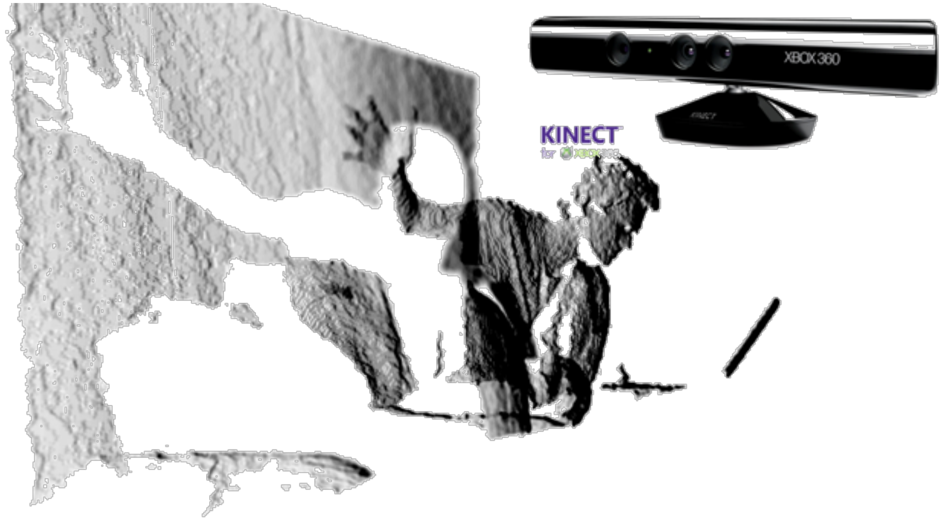
- Simplest representation: **only points**, no connectivity
- Collection of (x, y, z) coordinates, possibly with normal
- Points with orientation are called **surfels**

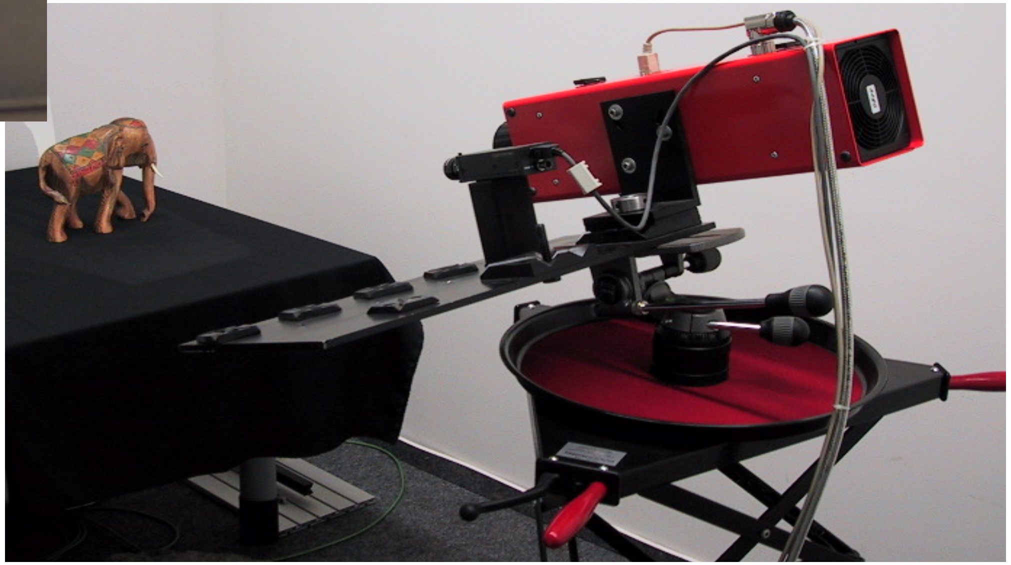


Shading needs normals!

Output of Acquisition

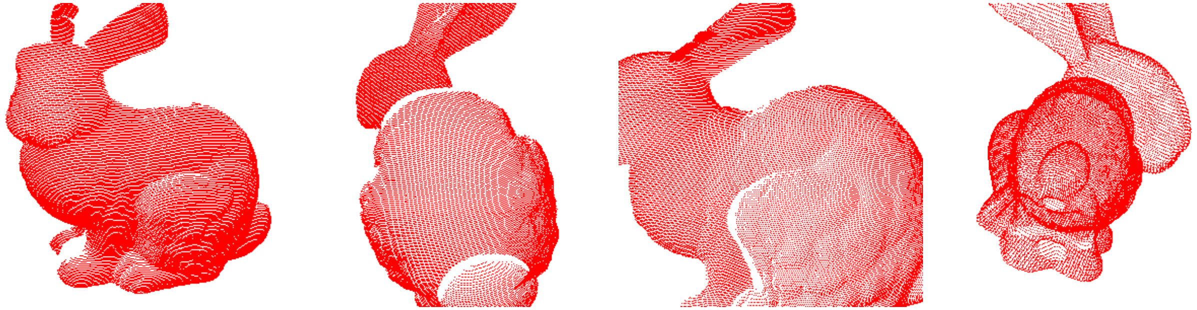






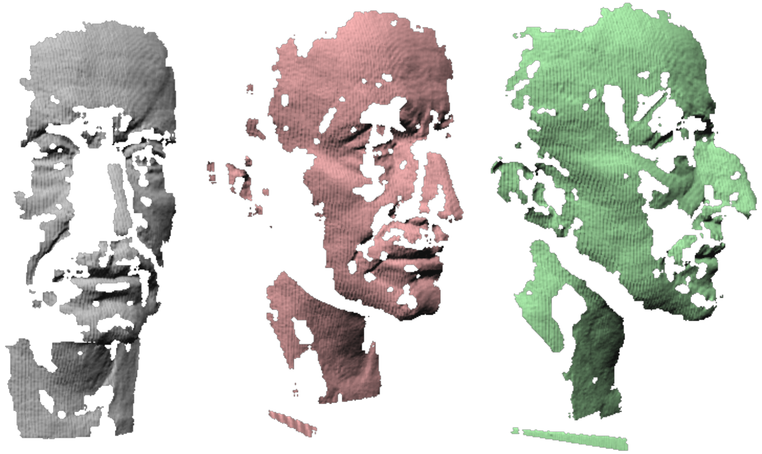
Slide credit: Hao Su

Point Clouds



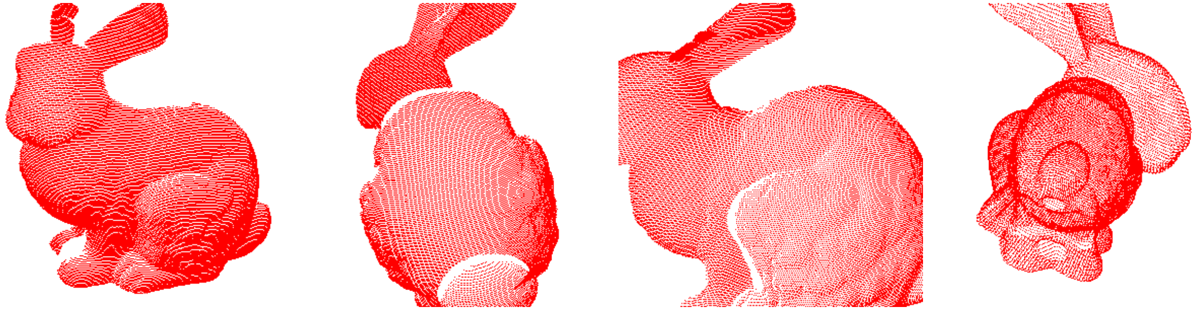
- Simplest representation: **only points**, no connectivity
- Collection of (x, y, z) coordinates, possibly with normal
- Points with orientation are called **surfels**

- Often results from scanners
- Potentially noisy
- Registration of multiple images



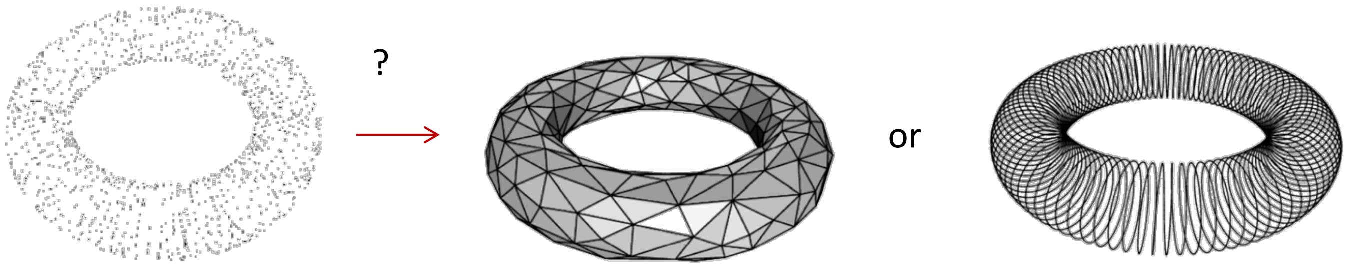
Set of raw scans

Point Clouds



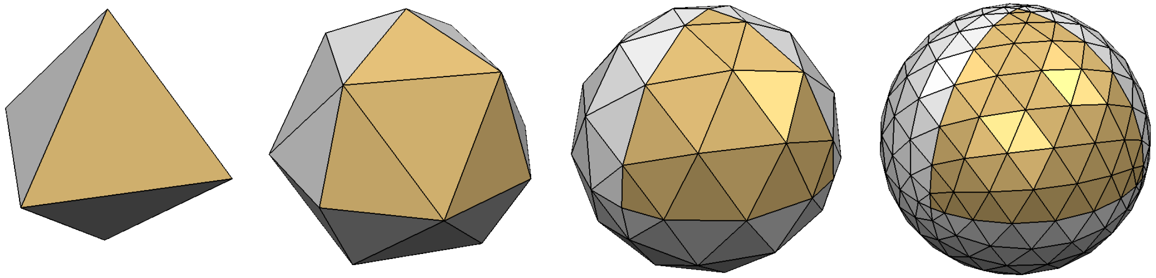
- Easily represent any kind of geometry
- Useful for large datasets
- Difficult to draw in undersampled regions

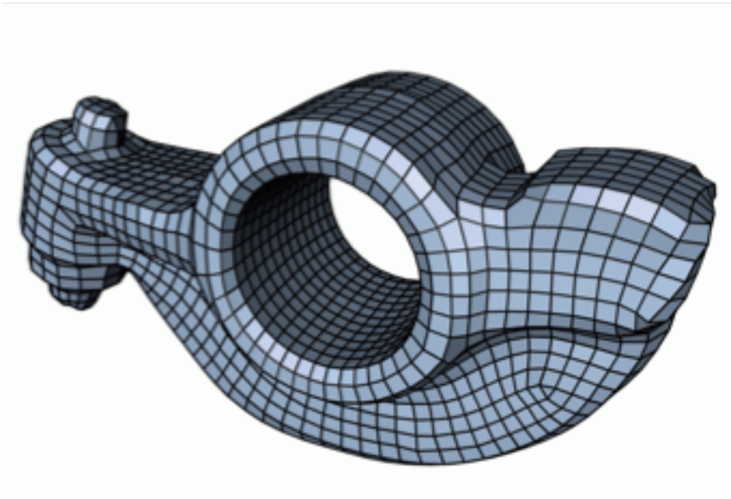
- Other limitations:
  - No simplification or subdivision
  - No direction smooth rendering
  - No topological information



Polygonal Meshes

- Boundary representations of objects





Slide credit: Hao Su

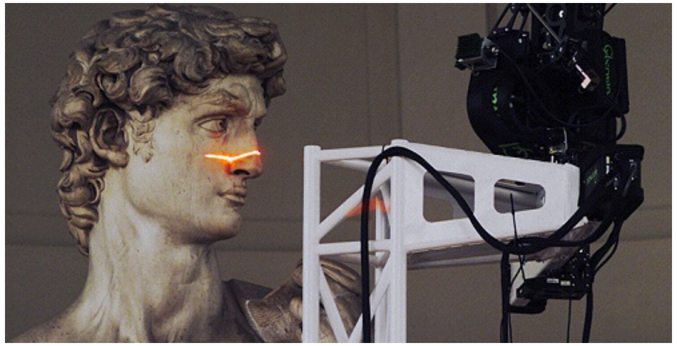
A Large Triangle Mesh

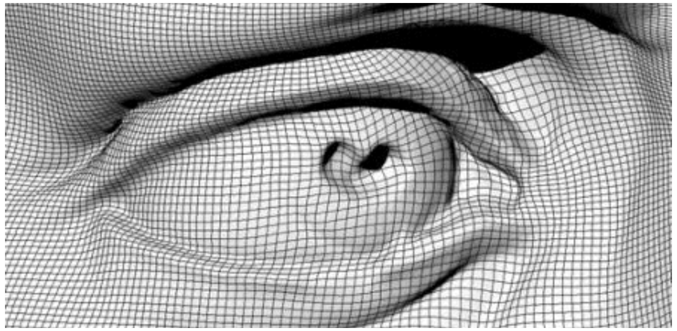
David

Digital Michelangelo Project

28,184,526 vertices

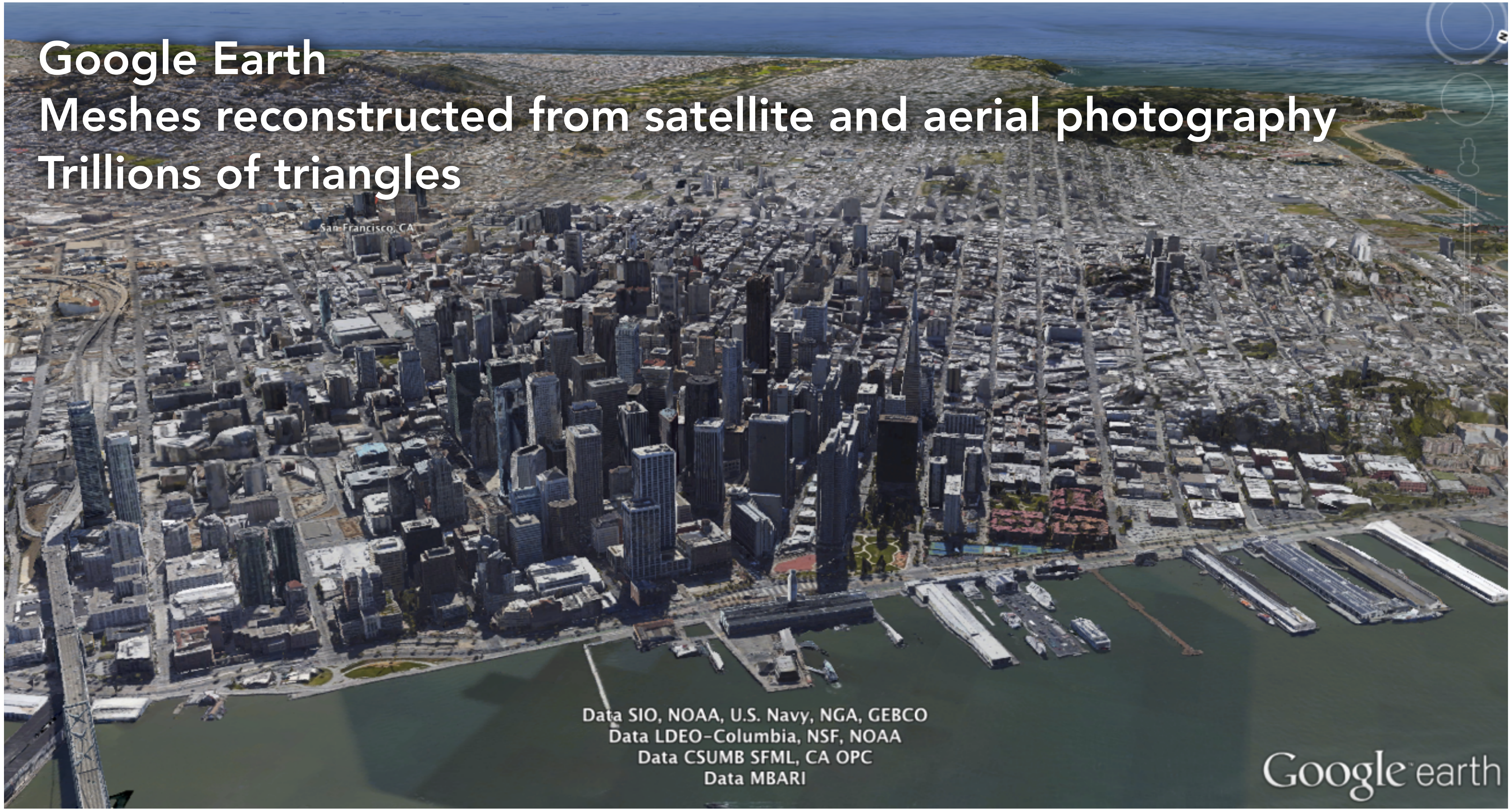
56,230,343 triangles





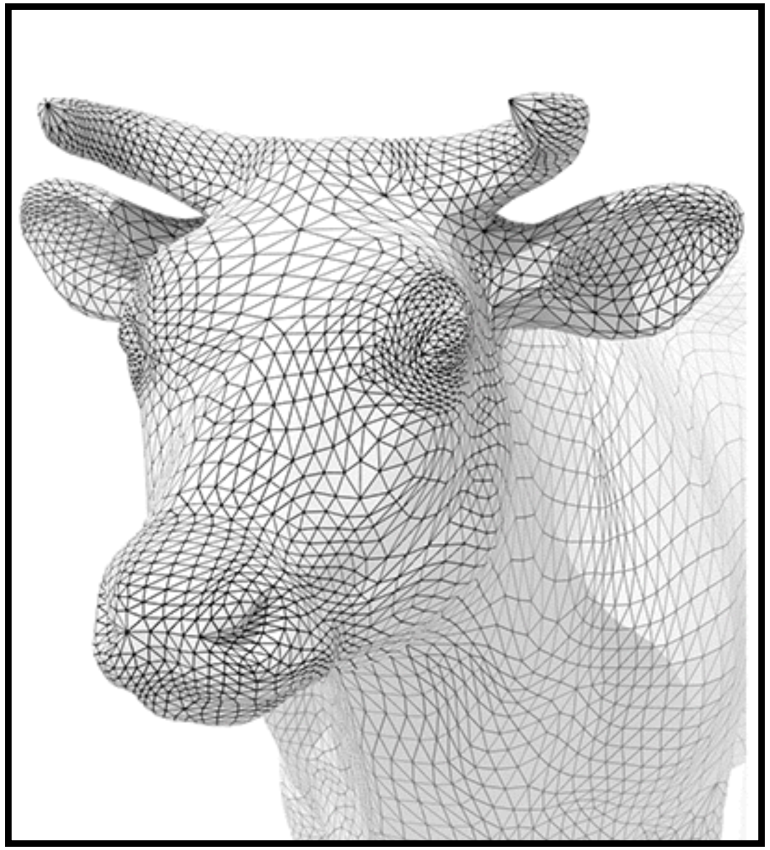
Slide credit: Ren Ng

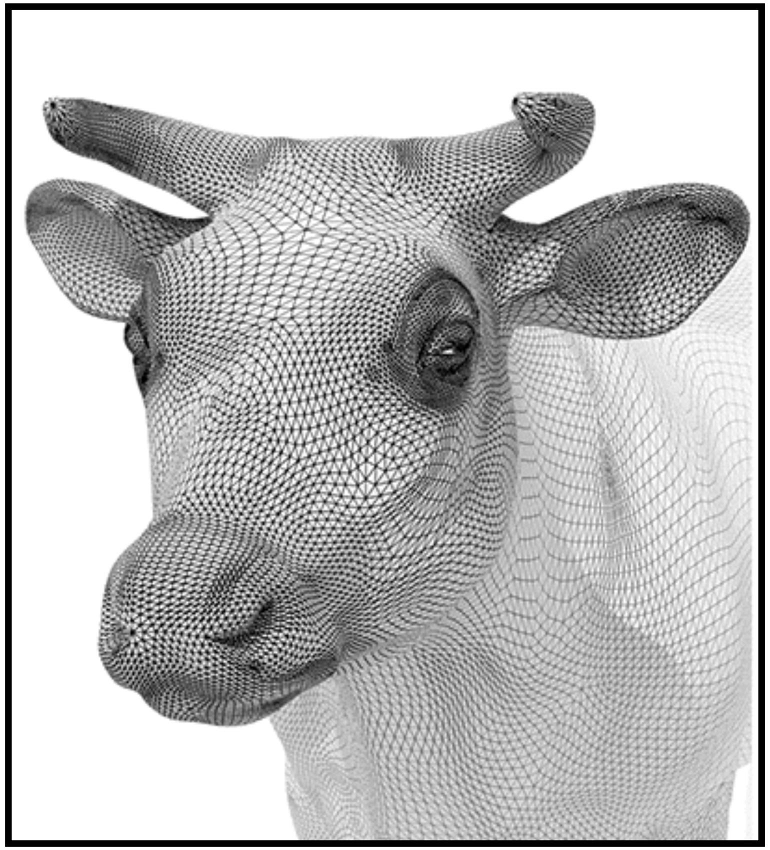
A Very Large Triangle Mesh



Slide credit: Ren Ng

Mesh Upsampling - Subdivision

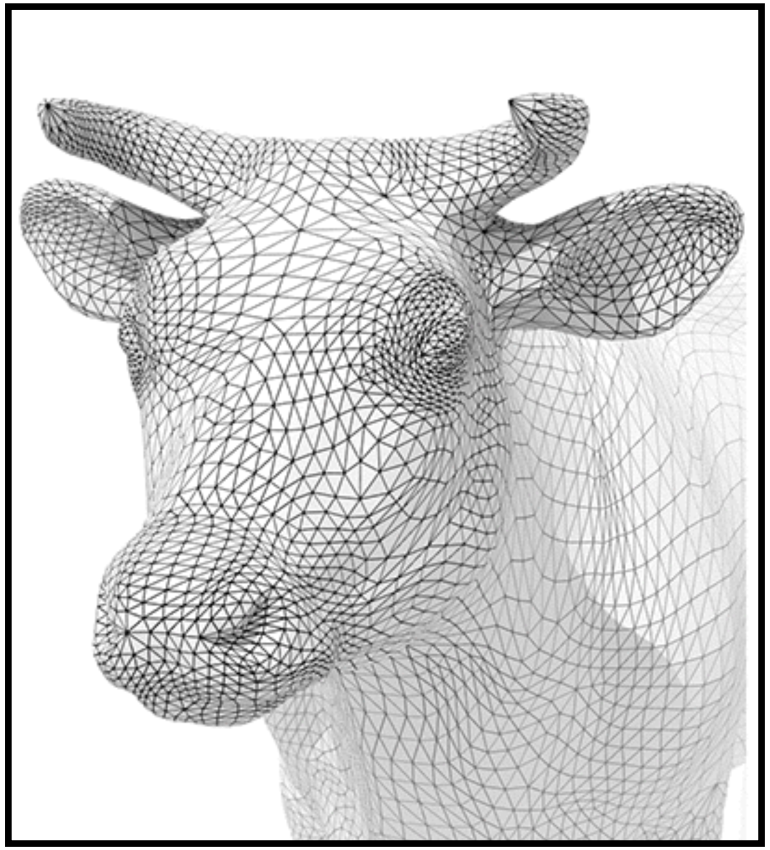


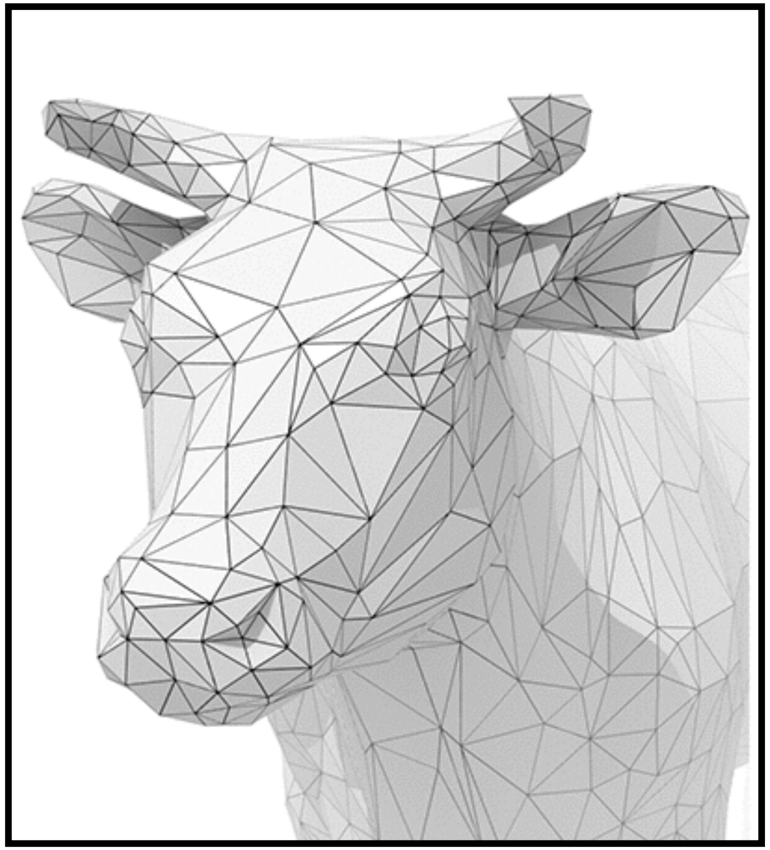


Increase resolution via interpolation

Slide credit: Ren Ng

Mesh Downsampling - Simplification

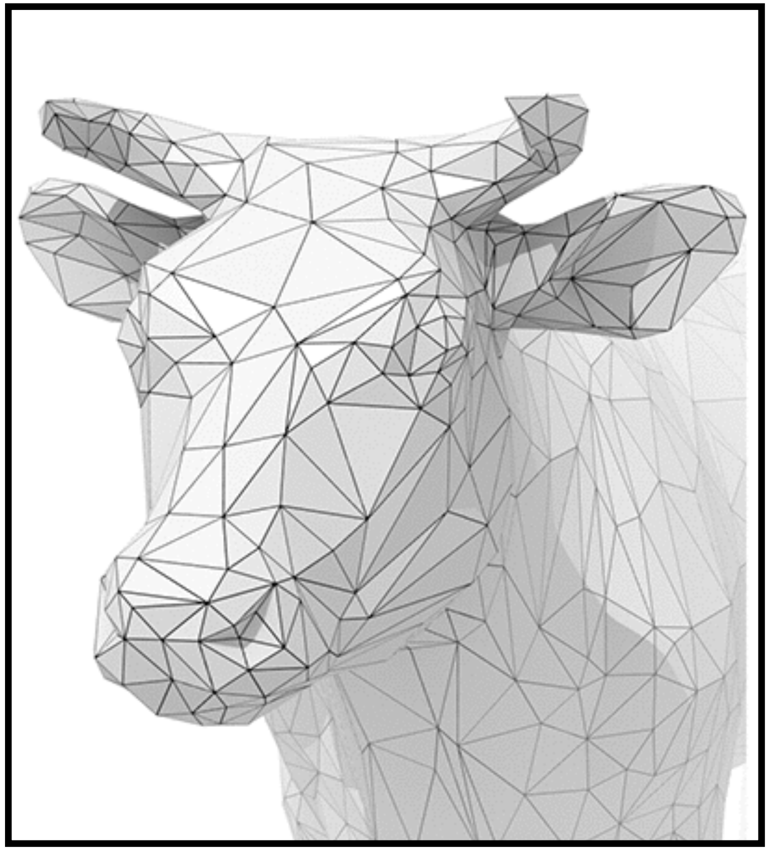


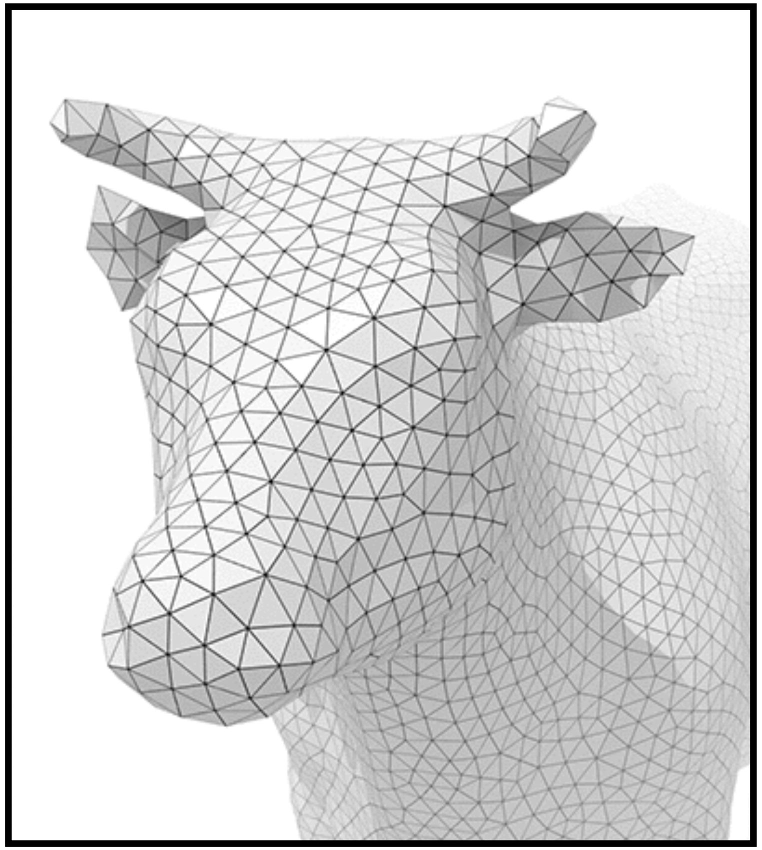


Decrease resolution; try to preserve shape/appearance

Slide credit: Ren Ng

Mesh Regularization



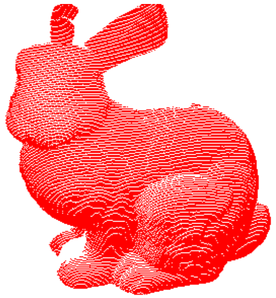


Modify sample distribution to improve quality

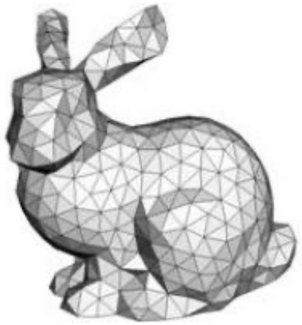
Slide credit: Ren Ng

Shape Representations

Non-parametric



Points

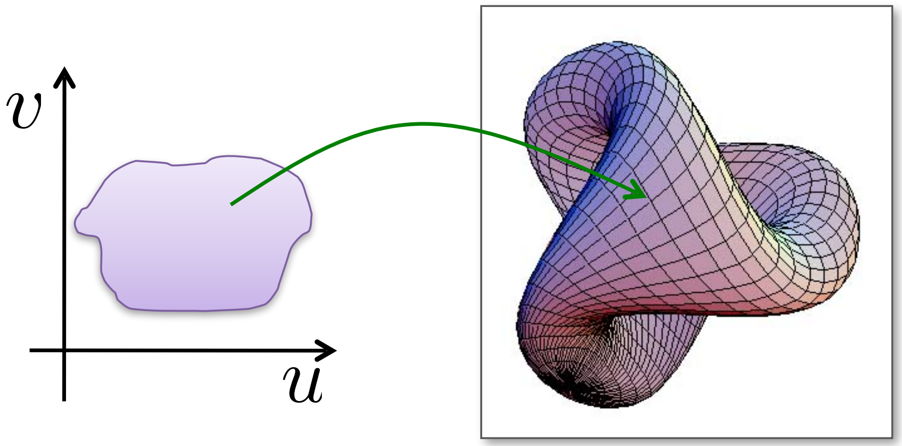


Meshes

Parametric Representation

Range of a function $f : X \to Y, X \subseteq \mathbb{R}^m, Y \subseteq \mathbb{R}^n$

Surface in 3D: $m = 2, n = 3$



$$s(u, v) = (x(u, v), y(u, v), z(u, v))$$

Slide credit: Hao Su

Parametric Curves

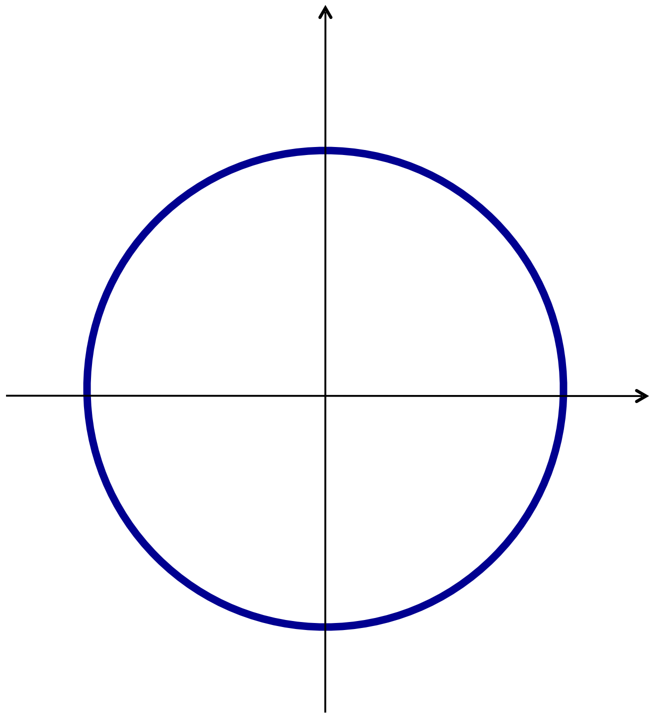
Explicit curve/circle in 2D

$$\mathbf{p} : \mathbb{R} \to \mathbb{R}^2$$

$$t \mapsto \mathbf{p}(t) = (x(t), y(t))$$

$$\mathbf{p}(t) = r\,(\cos(t), \sin(t))$$

$$t \in [0, 2\pi)$$

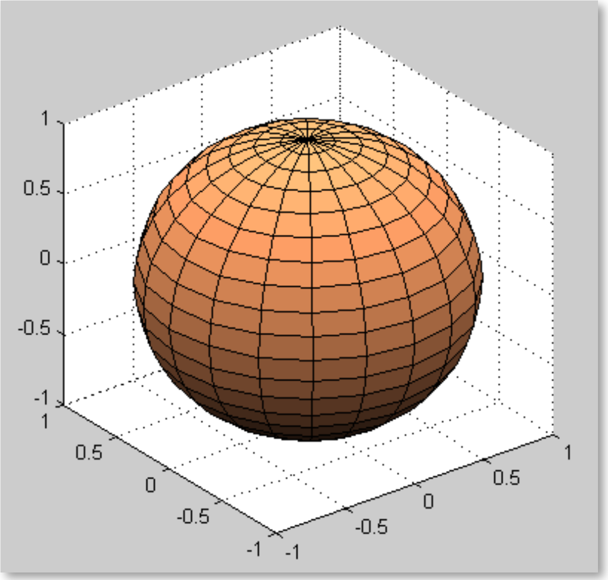


Slide credit: Hao Su

Parametric Surfaces

Sphere in 3D

$$s : \mathbb{R}^2 \to \mathbb{R}^3$$

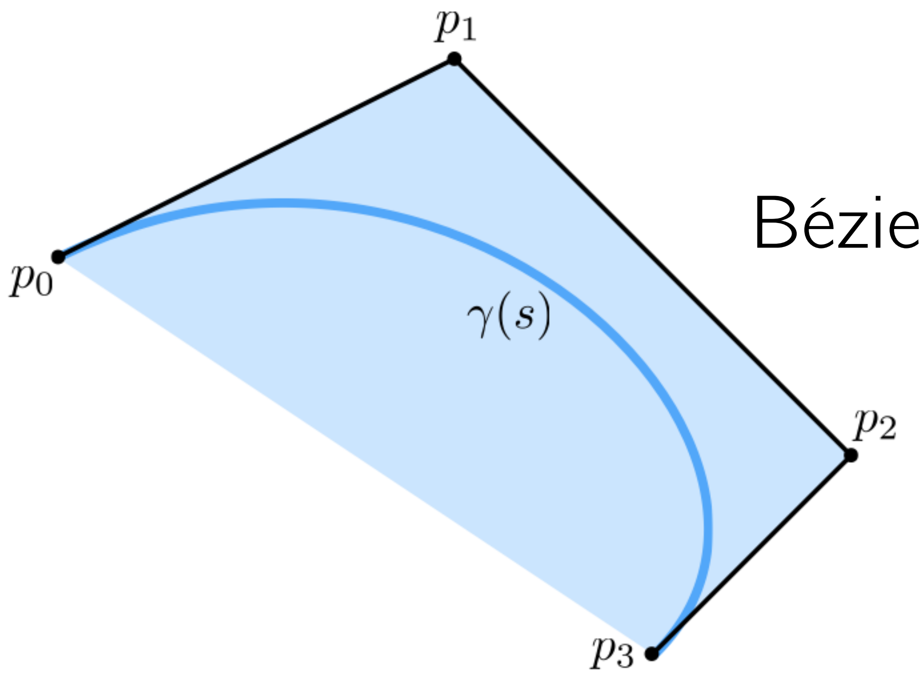


$$s(u, v) = r\left(\cos(u)\cos(v), \sin(u)\cos(v), \sin(v)\right)$$

$$(u, v) \in [0, 2\pi) \times [-\pi/2, \pi/2]$$

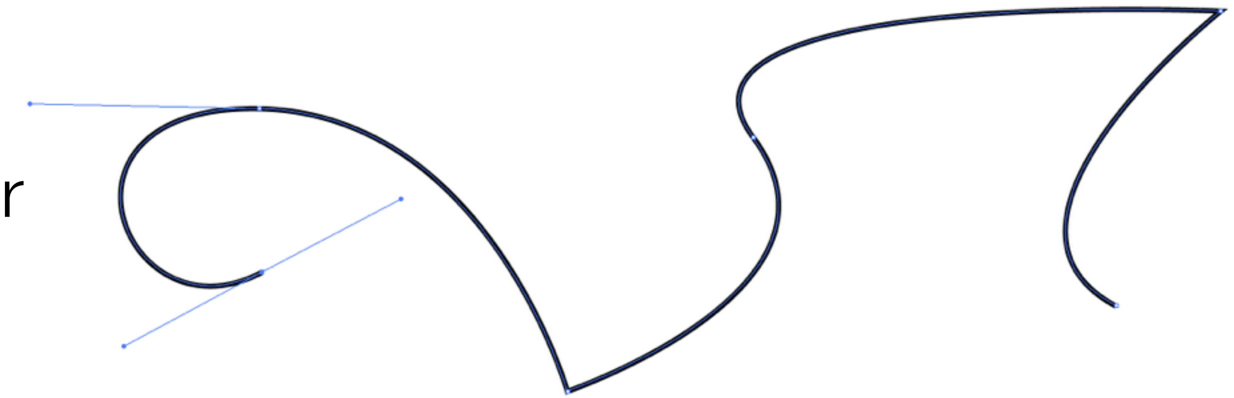
Slide credit: Hao Su

Bézier Curves



Bézier curves

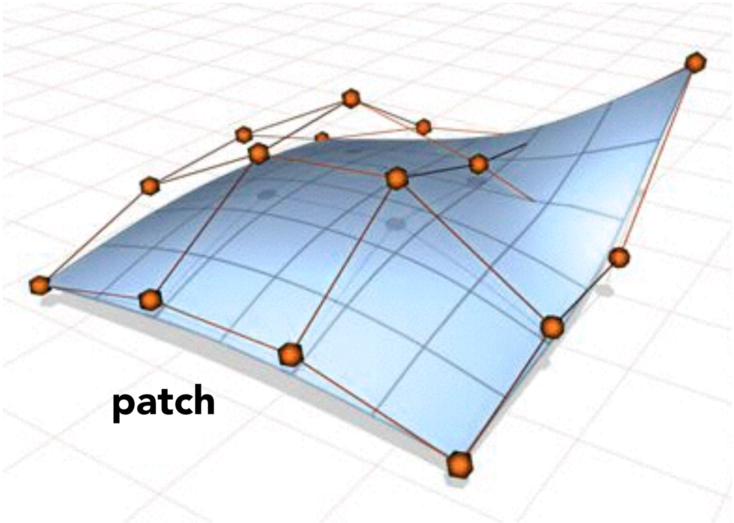
Piecewise Bézier

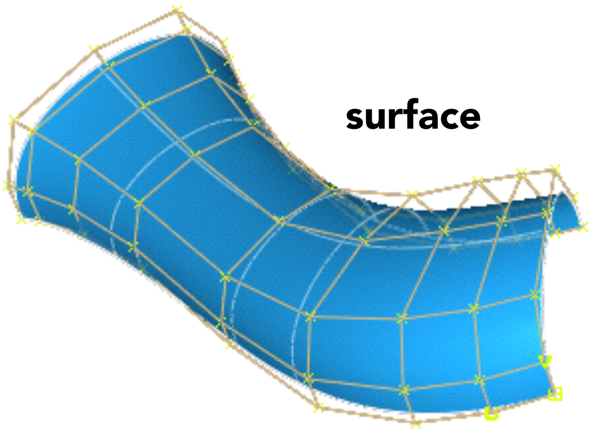


Slide credit: Ren Ng

Bézier Surfaces

Use tensor product of Bézier curves to get a patch:

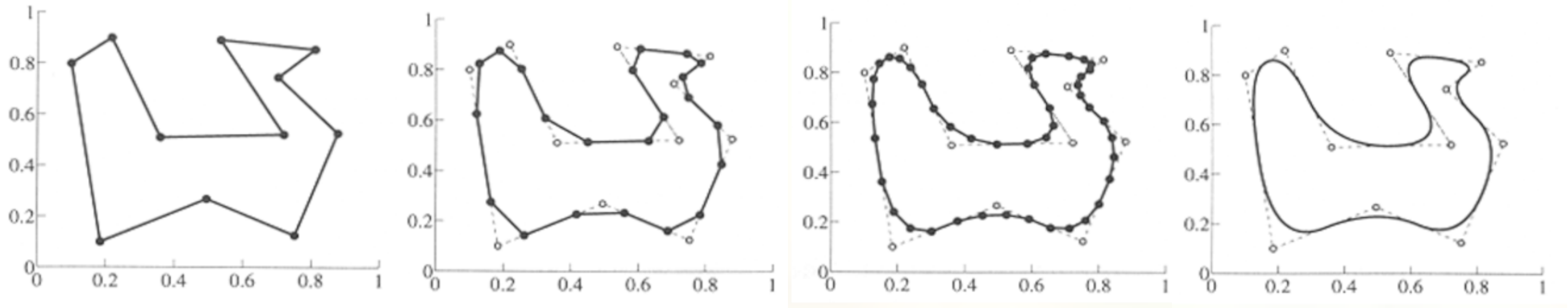




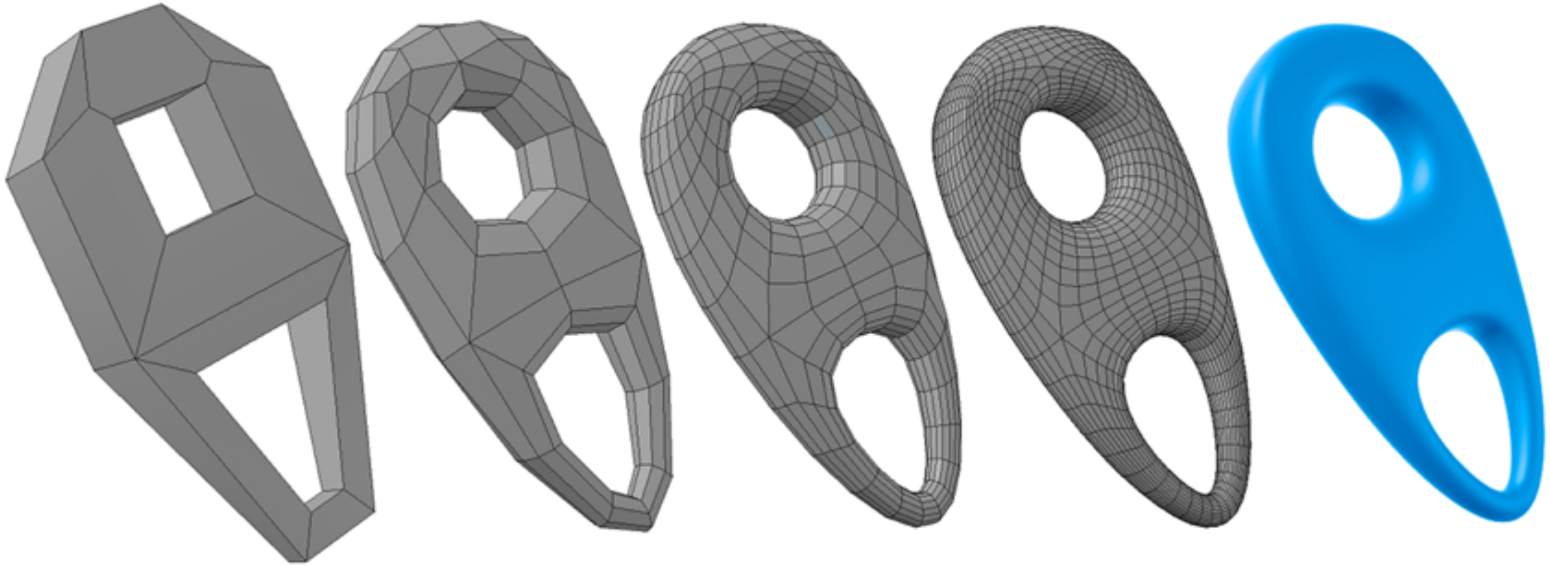
Multiple Bézier patches form a surface.

Slide credit: Ren Ng

Subdivision Curves/Surfaces



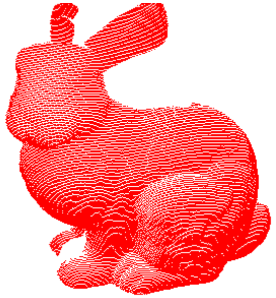
Slide cribbed from Keenan Crane, cribbed from Don Fussell.



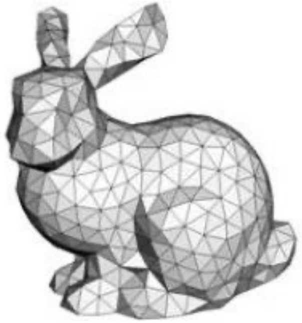
Shape Representations

Explicit

Non-parametric

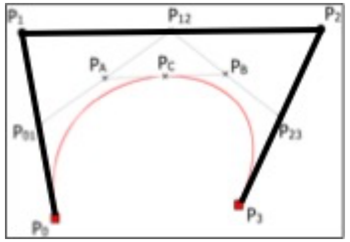


Points

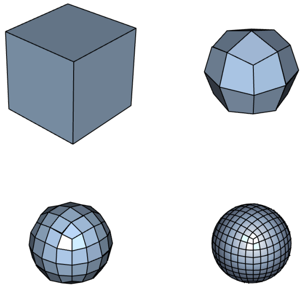


Meshes

Parametric



Splines

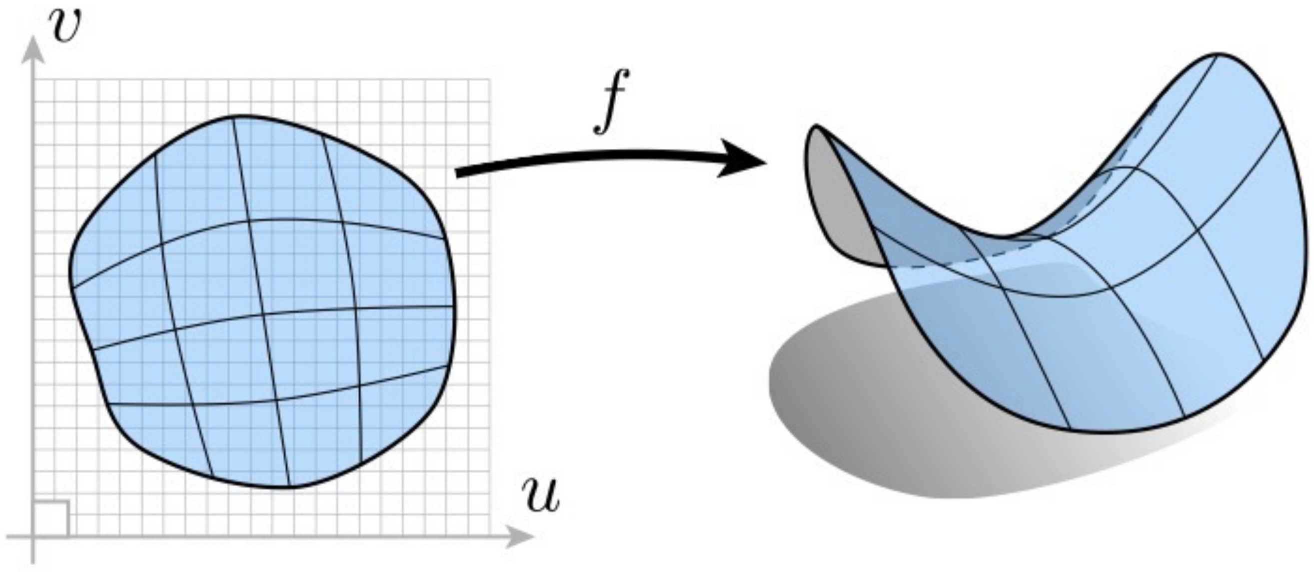


Subdivision
Surfaces

"Explicit" Representations of Geometry

All points are given directly.

Generally: $f : \mathbb{R}^2 \to \mathbb{R}^3; (u, v) \mapsto (x, y, z)$



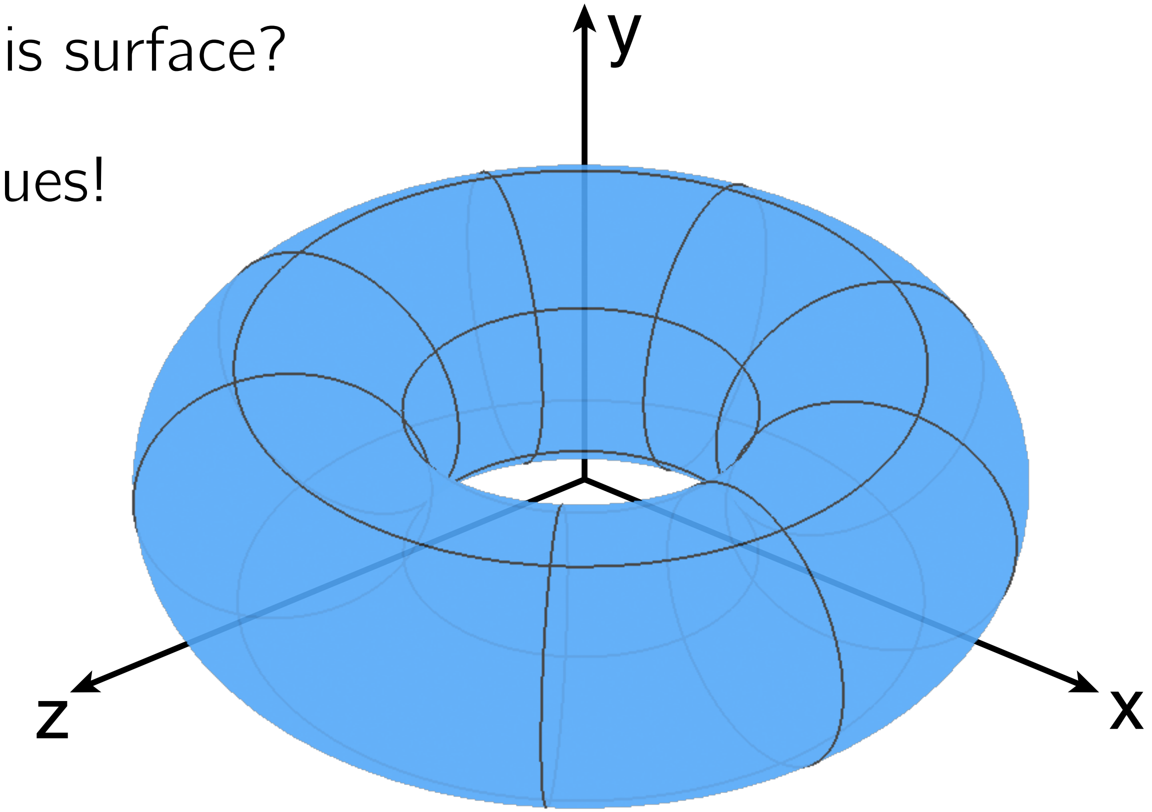
Slide credit: Ren Ng

Explicit Surface – Sampling Is Easy

$$f(u,v) = ((2+\cos u)\cos v, (2+\cos u)\sin v, \sin u)$$

What points lie on this surface?

Just plug in (u, v) values!



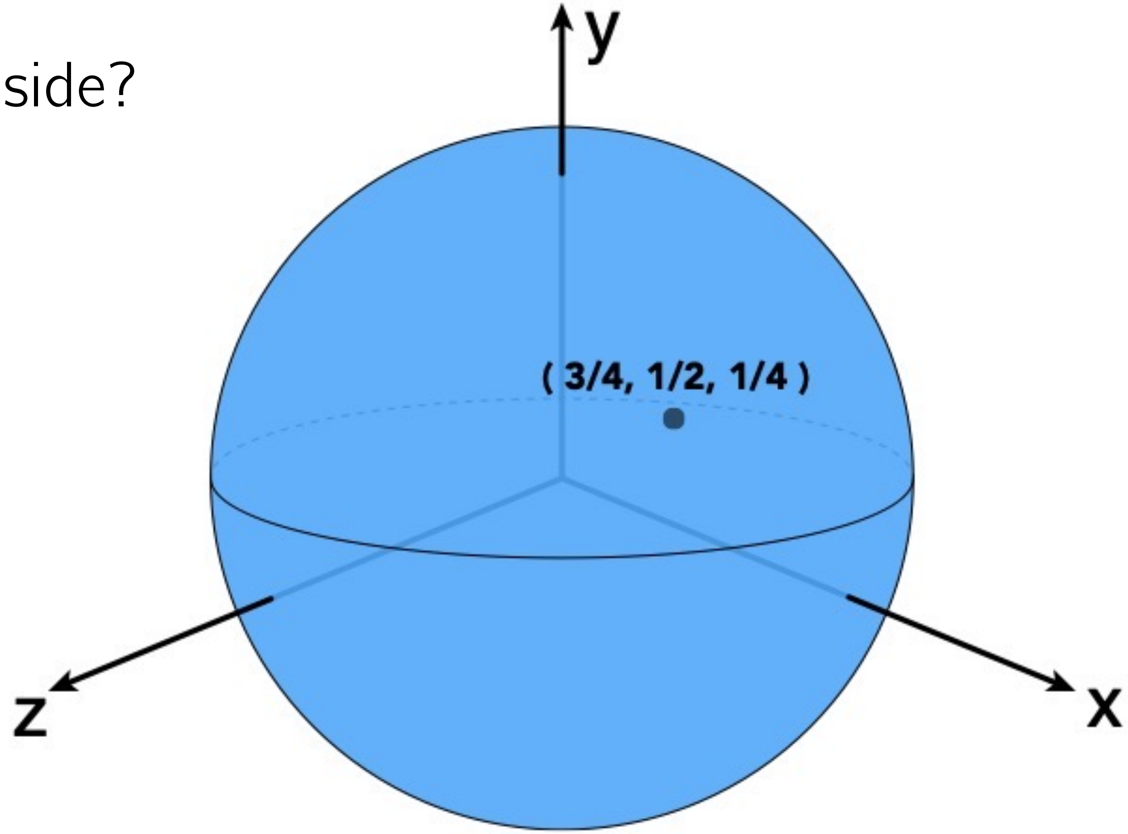
Explicit representations make some tasks easy.

Slide credit: Ren Ng

Explicit Surface – Inside/Outside Test Hard

$$f(u,v) = (\cos u \, \sin v, \sin u \, \sin v, \cos v)$$

Is $(3/4, 1/2, 1/4)$ inside?



Some tasks are hard with explicit representations.

Slide credit: Ren Ng

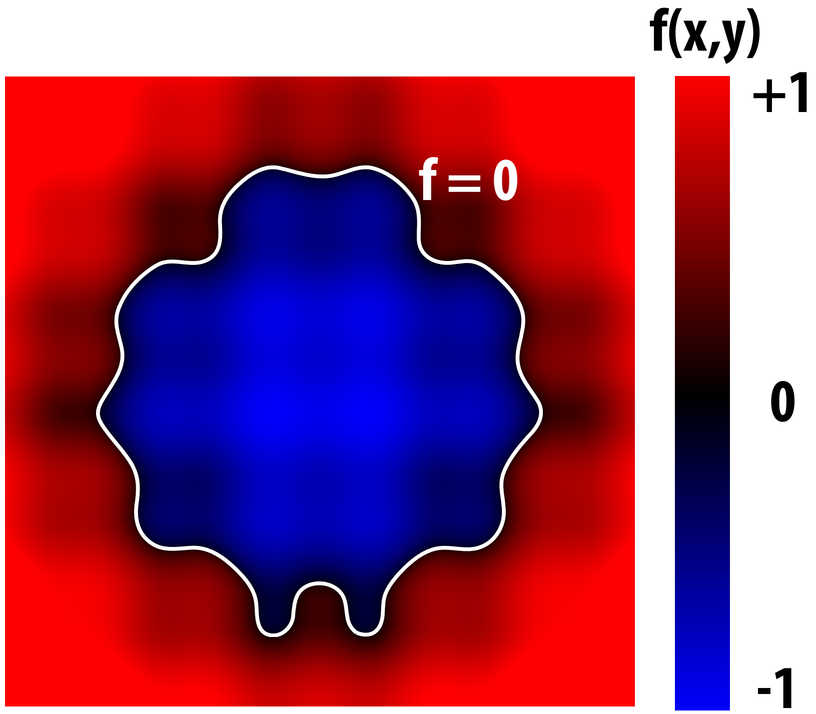
"Implicit" Representations of Geometry

Based on classifying points

- Points satisfy some specified relationship.

E.g., sphere: all points in 3D, where $x^2 + y^2 + z^2 = 1$

More generally, $f(x, y, z) = 0$

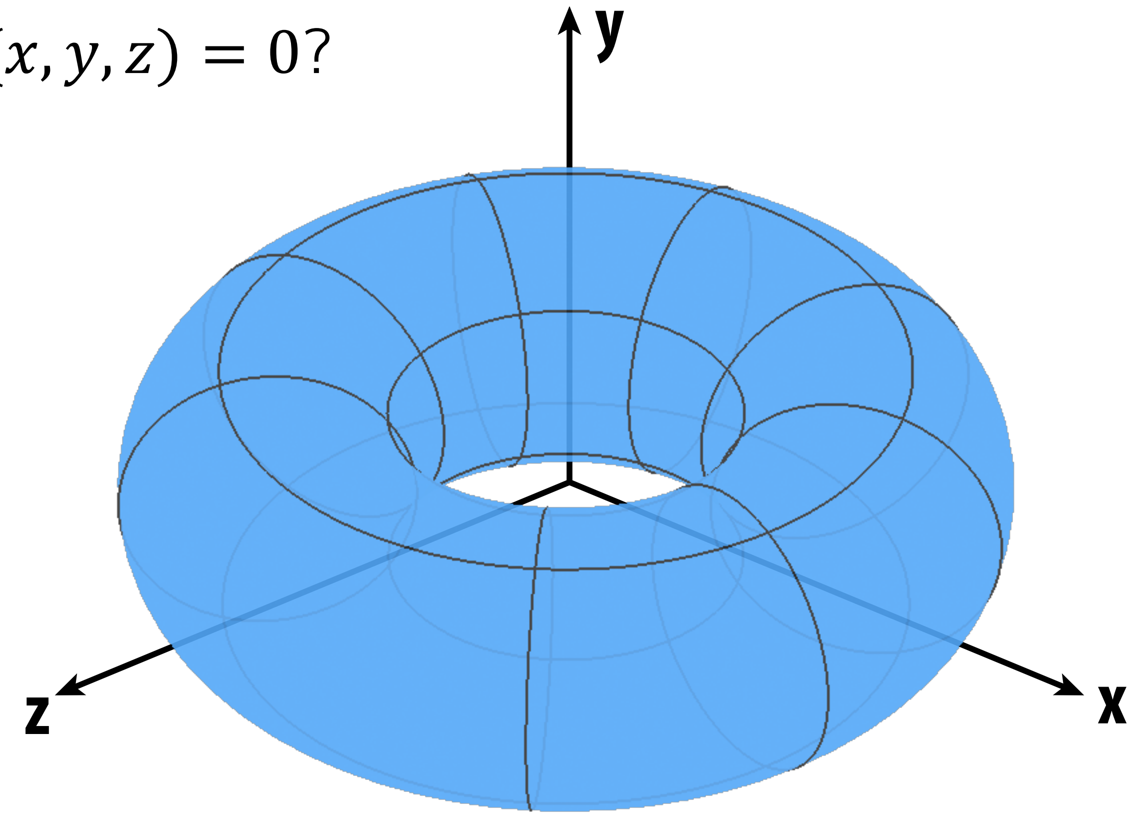


Slide credit: Ren Ng

Implicit Surface – Sampling Can Be Hard

$$f(x,y,z) = (2 - \sqrt{x^2 + y^2})^2 + z^2 - 1$$

What points lie on $f(x, y, z) = 0$?



Some tasks are hard with implicit representations.

Slide credit: Ren Ng

Implicit Surface – Inside/Outside Tests Easy

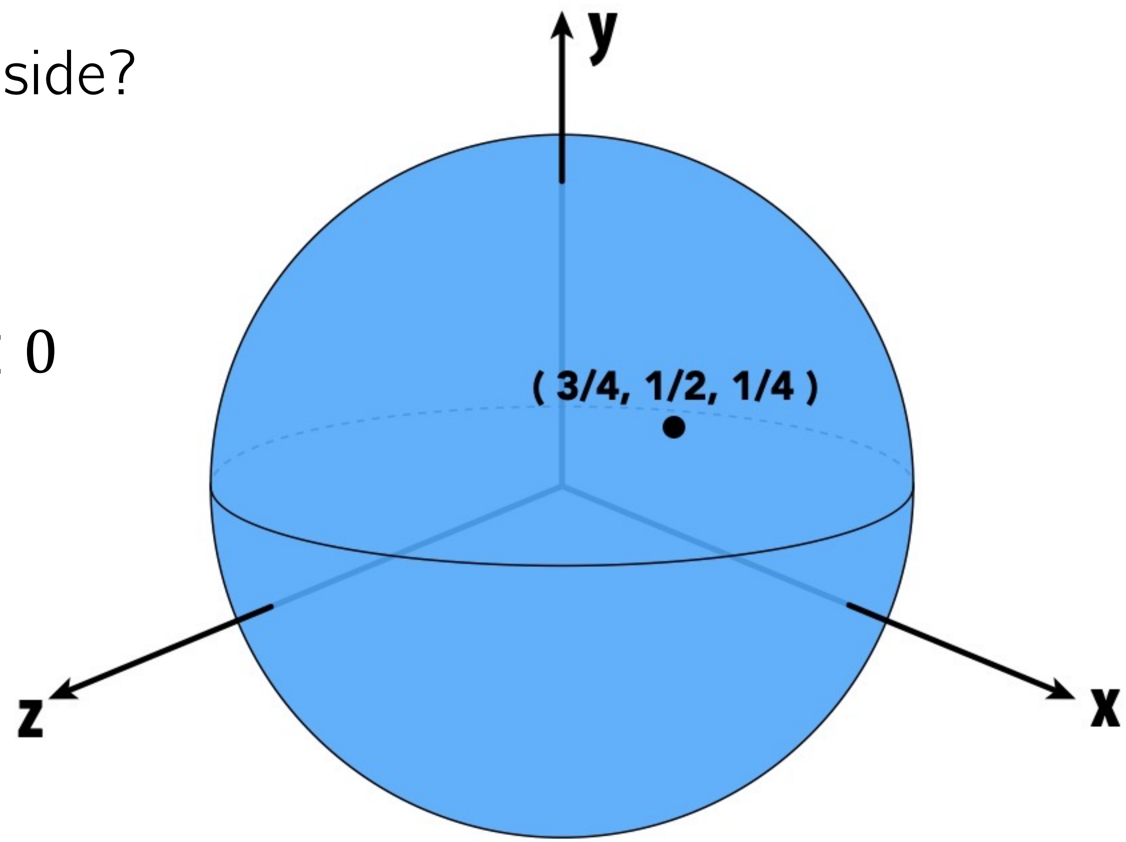
$$f(x,y,z) = x^2 + y^2 + z^2 - 1$$

Is $(3/4, 1/2, 1/4)$ inside?

Just plug it in:

$f(x,y,z) = -1/8 < 0$

Yes, inside.

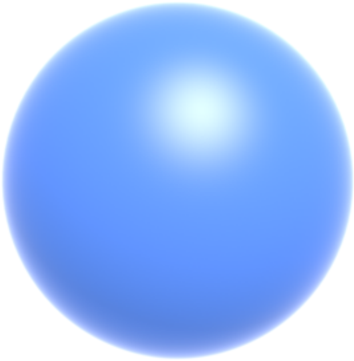


Implicit representations make some tasks easy.

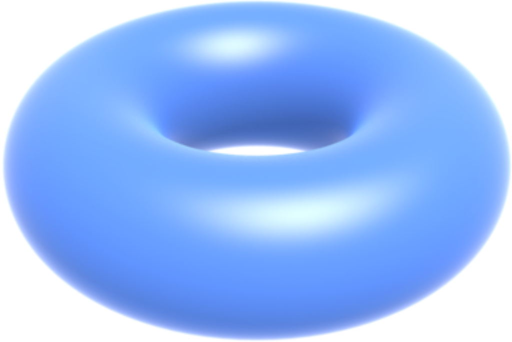
Slide credit: Ren Ng

Algebraic Surfaces (Implicit)

Surface is zero set of a polynomial in x, y, z.



$$x^2+y^2+z^2=1$$



$$(R-\sqrt{x^2+y^2})^2+z^2=r^2$$

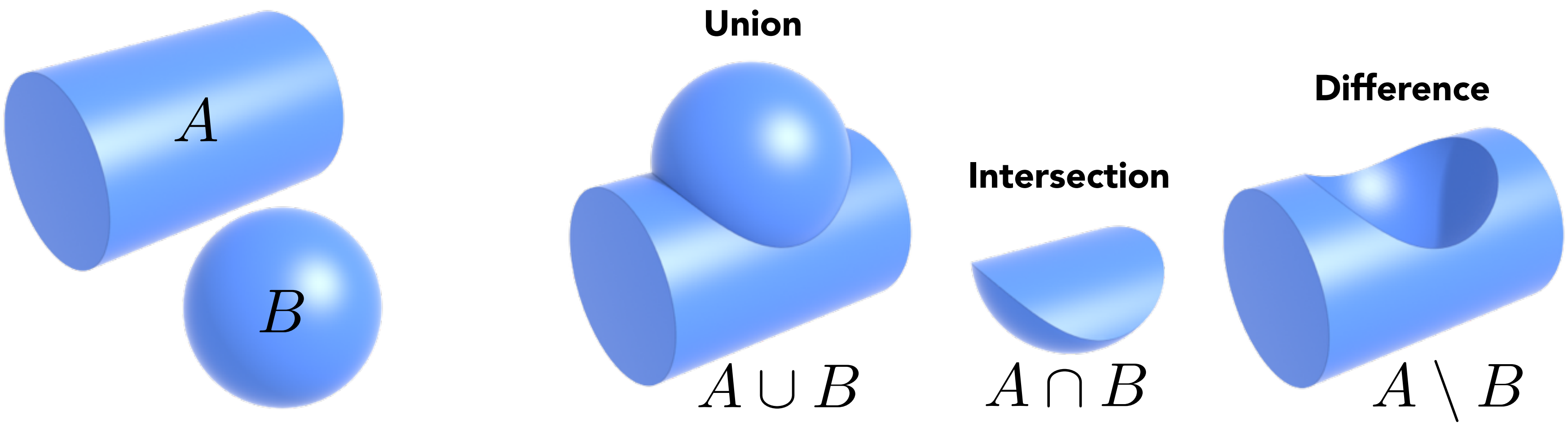
$$(x^2+\frac{9y^2}{4}+z^2-1)^3 = x^2z^3+\frac{9y^2z^3}{80}$$

More complex shapes?

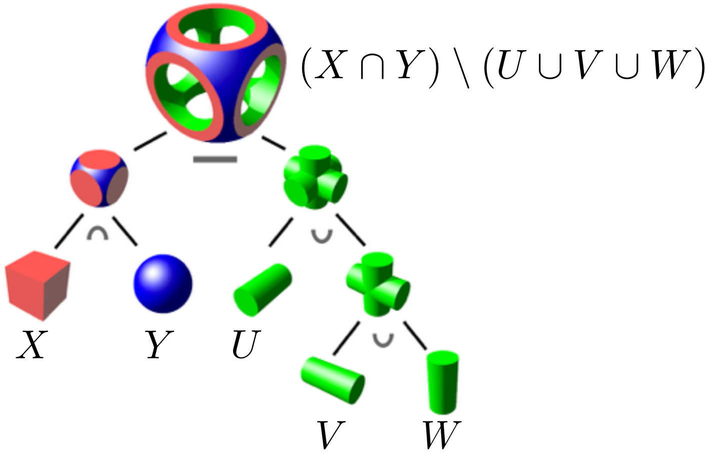
Slide credit: Ren Ng

Constructive Solid Geometry (Implicit)

Combine implicit geometry via Boolean operations



Boolean expressions:

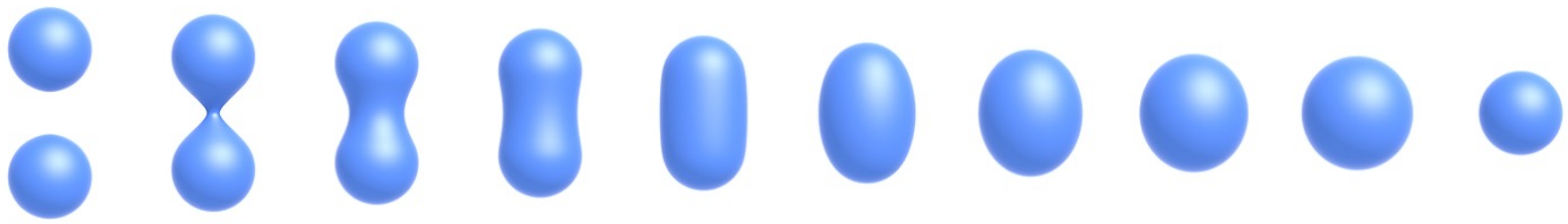


Slide credit: Ren Ng

Distance Functions (Implicit)

Instead of Boolean, gradually blend surfaces together using

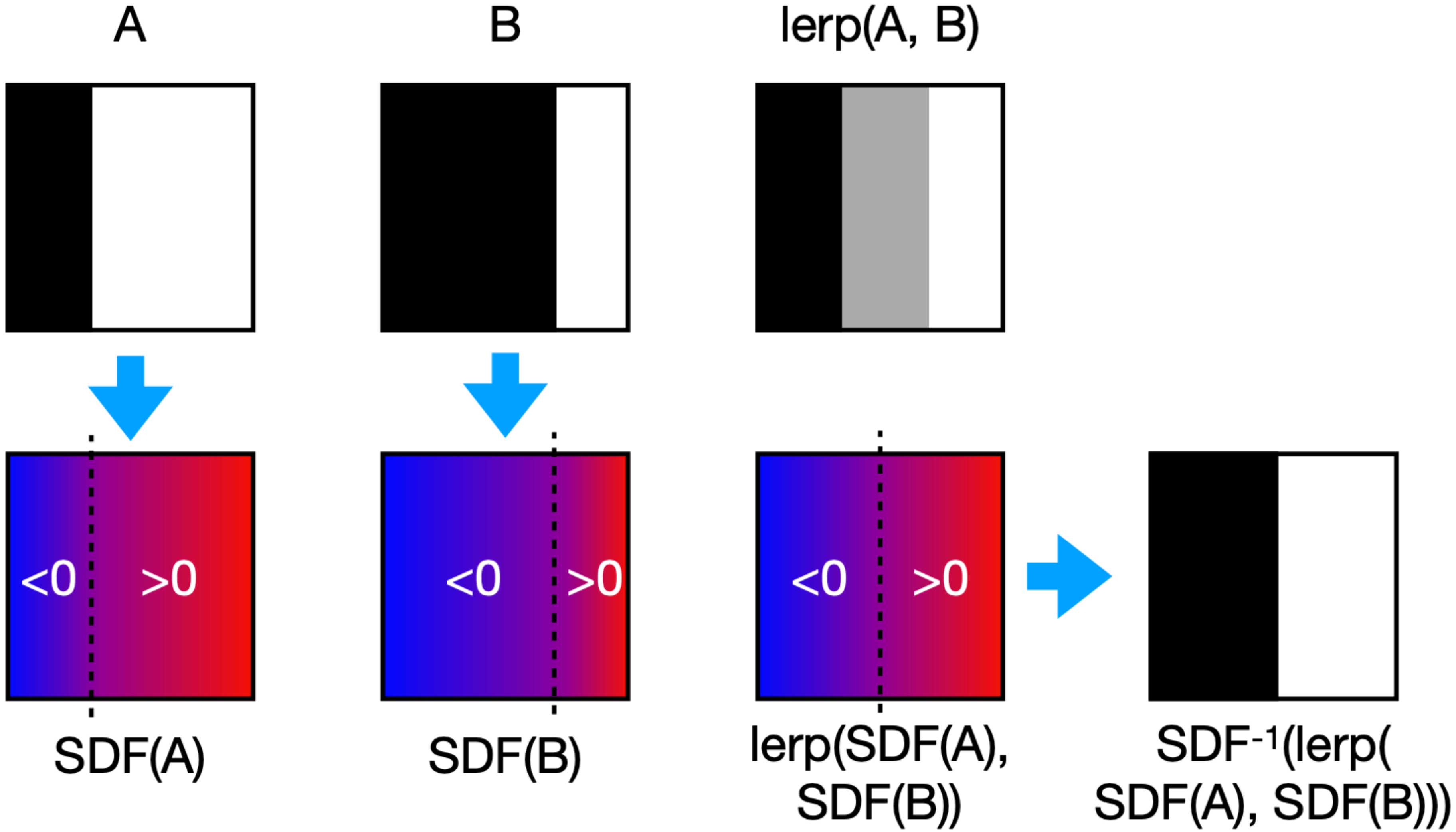
Distance functions:
Giving minimum distance (could be **signed** distance) from anywhere to object



Slide credit: Ren Ng

Distance Functions (Implicit)

Example: Blending (linear interp.) a moving boundary



Scene of Pure Distance Functions (Not Easy!)

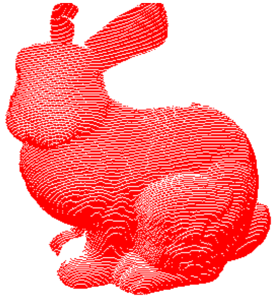
See http://iquilezles.org/www/material/nvscene2008/nvscene2008.htm

Shape Representations

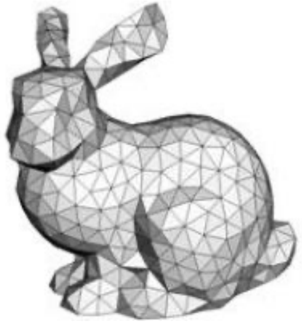
Explicit

Implicit

Non-parametric

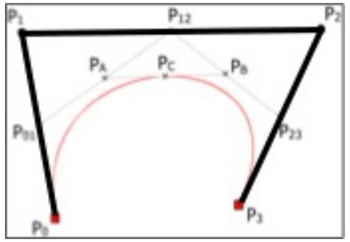


Points

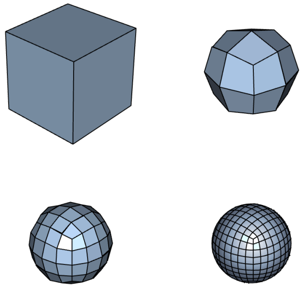


Meshes

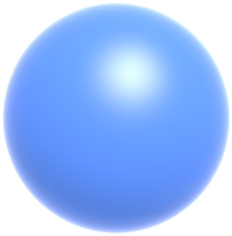
Parametric



Splines

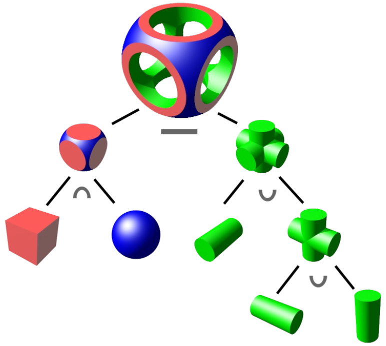


Subdivision Surfaces



$x^2+y^2+z^2=1$

Algebraic Surfaces



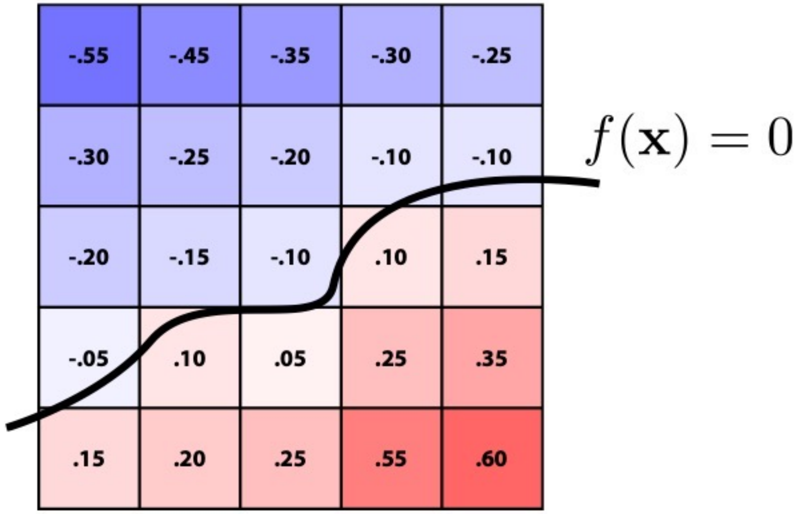
Constructive Solid Geometry

Level Set Methods (Implicit)

Implicit surfaces have some nice features (e.g., merging/splitting).

But hard to describe complex shapes in closed form

Alternative: store a grid of values approximating function

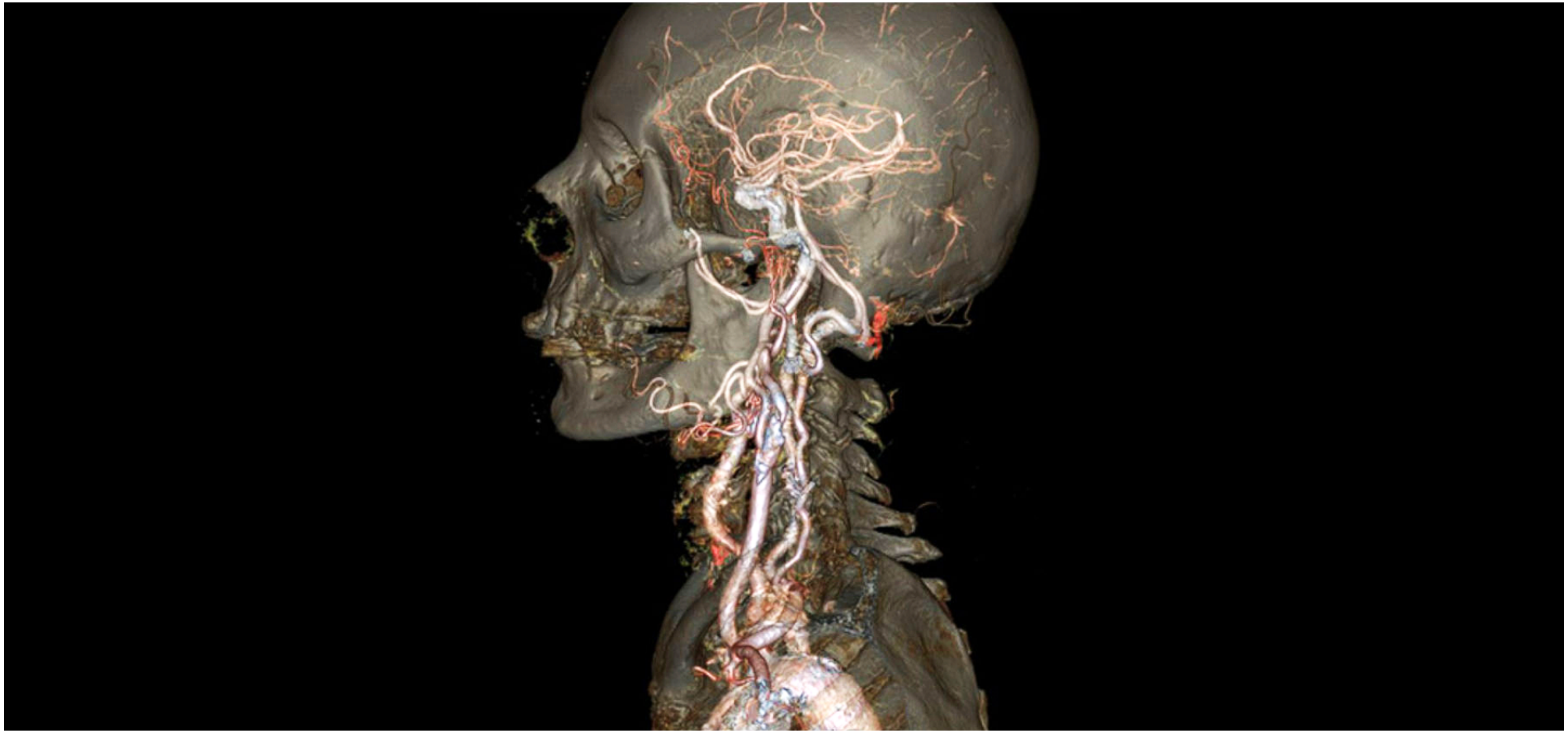


Surface is found where interpolated values equal zero.

Provides much more explicit control over shape (like a texture)

Slide credit: Ren Ng

Level Sets from Medical Data (CT, MRI, etc.)

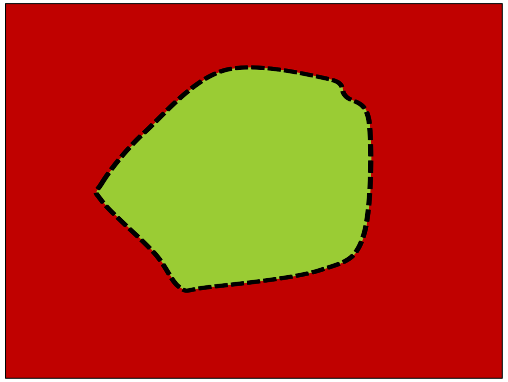
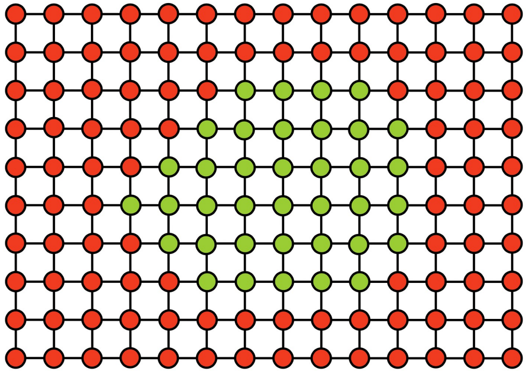
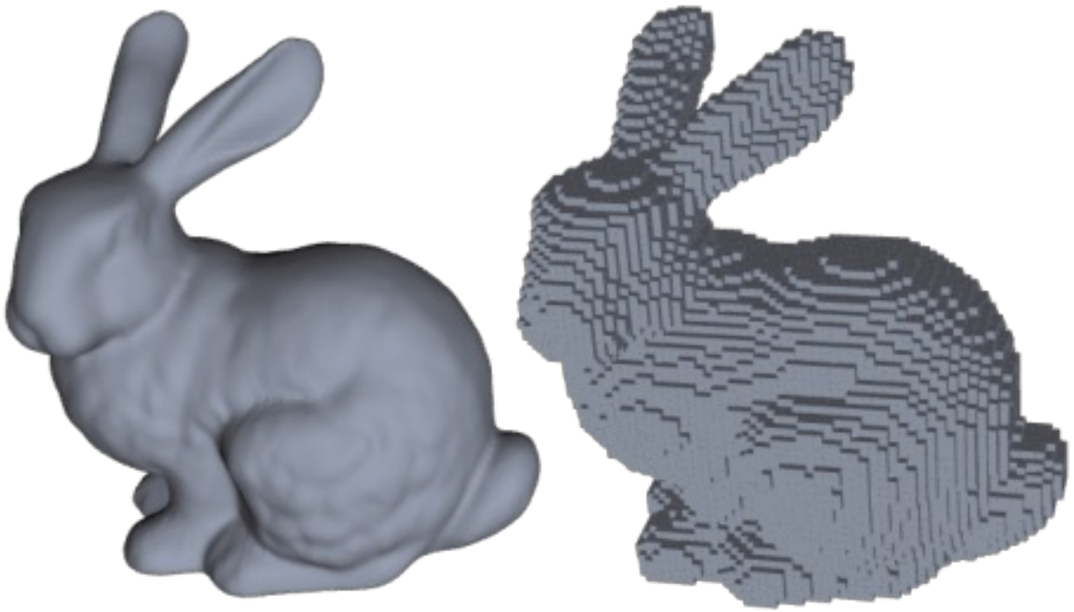


Level sets encode, e.g., constant tissue density

Slide credit: Ren Ng

Related Representation: Voxels

- Binary thresholding the volumetric grid

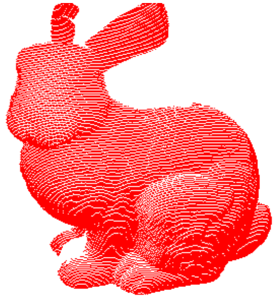




Shape Representations

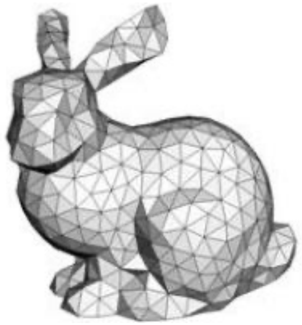
Explicit

Implicit

Non-parametric

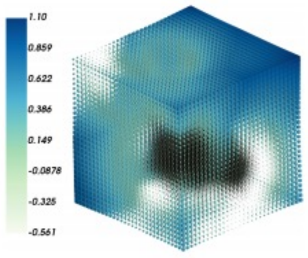


Points



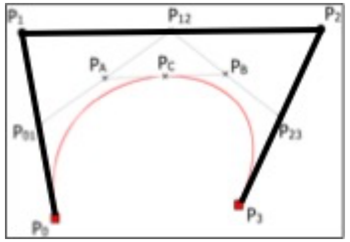
Meshes

Voxels

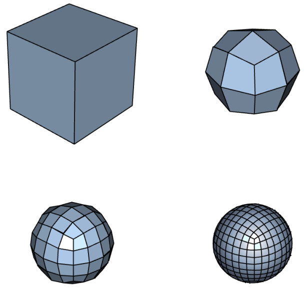


Level Sets

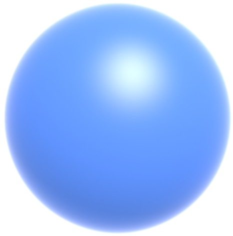
Parametric



Splines

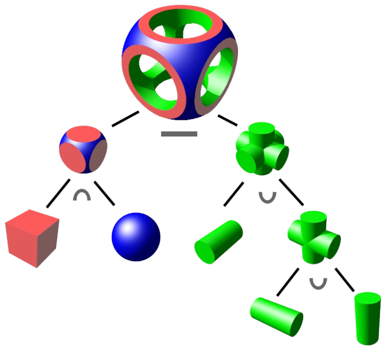


Subdivision Surfaces



$x^2+y^2+z^2=1$

Algebraic Surfaces

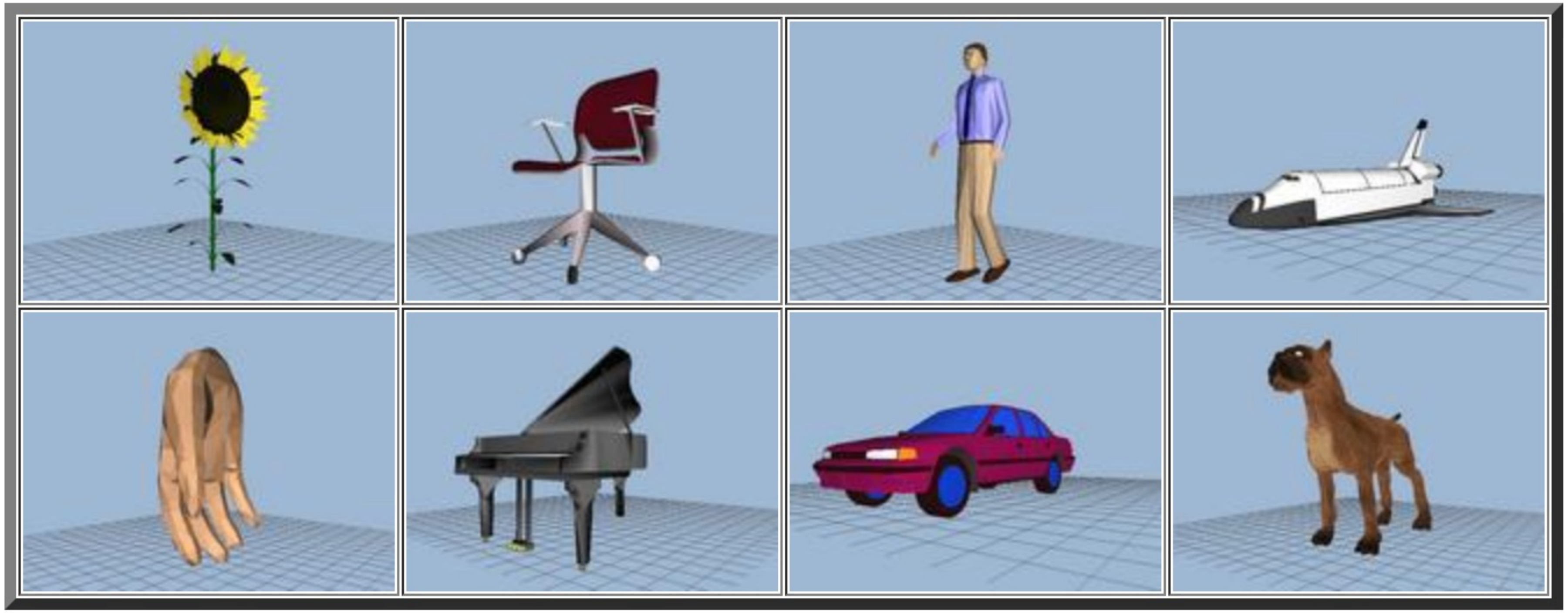


Constructive Solid Geometry

AI + Geometry: Datasets

Princeton Shape Benchmark

- 1814 Models
- 182 Categories



Shilane et al, 2004

Datasets Prior to 2014

Benchmarks	Types	# models	# classes	Avg # models per class
SHREC14LSGTB	Generic	8,987	171	53
PSB	Generic	907+907 (train+test)	90+92 (train+test)	10+10 (train+test)
SHREC12GTB	Generic	1200	60	20
TSB	Generic	10,000	352	28
CCCC	Generic	473	55	9
WMB	Watertight (articulated)	400	20	20
MSB	Articulated	457	19	24
BAB	Architecture	2257	183+180 (function+form)	12+13 (function+form)
ESB	CAD	867	45	19

Table 1. Source datasets from SHREC 2014: *Princeton Shape Benchmark (PSB)* [27], *SHREC 2012 generic Shape Benchmark (SHREC12GTB)* [16], *Toyohashi Shape Benchmark (TSB)* [29], *Konstanz 3D Model Benchmark (CCCC)* [32], *Watertight Model Benchmark (WMB)* [31], *McGill 3D Shape Benchmark (MSB)* [37], *Bonn Architecture Benchmark (BAB)* [33], *Purdue Engineering Shape Benchmark (ESB)* [9].

Datasets for 3D Objects

- Large-scale Synthetic Objects: ShapeNet, 3M models
- ModelNet: absorbed by ShapeNet
- ShapeNetCore: 51.3K models in 55 categories

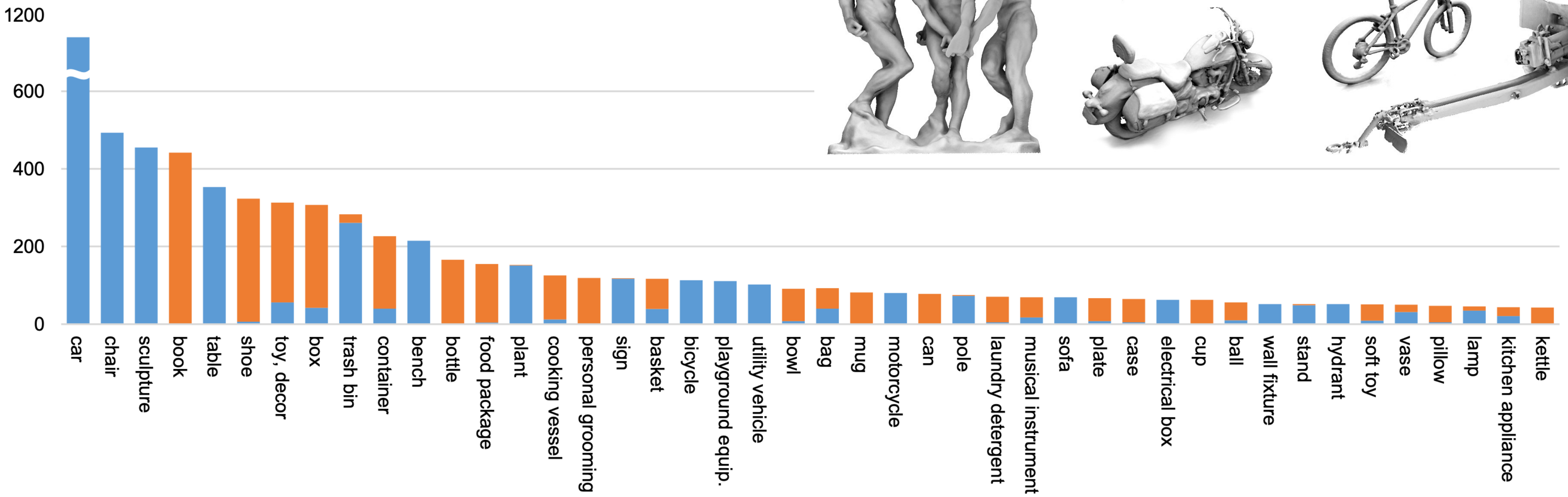
Chang et al. ShapeNet. arXiv 2015
Wu et al. 3D ShapeNets. CVPR 2015

Objverse (800K) and Objverse-XL (10M)

Deitke et al. 2022, 2023

Object Scan

- 10,933 RGBD scans
- 441 models



Choi et al, arXiv 2016

CO3D

- 19,000 videos
- 50 categories

Reizenstein et al. ICCV 2021

From Objects to Parts

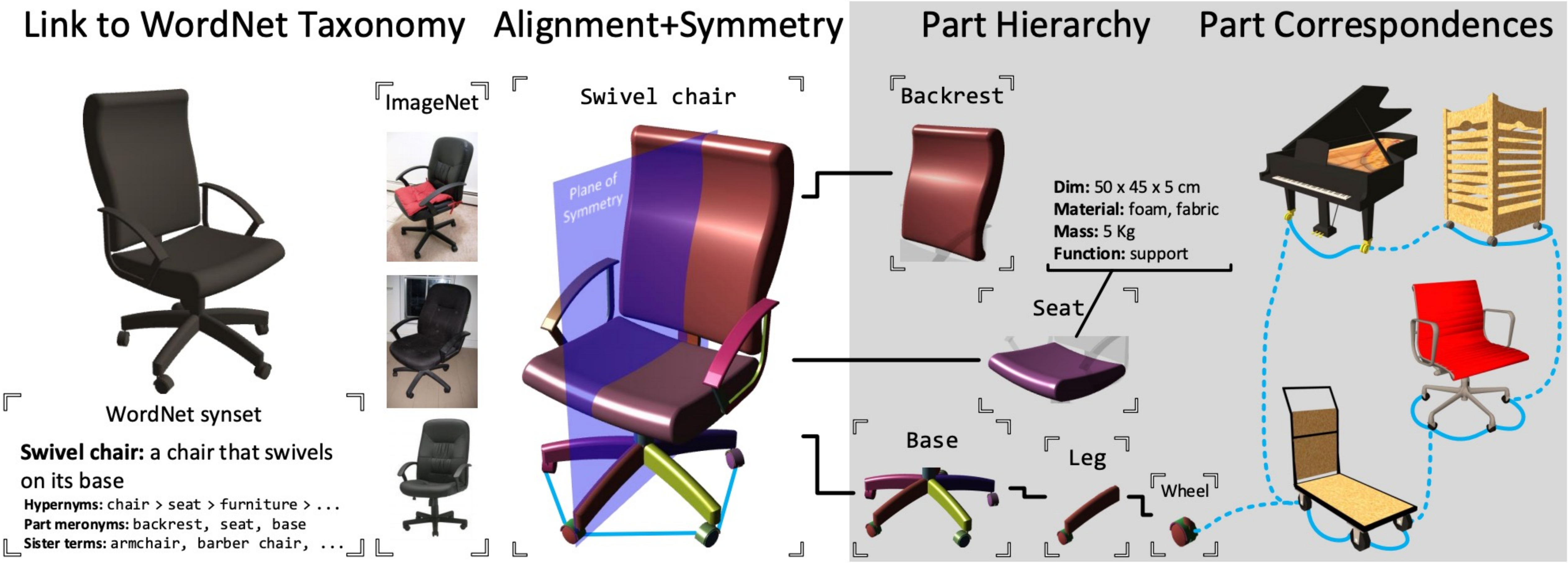
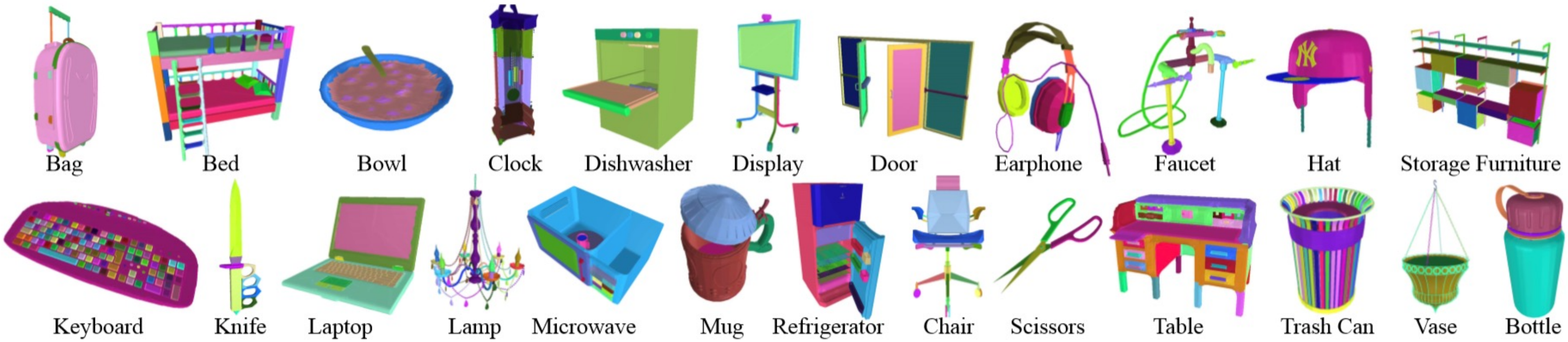


Figure from the ShapeNet paper, Chang et al. arXiv 2015

Datasets for 3D Object Parts

Fine-grained Parts: PartNet

- Fine-grained (+mobility)
- Instance-level
- Hierarchical



Mo et al. CVPR 2019. Slide credit: Hao Su

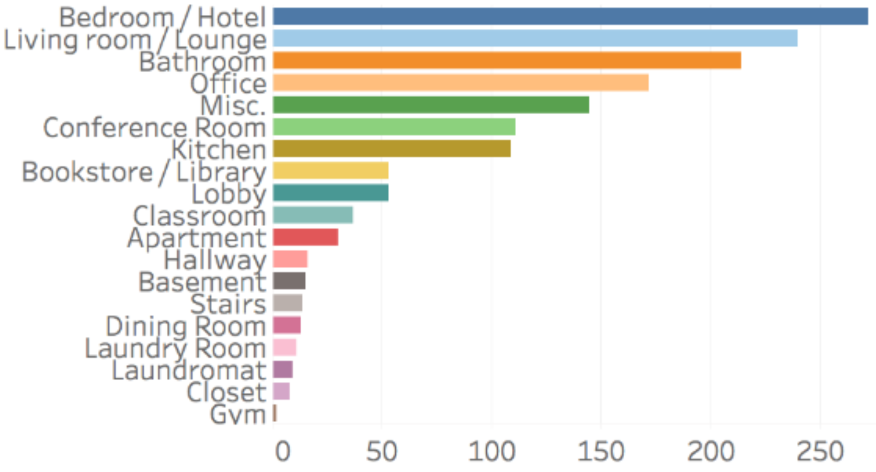
Datasets for Indoor 3D Scenes

Scanned Real Scenes: ScanNet

- 2.5M Views in 1,500 RGBD scans
- 3D camera poses
- Surface reconstructions
- Instance-level semantic segmentations

Most recently:

- ARKitScenes,
- ScanNet++ (with DSLR images)

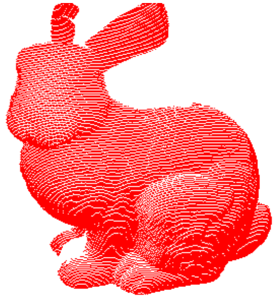
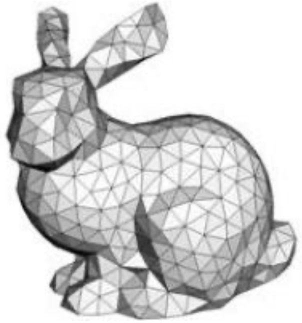
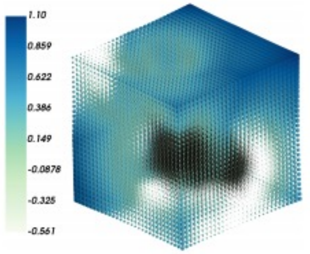
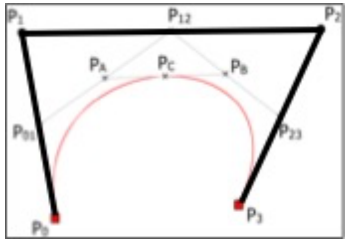
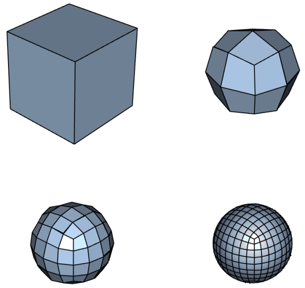
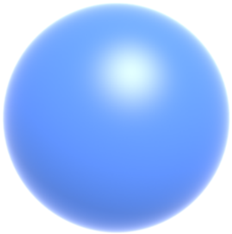
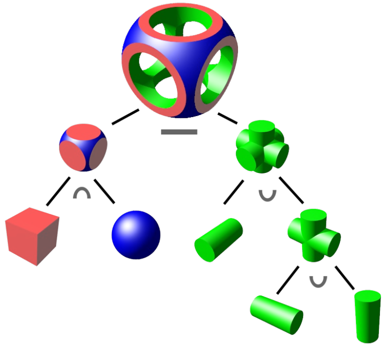


Dai et al. CVPR 2017

AI + Geometry: Tasks

- $P(S)$ or $P(S|c)$ --- Generative models
  - Learning (conditional) shape priors
  - Shape generation, completion, & geometry data processing
- $P(c|S)$ --- Discriminative models
  - Learning shape descriptors
  - Shape classification, segmentation, view estimation, etc.
- Joint modeling of 3D and 2D data
  - Large-scale 2D datasets & very good pretrained models
  - Differentiable projection/back-projection & differentiable/neural rendering
- Joint modeling of multi-modal data beyond visual (e.g., text)

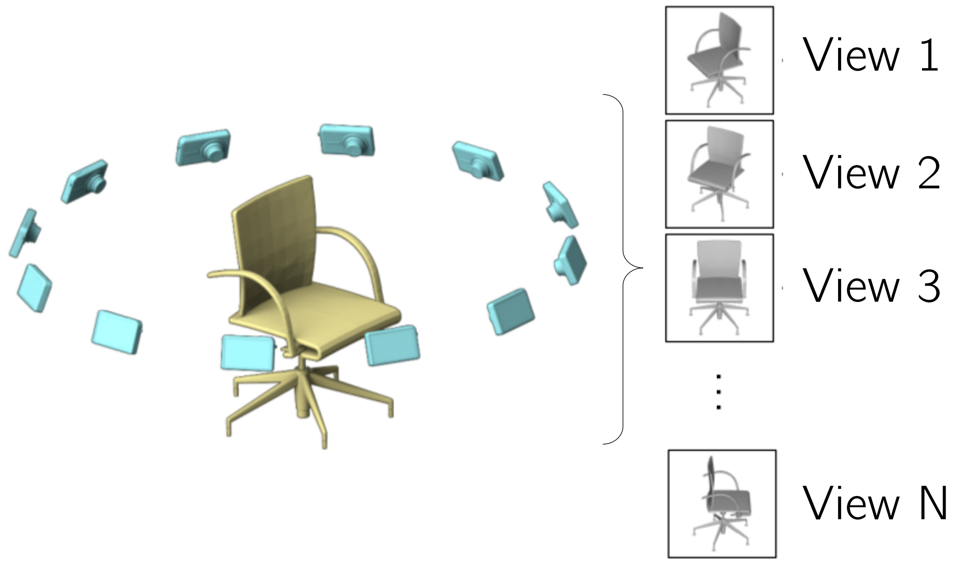
AI + Geometry: Which Representation?

	Explicit		Implicit (Eulerian)	
Non-parametric	 Points	 Meshes	 Voxels	 Level Sets
Parametric	 Splines	 Subdivision Surfaces	 $x^2+y^2+z^2=1$ Algebraic Surfaces	 Constructive Solid Geometry

Multi-View CNN

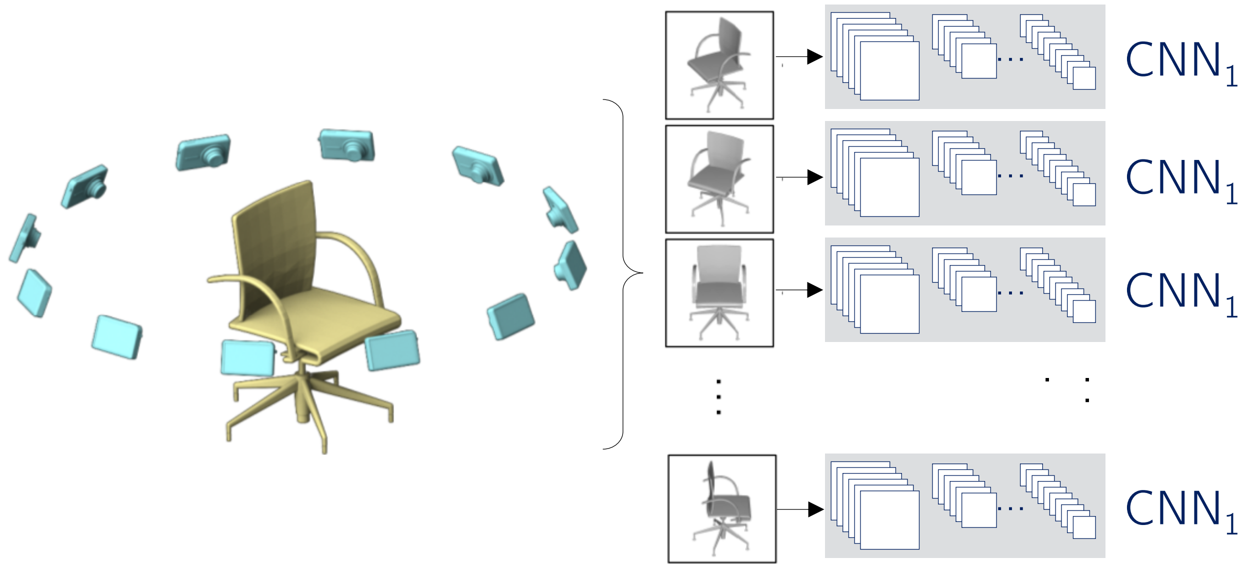
Su et al. ICCV 2015

Multi-View CNN



Su et al. ICCV 2015

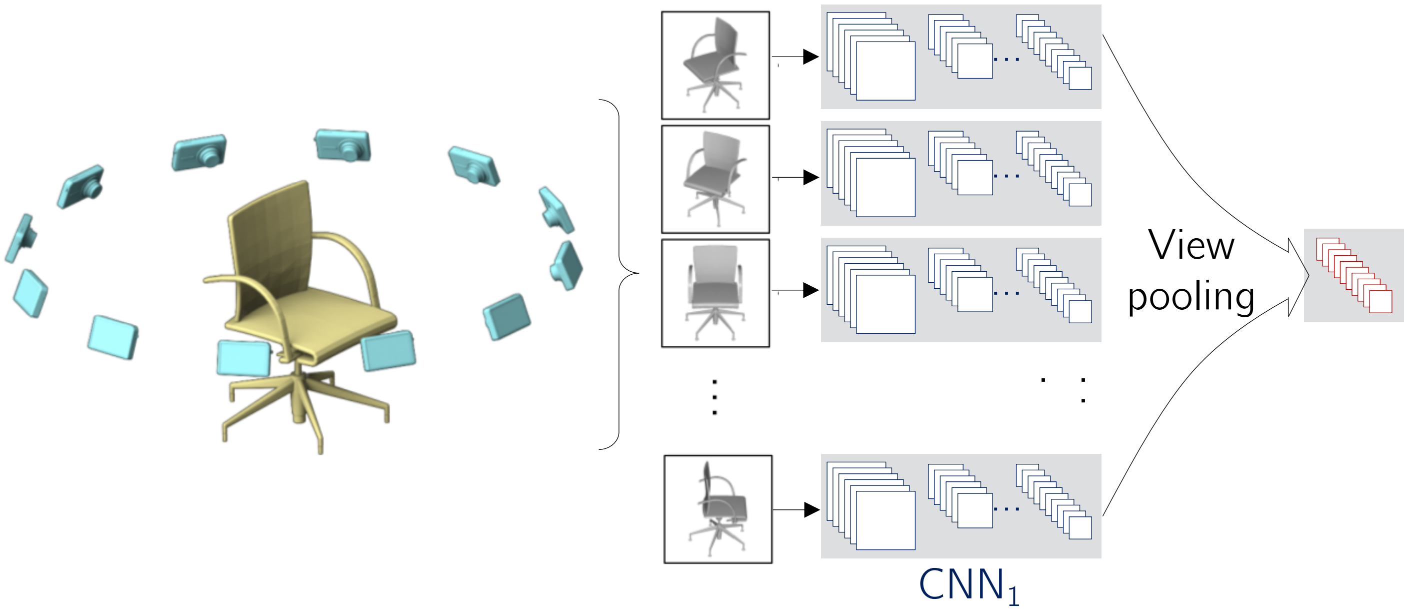
Multi-View CNN



CNN_1: a ConvNet extracting image features

Su et al. ICCV 2015

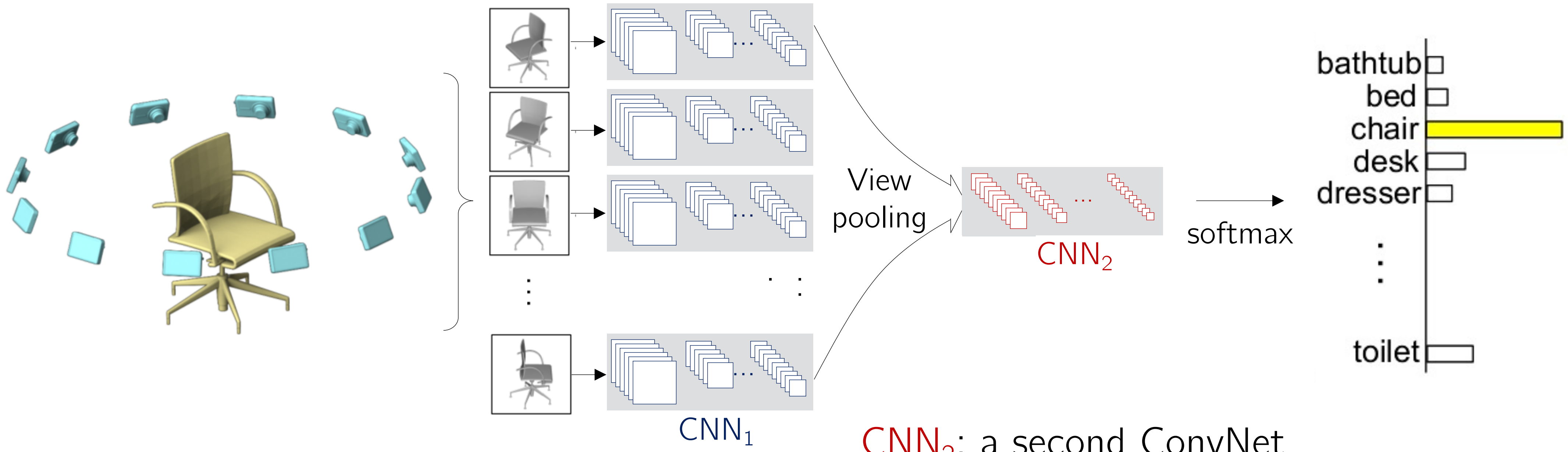
Multi-View CNN



View pooling: element-wise max-pooling across all views

Su et al. ICCV 2015

Multi-View CNN



CNN_2: a second ConvNet producing shape descriptors

Su et al. ICCV 2015

Experiments – Classification & Retrieval

	Method	Classification (Accuracy)	Retrieval (mAP)
Non-deep	SPH	68.2%	33.3%
	LFD	75.5%	40.9%
	3D ShapeNets	77.3%	49.2%
	FV, 12 views	84.8%	43.9%
	CNN, 12 views	88.6%	62.8%
	MVCNN, 12 views	**89.9%**	70.1%
	MVCNN+metric, 12 views	89.5%	**80.2%**
	MVCNN, 80 views	90.1%	70.4%
	MVCNN+metric, 80 views	**90.1%**	**79.5%**

On ModelNet 40

Su et al. ICCV 2015

Multi-View Representations

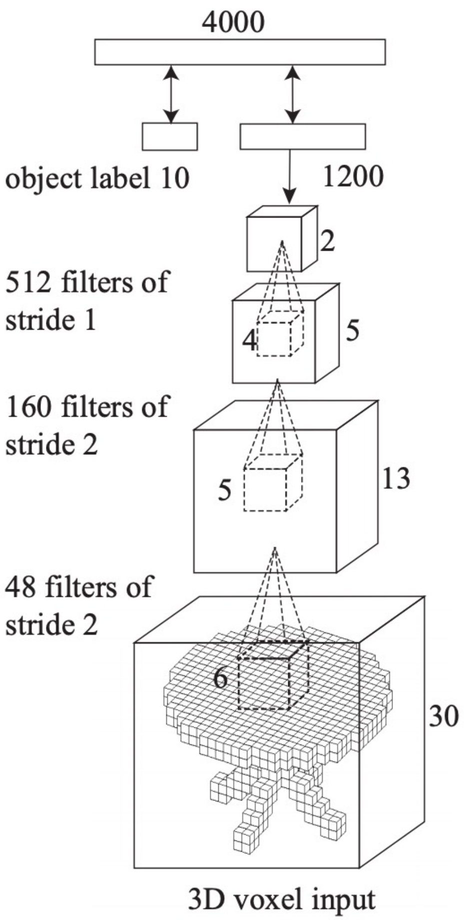
- Indeed gives good performance
- Can leverage vast literature of image classification
- Can use pretrained features

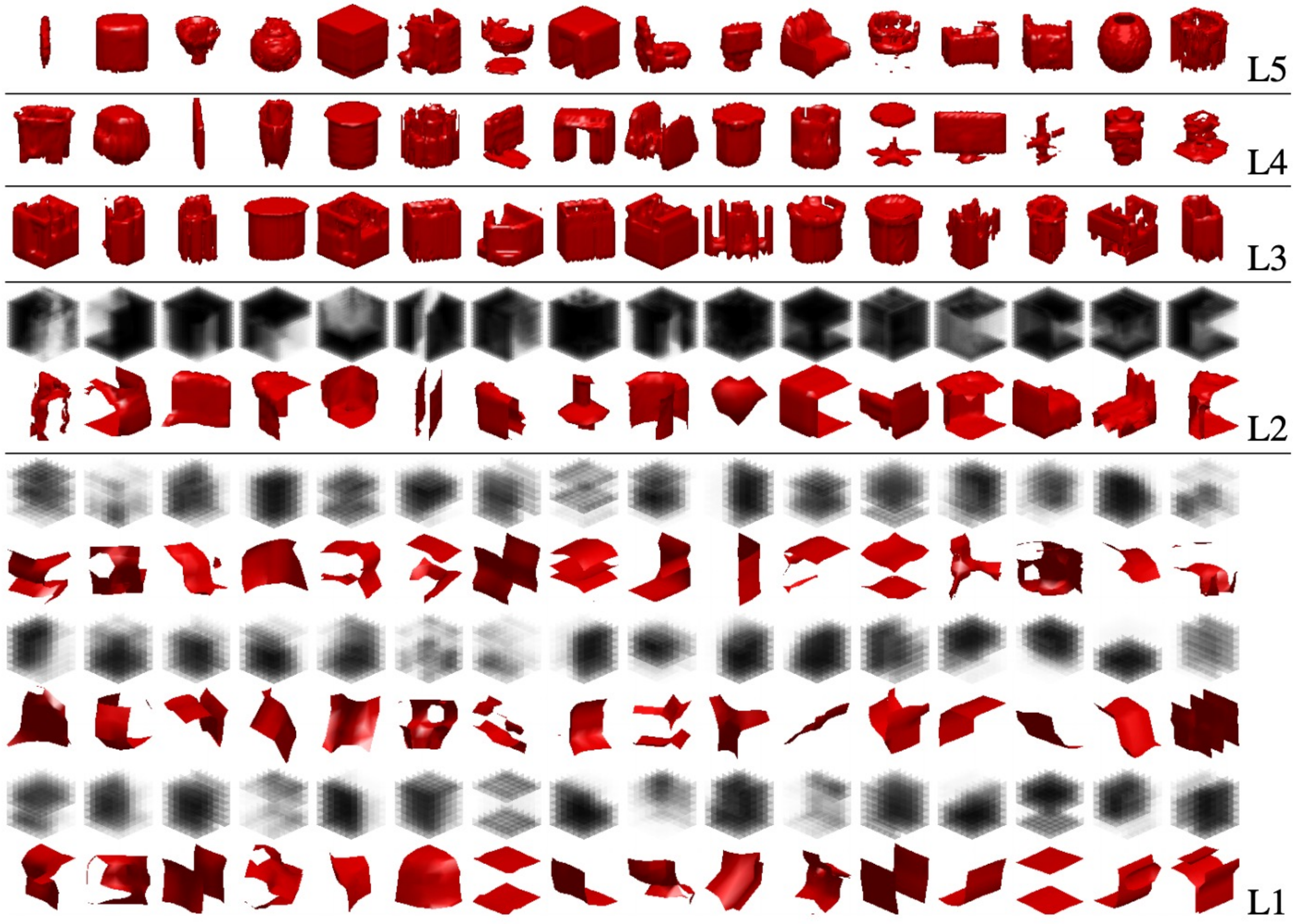
- Need projection
- What if the input is noisy and/or incomplete? e.g., point cloud

Slide Credit: Hao Su

Pixels -> Voxels

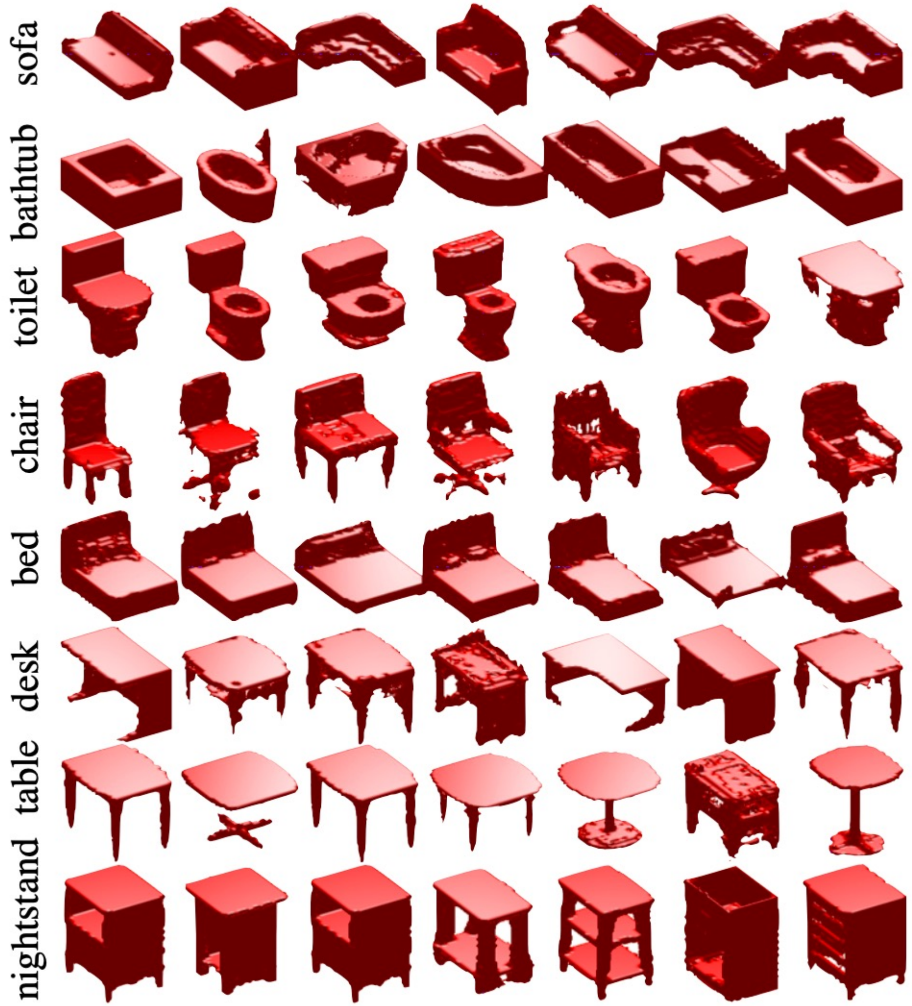
- 3D Conv Deep Belief Networks (CDBN)





Wu et al. CVPR 2015

Generative Modeling

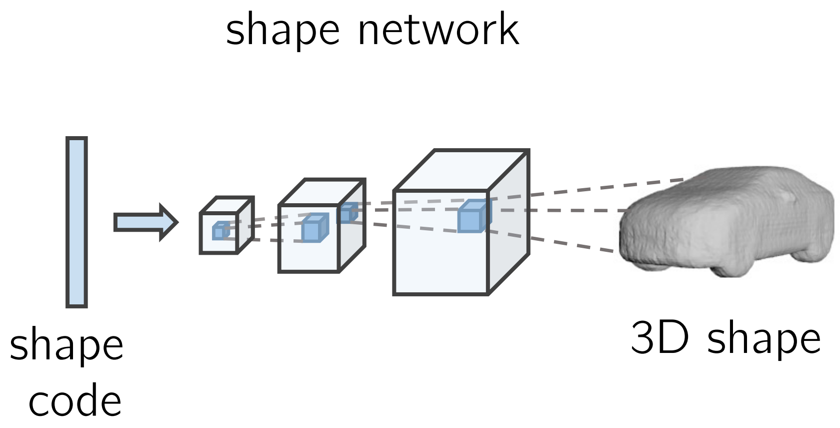


10 classes	SPH [18]	LFD [8]	Ours
classification	79.79 %	79.87 %	**83.54%**
retrieval AUC	45.97%	51.70%	**69.28%**
retrieval MAP	44.05%	49.82%	**68.26%**
40 classes	SPH [18]	LFD [8]	Ours
classification	68.23%	75.47%	**77.32%**
retrieval AUC	34.47%	42.04%	**49.94%**
retrieval MAP	33.26%	40.91%	**49.23%**

Table 1: **Shape Classification and Retrieval Results.**

Wu et al. CVPR 2015

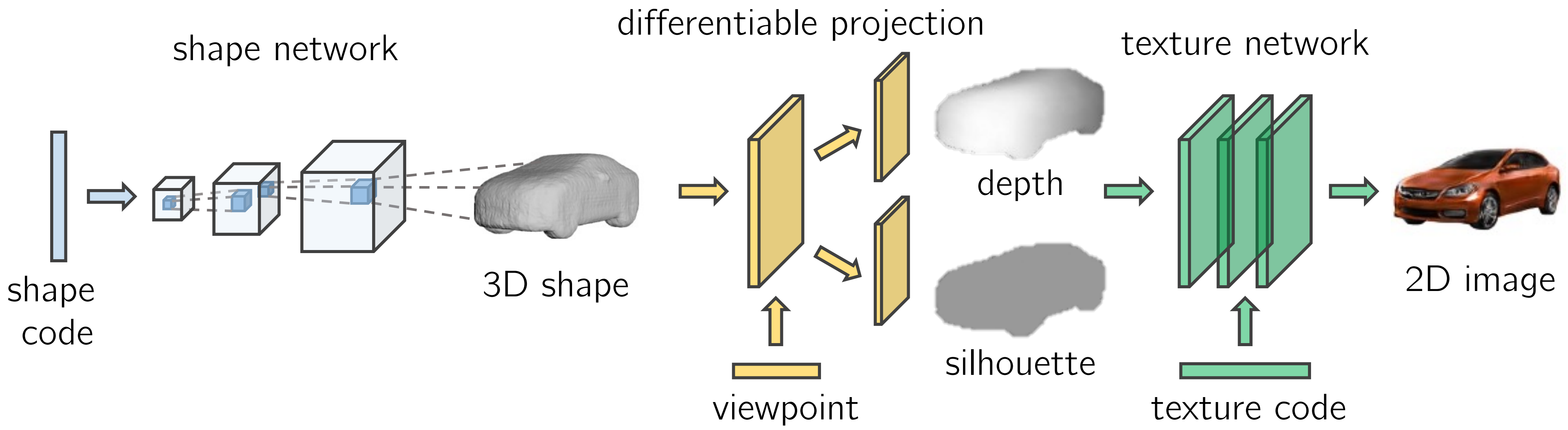
3D-GANs

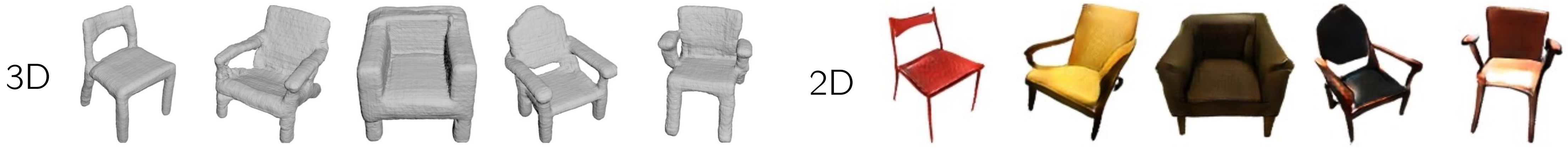


3D

Wu et al. NeurIPS 2016

Visual Object Networks (Geometry + Rendering)





Wu et al. NeurIPS 2016

Zhu et al. NeurIPS 2018

Editing viewpoint, shape, and texture

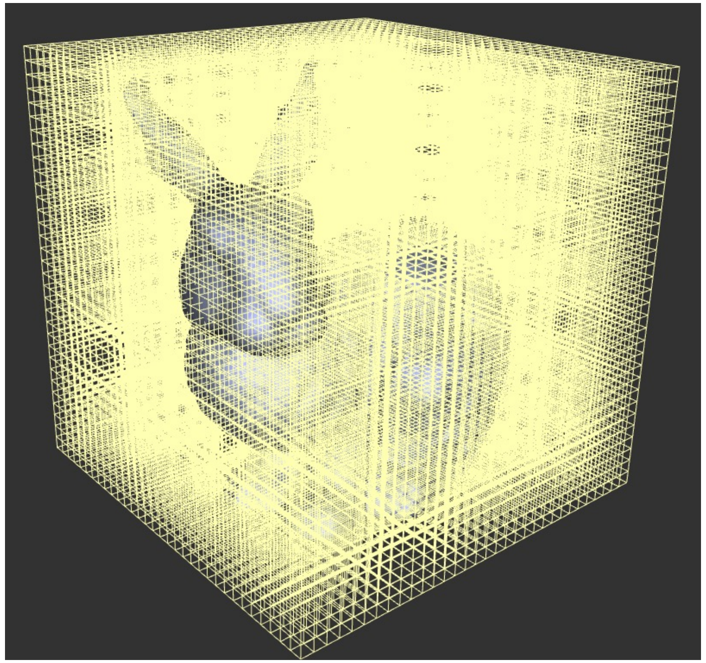
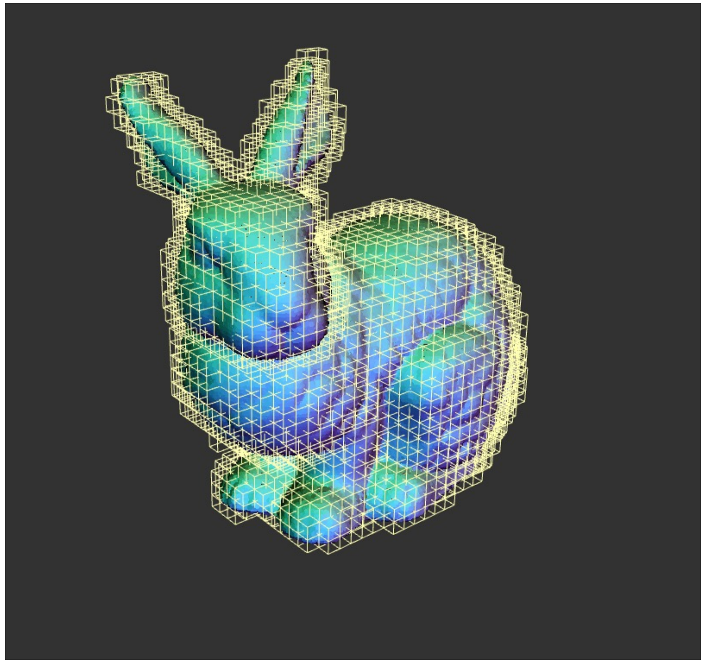
Interpolation in the latent space

Transferring shape and texture

Zhu et al. NeurIPS 2018

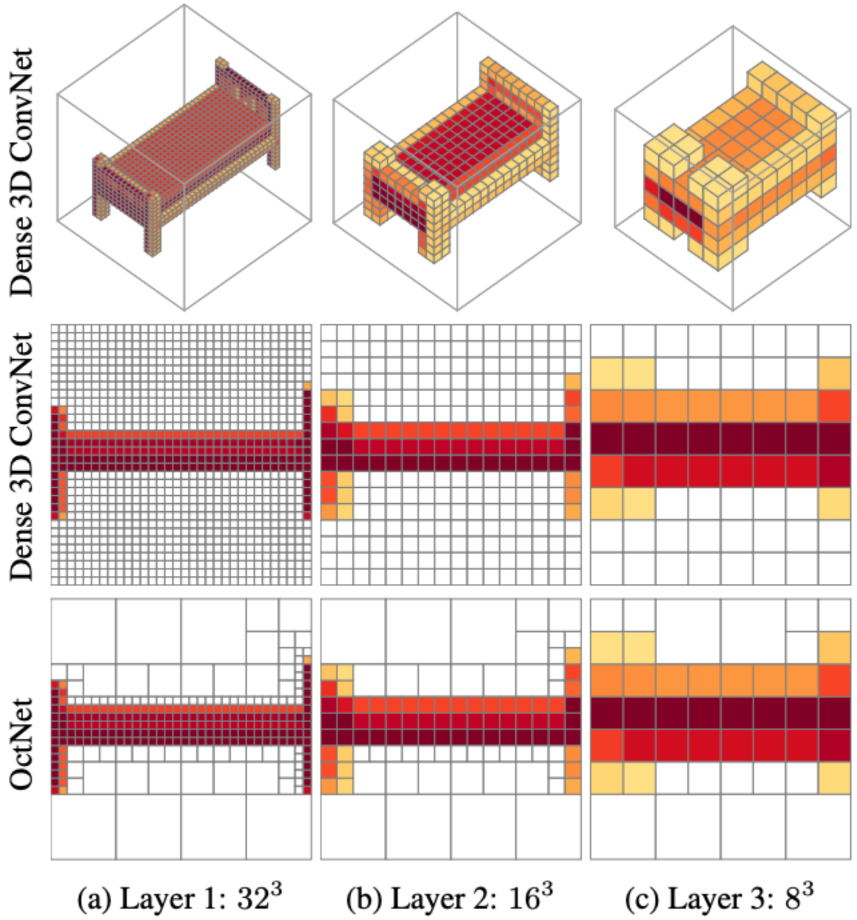
Octave Tree Representations

- Store the sparse surface signals
- Constrain the computation near the surface

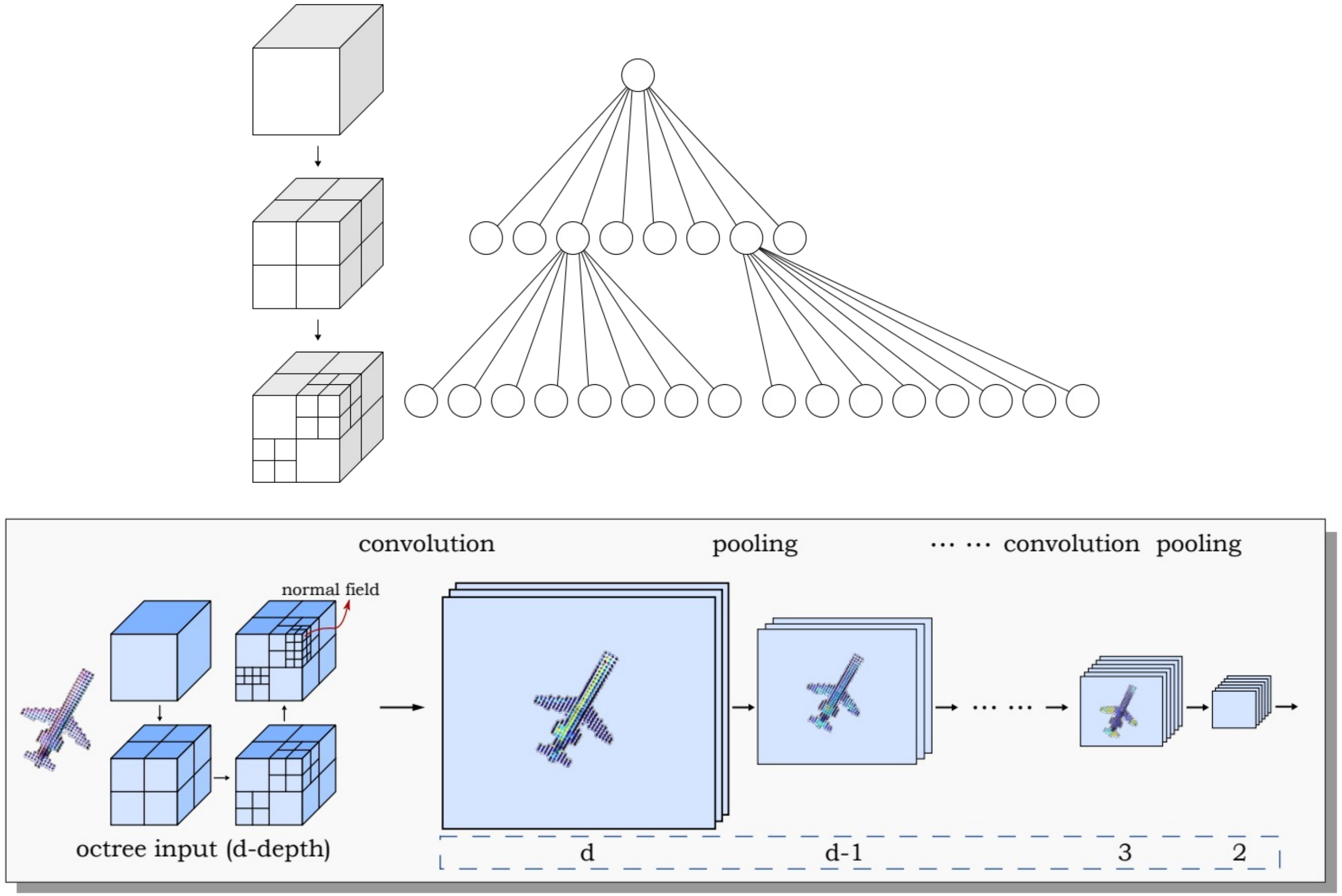
 

Slide Credit: Hao Su

Octree: Recursively Partition the Space

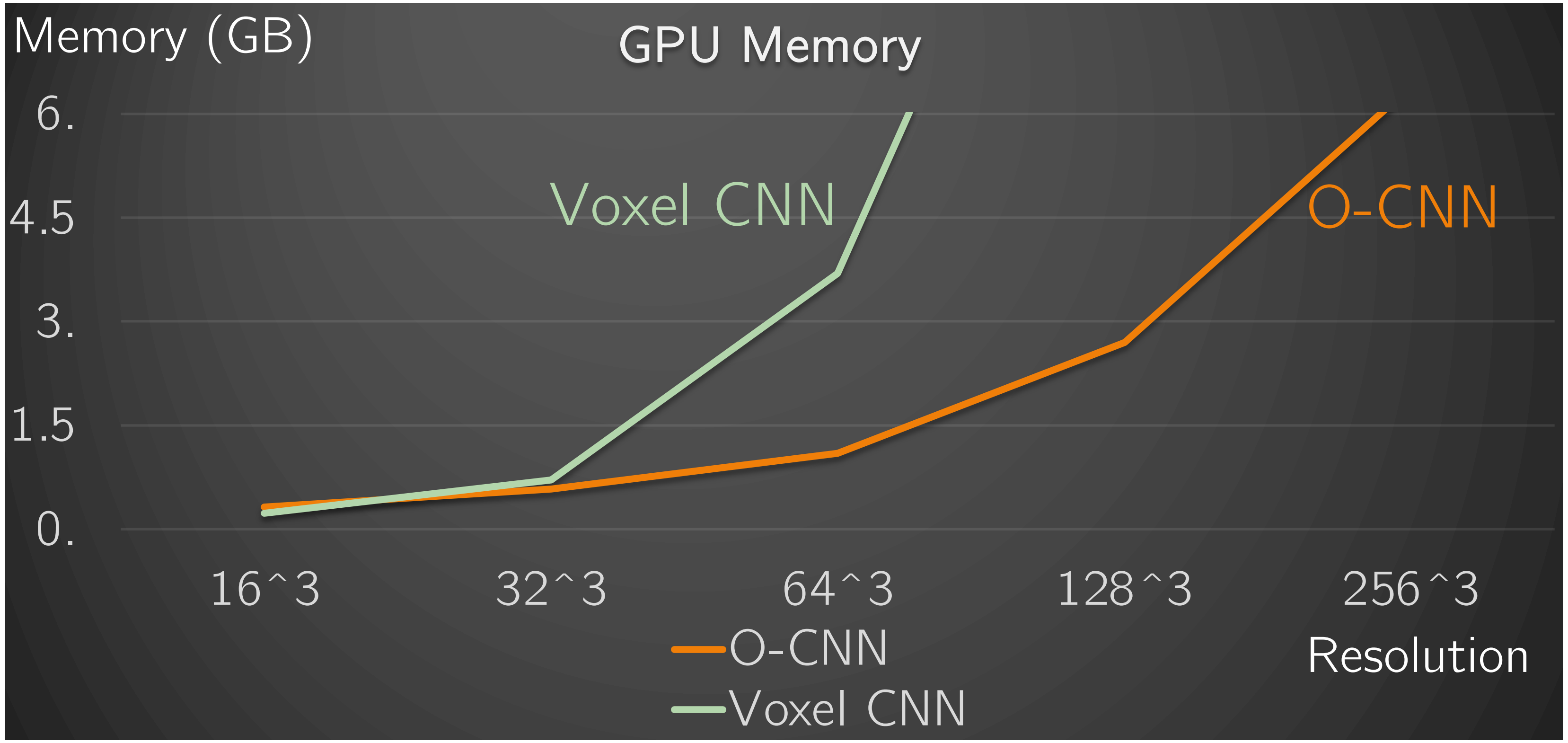


Riegler et al. OctNet. CVPR 2017



Wang et al. O-CNN. SIGGRAPH 2017

Memory Efficiency

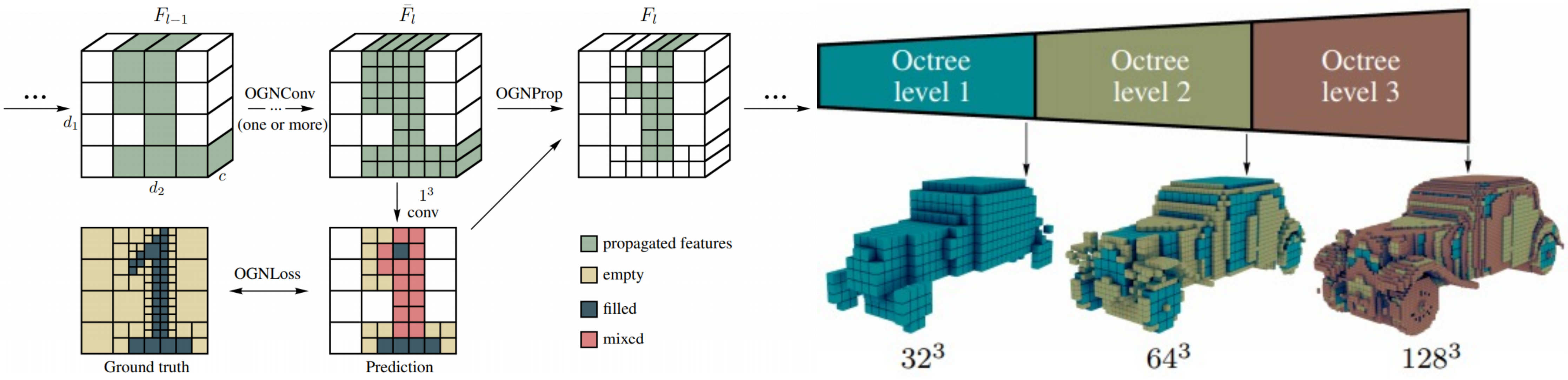


Slide Credit: Hao Su

Octree Generating Networks

Avoid $\mathcal{O}(n^3)$ reconstruction

- Octree representation of shapes
- Generate the octree layer by layer



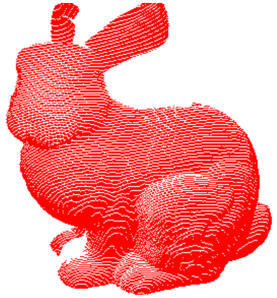
Tatarchenko et al. ICCV 2017. Slide Credit: Hao Su

Eulerian -> Lagrangian

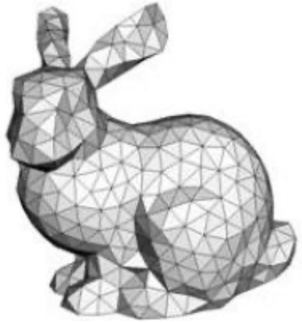
Explicit

Implicit

Non-parametric

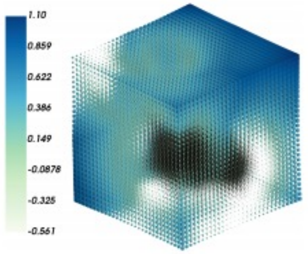


Points



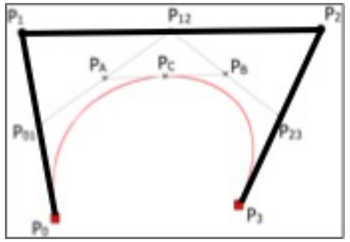
Meshes

Voxels

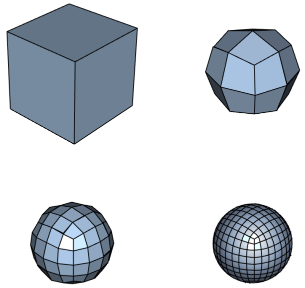


Level Sets

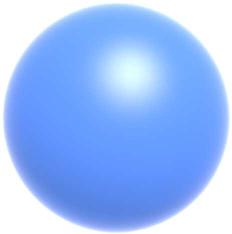
Parametric



Splines

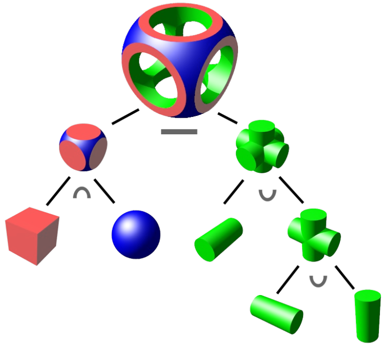


Subdivision Surfaces



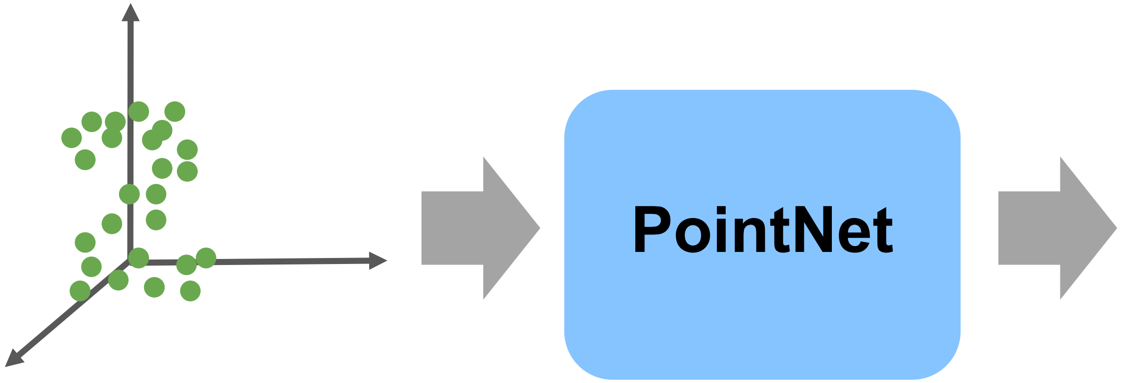
$x^2+y^2+z^2=1$

Algebraic Surfaces



Constructive Solid Geometry

PointNet: Learning on Point Clouds



Object Classification

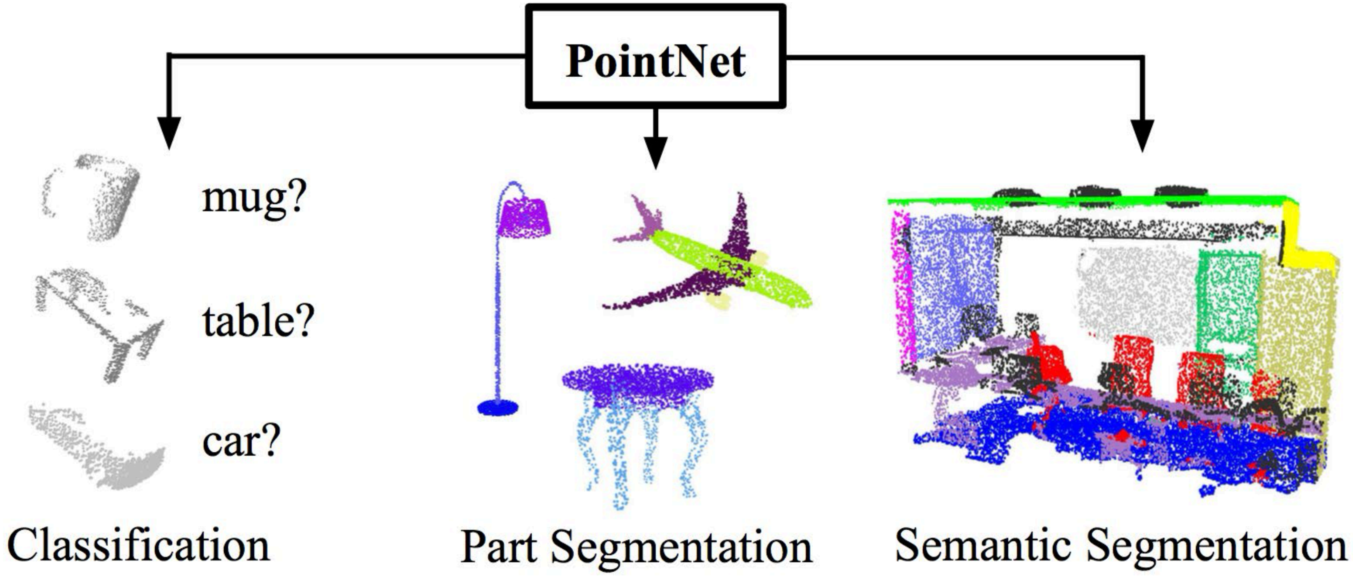
Object Part Segmentation

Semantic Scene Parsing

...

End-to-end learning for irregular point data

Unified framework for various tasks



Charles R. Qi, Hao Su, Kaichun Mo, Leonidas J. Guibas. PointNet: Deep Learning on Point Sets for 3D Classification and Segmentation. (CVPR'17)

Slide credit: He Wang

Invariances

The model has to respect key desiderata for point clouds:

Point Permutation Invariance

Point cloud is a set of unordered points

Sampling Invariance

Output a function of the underlying geometry and not the sampling

Slide credit: He Wang

Permutation Invariance: Symmetric Functions

$$f(x_1, x_2, \ldots, x_n) \equiv f(x_{\pi_1}, x_{\pi_2}, \ldots, x_{\pi_n}), \quad x_i \in \mathbb{R}^D$$

Examples:

$$f(x_1, x_2, \ldots, x_n) = \max\{x_1, x_2, \ldots, x_n\}$$

$$f(x_1, x_2, \ldots, x_n) = x_1 + x_2 + \ldots + x_n$$

…

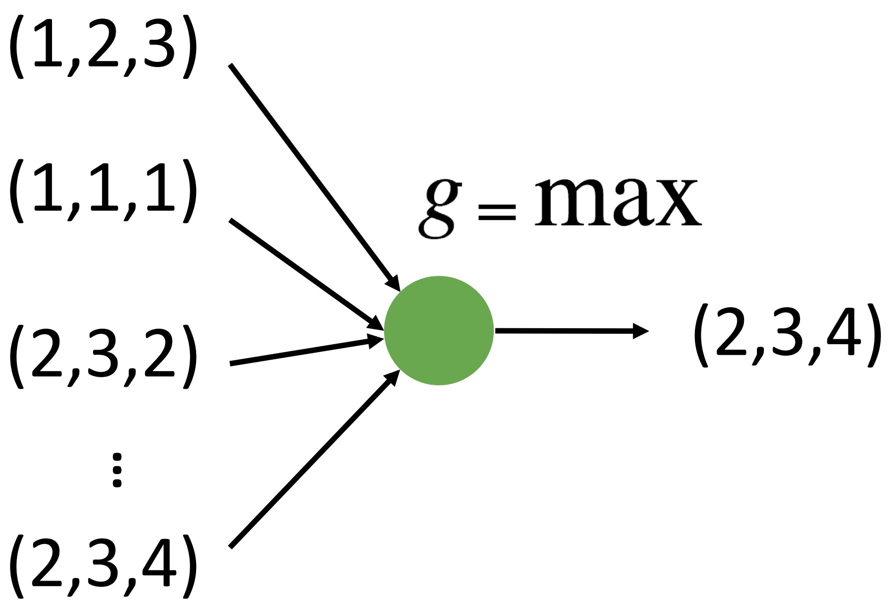
How can we construct a universal family of symmetric functions by neural networks?

Slide credit: He Wang

Construct Symmetric Functions by NNs

Simplest form: directly aggregate all points with a symmetric operator g

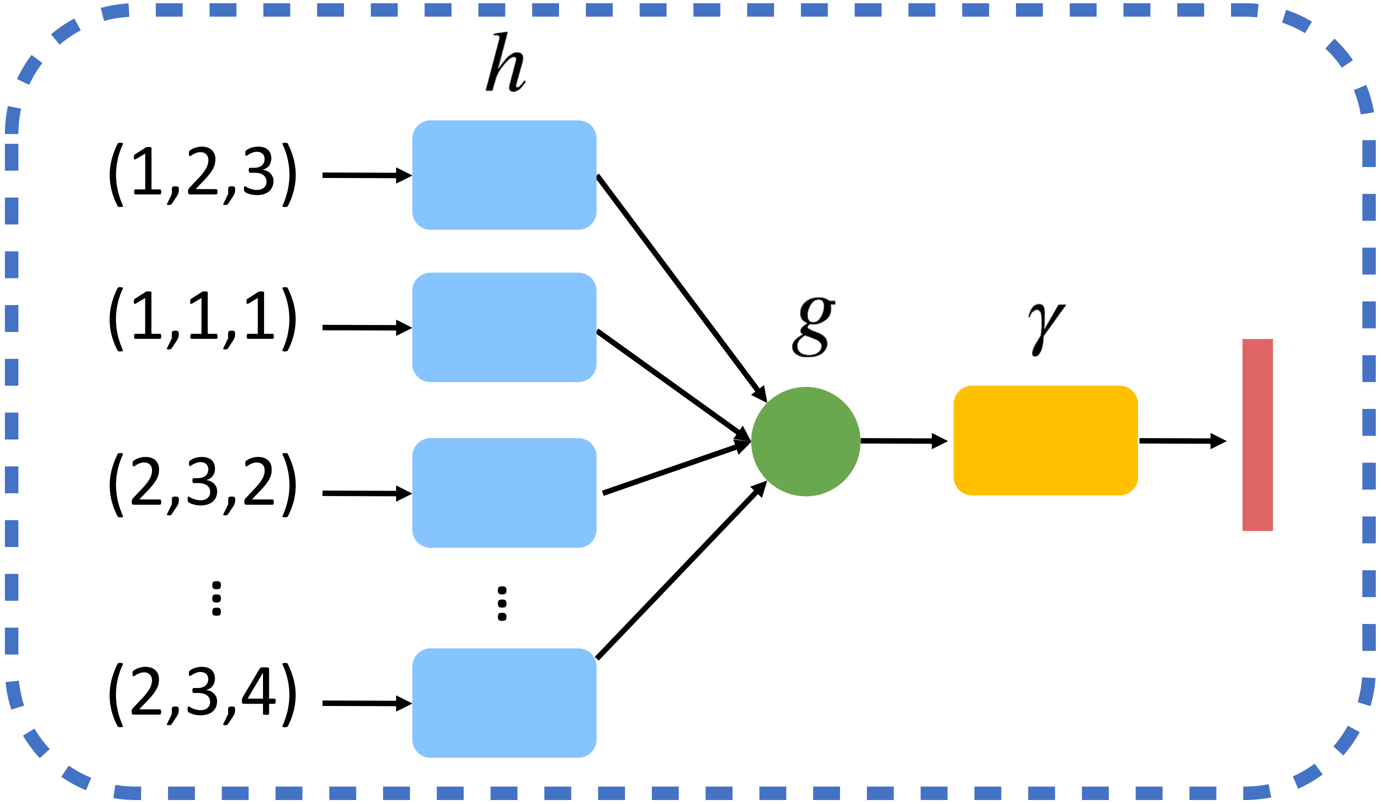
Just discovers simple extreme/aggregate properties of the geometry.



Slide credit: He Wang

Construct Symmetric Functions by NNs

$f(x_1,x_2,\ldots,x_n)=\gamma\circ g(h(x_1),\ldots,h(x_n))$ is symmetric if g is symmetric

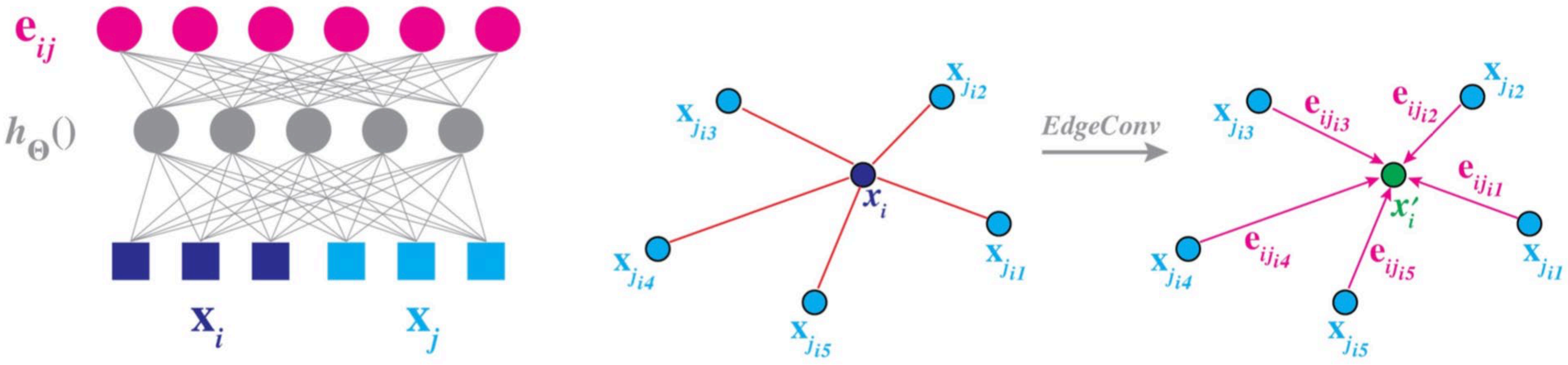


PointNet (vanilla)

Slide credit: He Wang

Graph NNs on Point Clouds

- Points -> Nodes
- Neighborhood -> Edges
- Graph NNs for point cloud processing



Wang et al. TOG 2019

Distance Metrics for Point Clouds

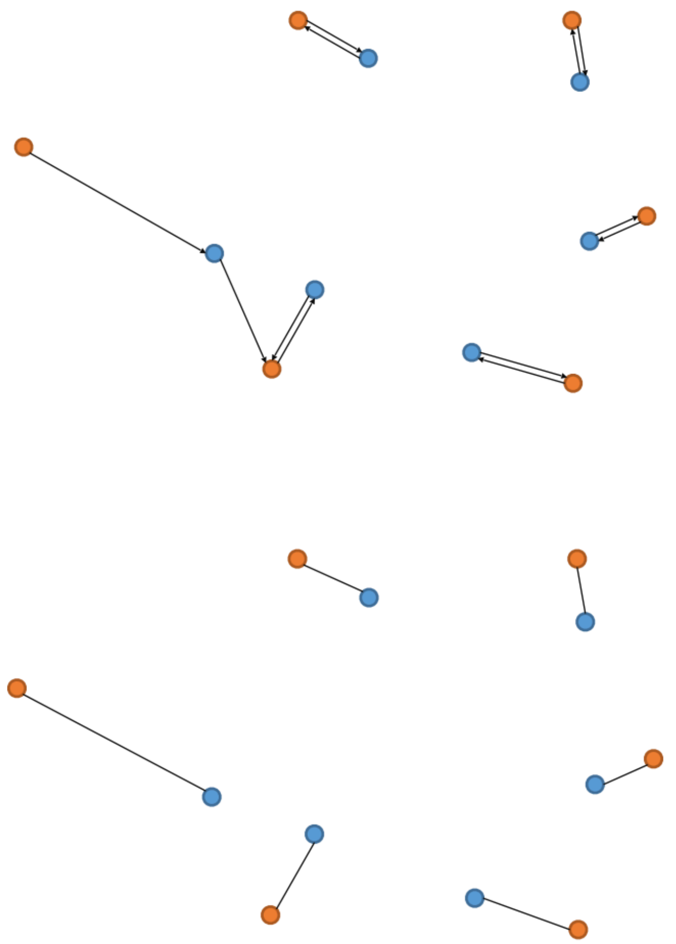
Chamfer distance We define the Chamfer distance between $S_1, S_2 \subseteq \mathbb{R}^3$ as:

$$d_{CD}(S_1, S_2) = \sum_{x \in S_1} \min_{y \in S_2} \|x - y\|_2 + \sum_{y \in S_2} \min_{x \in S_1} \|x - y\|_2$$

Earth Mover's distance Consider $S_1, S_2 \subseteq \mathbb{R}^3$ of equal size $s = |S_1| = |S_2|$. The EMD between A and B is defined as:

$$d_{EMD}(S_1, S_2) = \min_{\phi: S_1 \to S_2} \sum_{x \in S_1} \|x - \phi(x)\|_2$$

where $\phi : S_1 \to S_2$ is a bijection.



A Point Set Generation Network for 3D Object Reconstruction from a Single Image, CVPR 2016

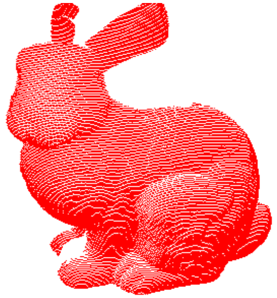
Slide credit: He Wang

Non-Parametric -> Parametric

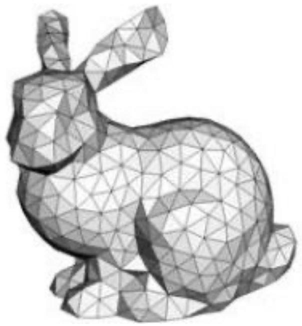
Explicit

Implicit

Non-parametric

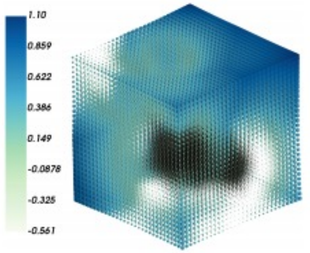


Points



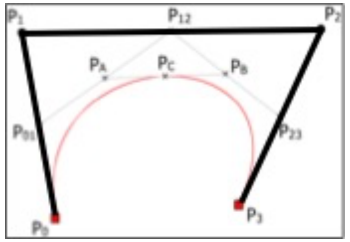
Meshes

Voxels

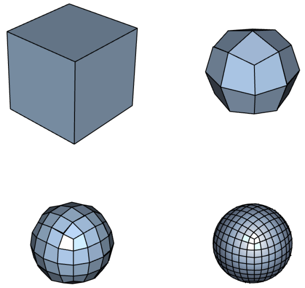


Level Sets

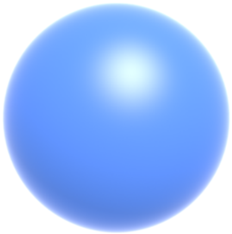
Parametric



Splines

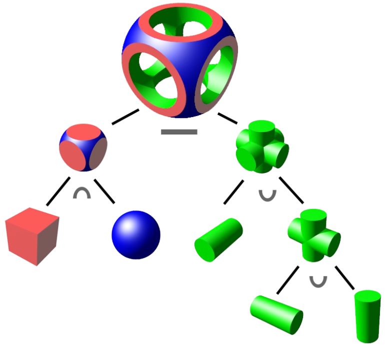


Subdivision Surfaces



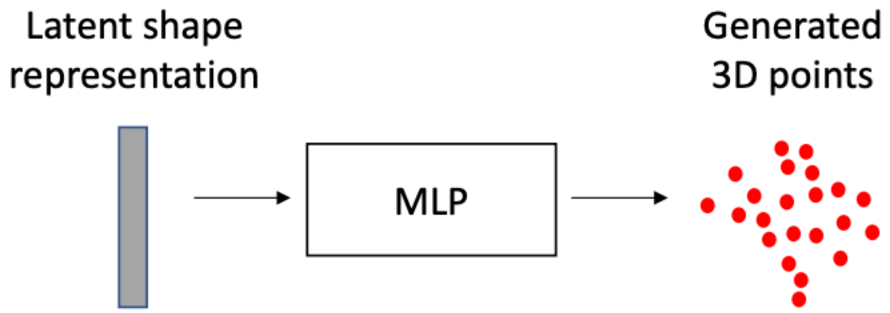
$x^2+y^2+z^2=1$

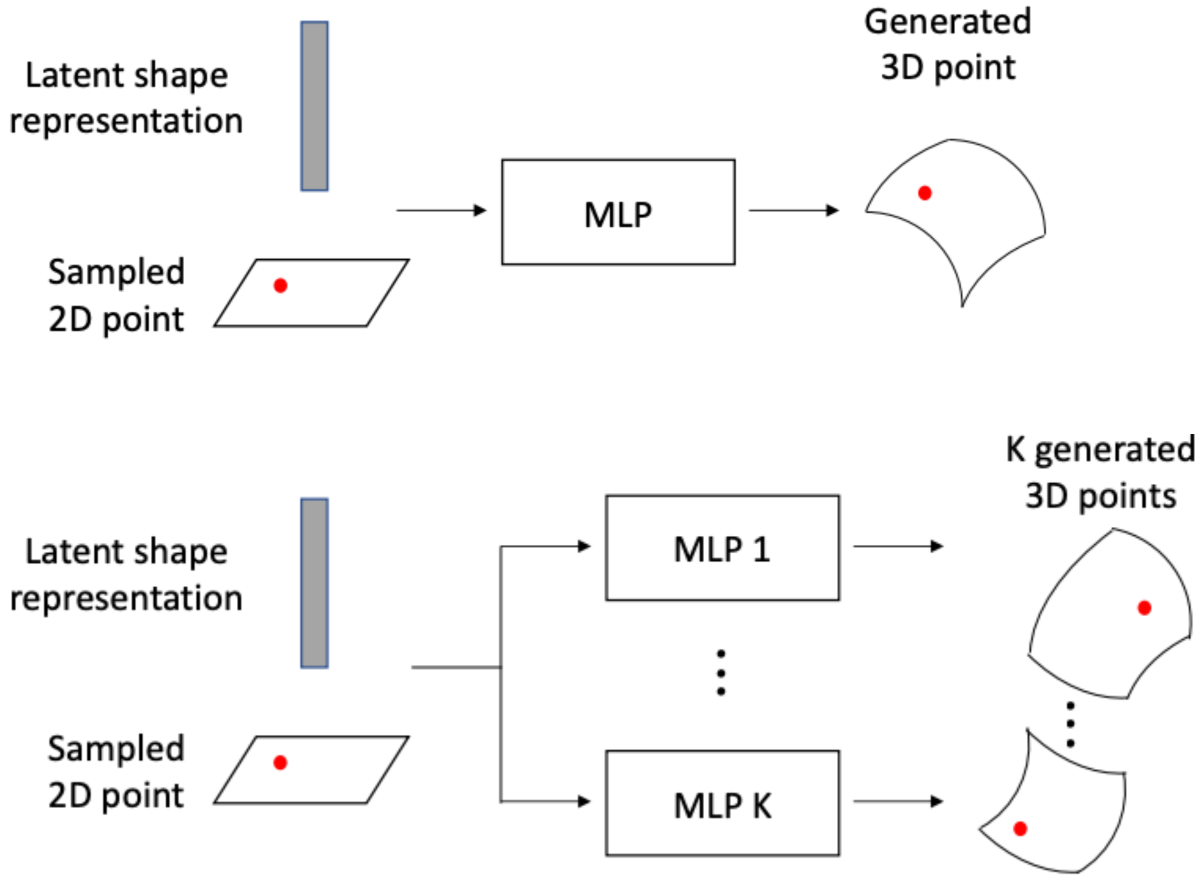
Algebraic Surfaces



Constructive Solid Geometry

Parametric Decoder: AtlasNet





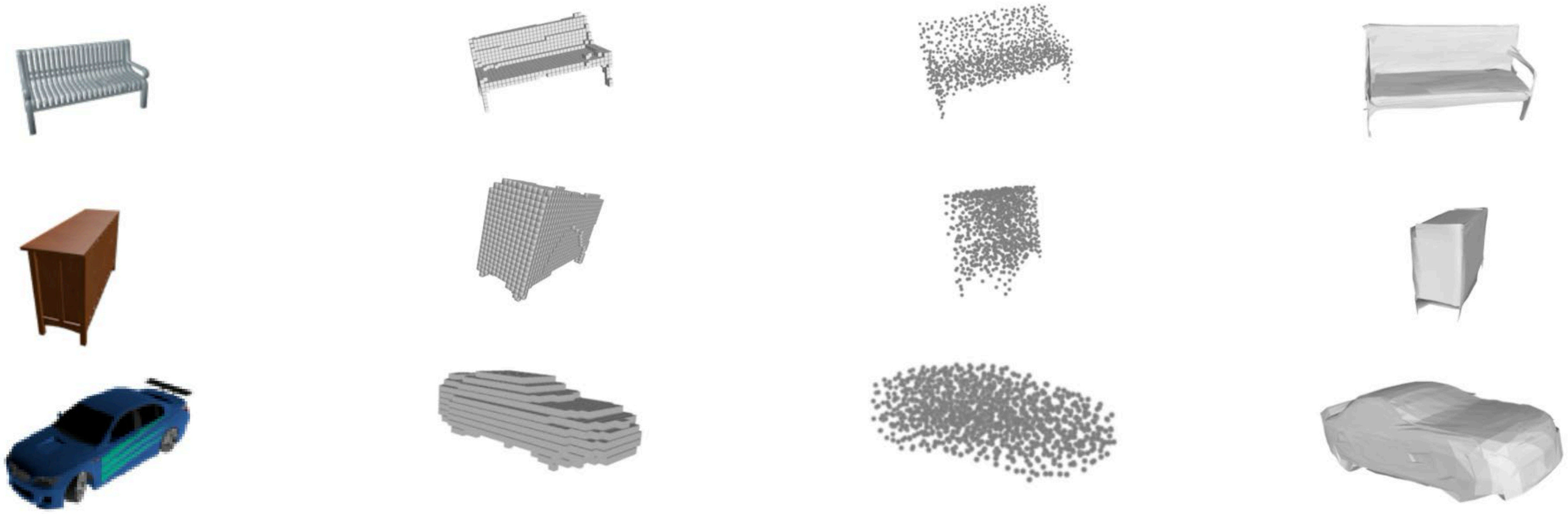
Given the output points form a smooth surface, enforce such a parametrization as input.

MLP(z, u, v) -> point

Groueix et al. CVPR 2018

Results

Input image | Voxel | Point cloud | AtlasNet



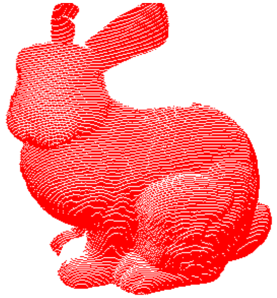
Groueix et al. CVPR 2018

Explicit -> Implicit

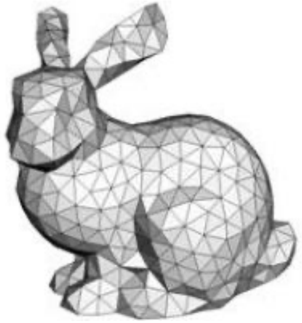
Explicit

Implicit

Non-parametric

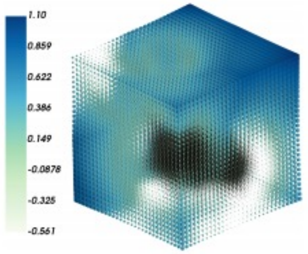


Points



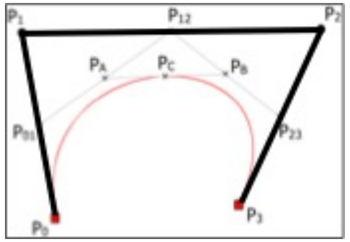
Meshes

Voxels

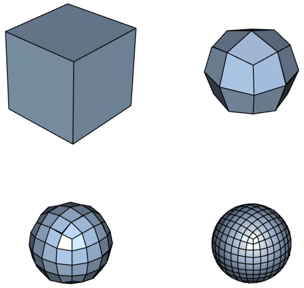


Level Sets

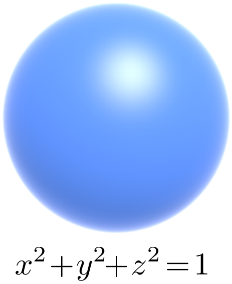
Parametric



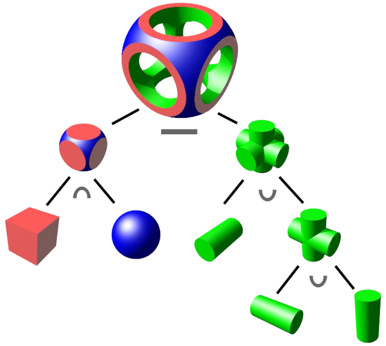
Splines



Subdivision Surfaces

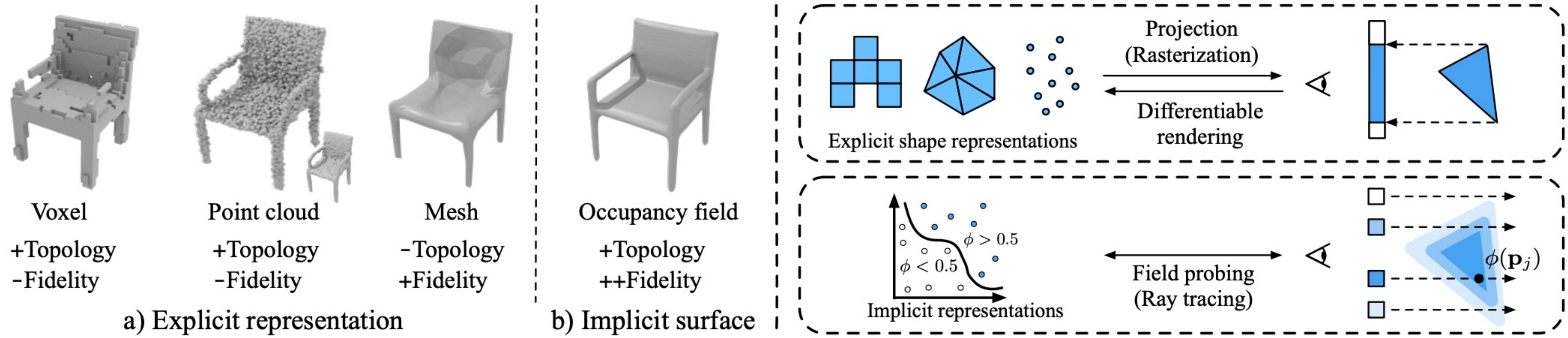


Algebraic Surfaces



Constructive Solid Geometry

Deep Implicit Functions



Liu et al. Learning to Infer Implicit Surfaces without 3D Supervision. NeurIPS 2019

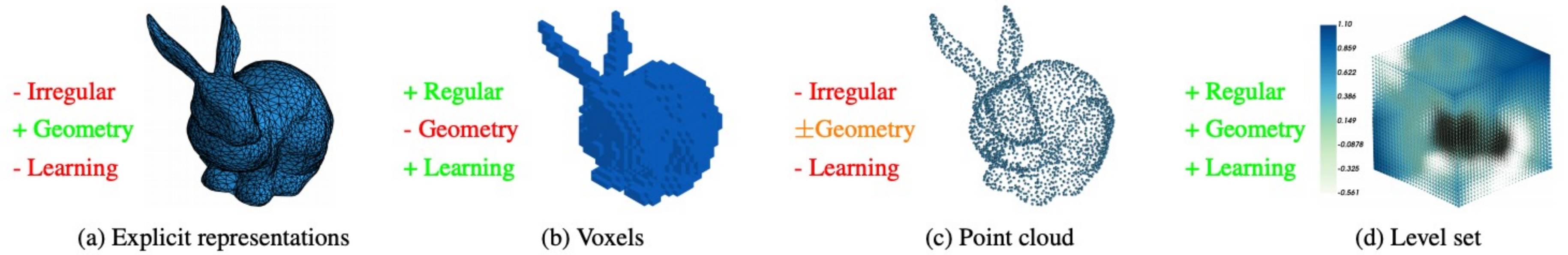
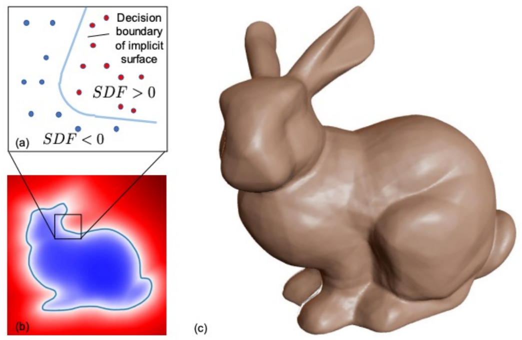
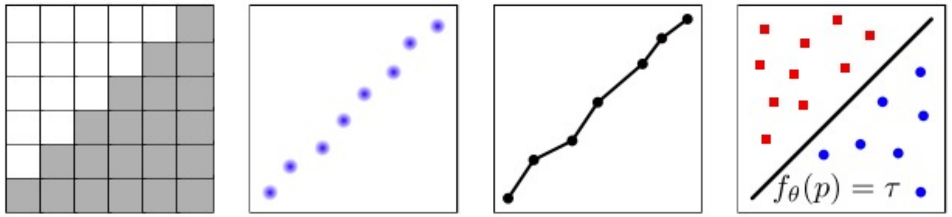


Figure 2. Four common representations of 3D shape along with their advantages and disadvantages.

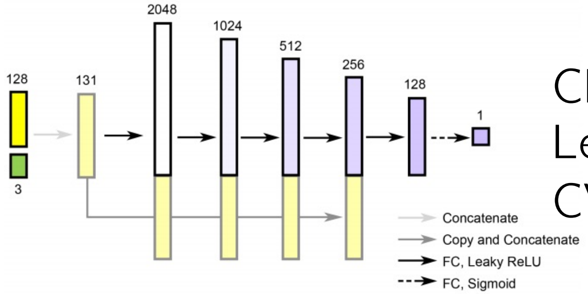
Deep Level Sets: Implicit Surface Representations for 3D Shape Inference. 2019



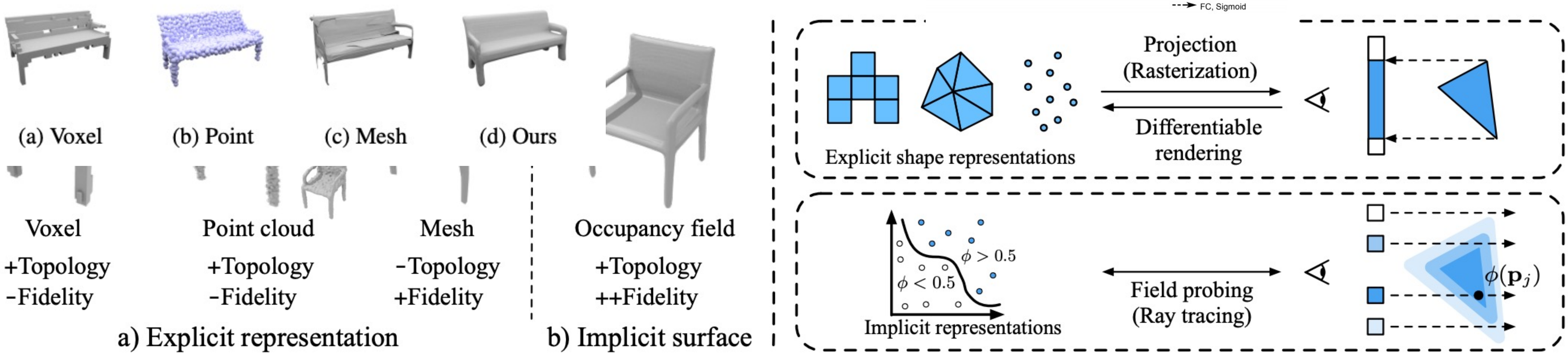
DeepSDF. CVPR 2019



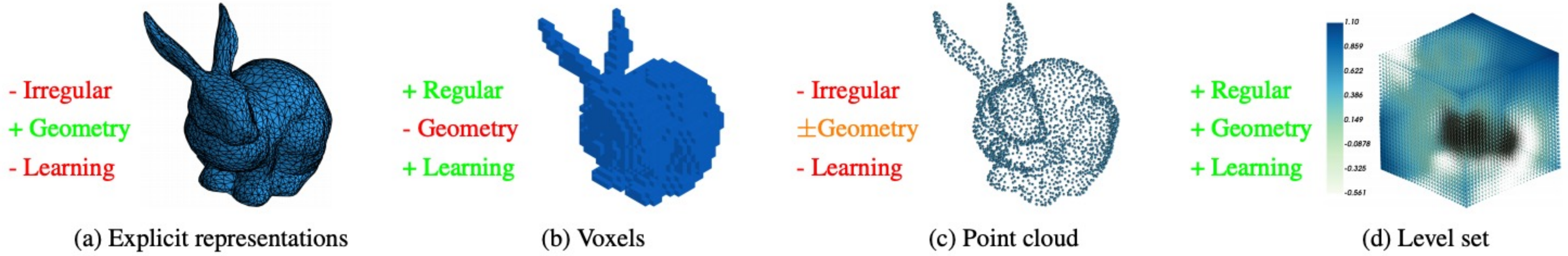
Occupancy Networks
CVPR 2019



Chen and Zhang.
Learning Implicit Fields
CVPR 2019



Liu et al. Learning to Infer Implicit Surfaces without 3D Supervision. NeurIPS 2019



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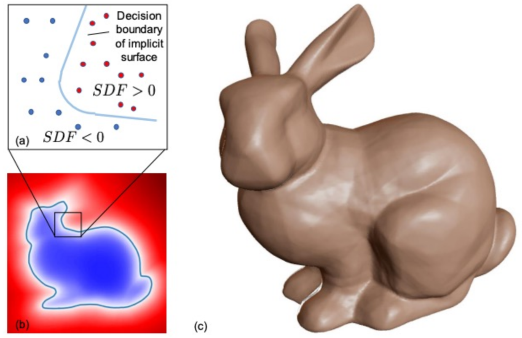
Deep Level Sets: Implicit Surface Representations for 3D Shape Inference. 2019



DeepSDF. CVPR 2019

Collection of Implicit Functions

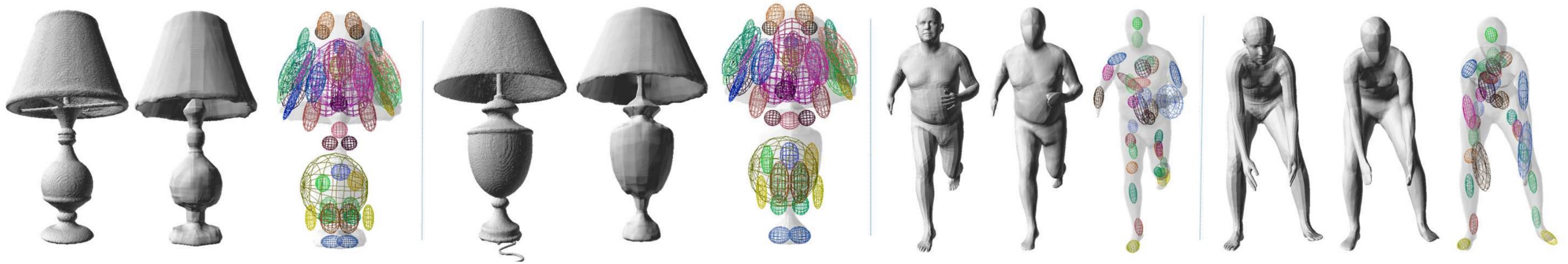
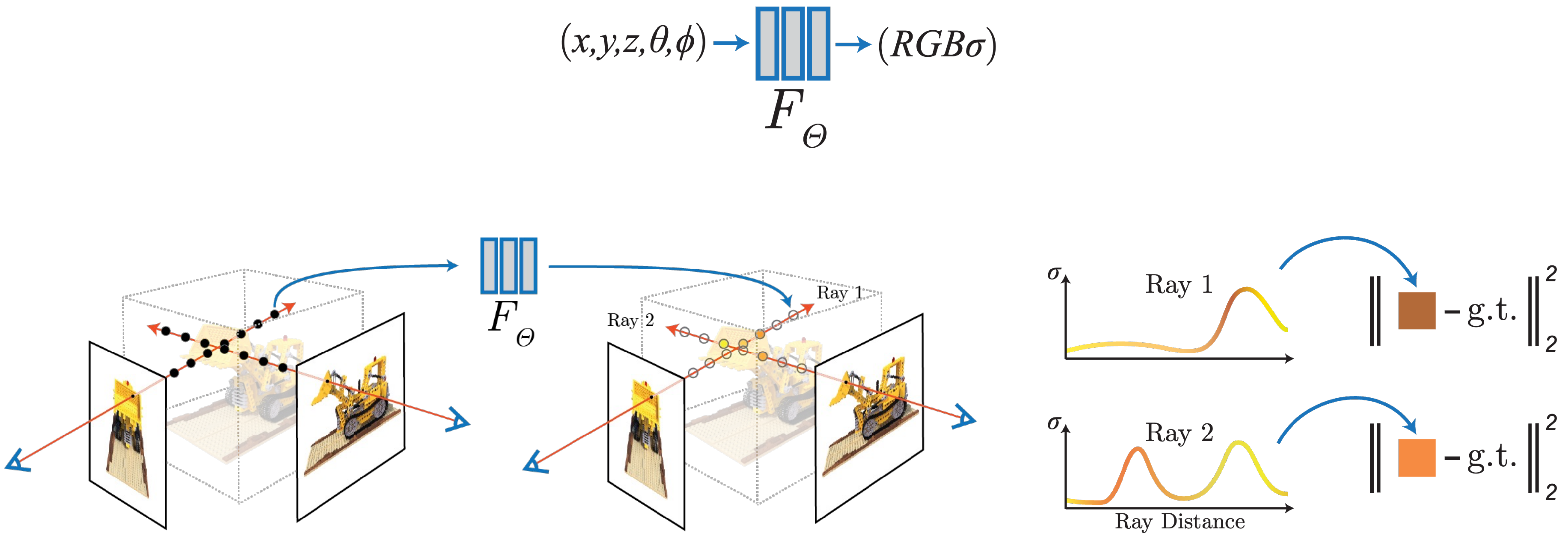


Figure 1. This paper introduces Local Deep Implicit Functions, a 3D shape representation that decomposes an input shape (mesh on left in every triplet) into a structured set of shape elements (colored ellipses on right) whose contributions to an implicit surface reconstruction (middle) are represented by latent vectors decoded by a deep network. Project video and website at ldif.cs.princeton.edu.

Genova et al. CVPR 2020

Implicit Functions for Geometry + Rendering



NeRF. Mildenhall*, Srinivasan*, et al. ECCV 2020

Volume rendering is trivially differentiable.

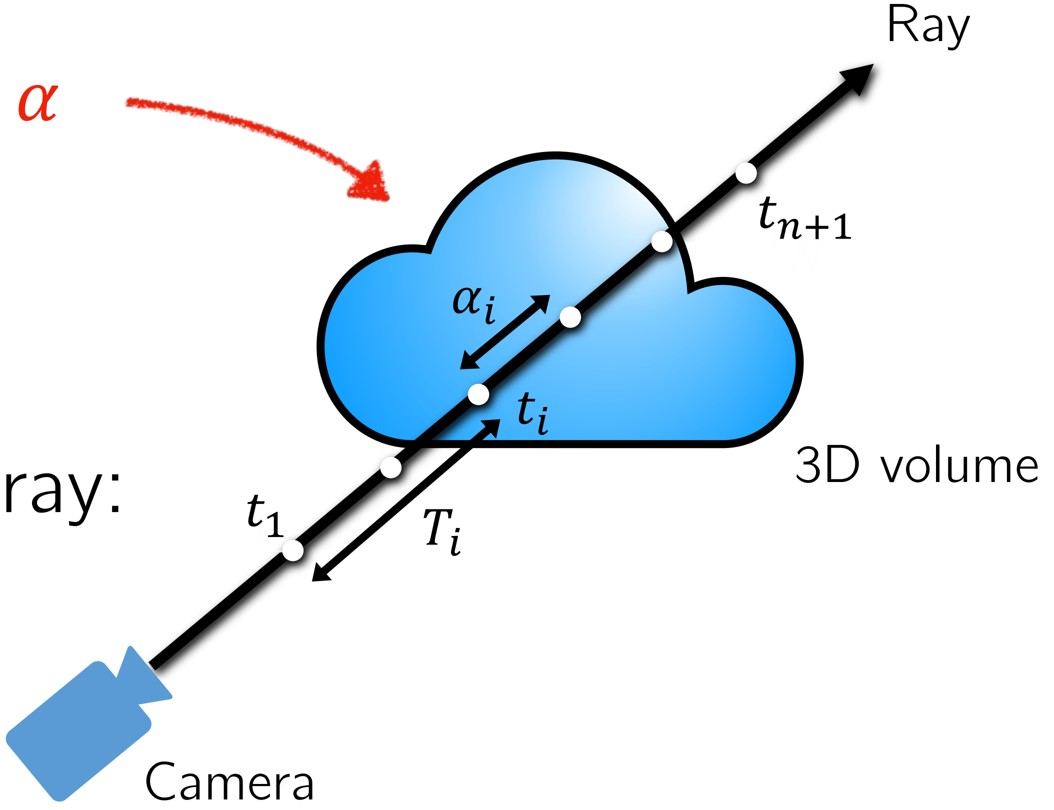
Rendering model for ray $\mathbf{r}(t) = \mathbf{o} + t\mathbf{d}$:

$$\boxed{\mathbf{c} \approx \sum_{i=1}^{n} T_i \alpha_i \mathbf{c}_i}$$

weights

colors

differentiable w.r.t. $\mathbf{c}, \alpha$



How much light is blocked earlier along ray:

$$T_i = \prod_{j=1}^{i-1} (1 - \alpha_j)$$

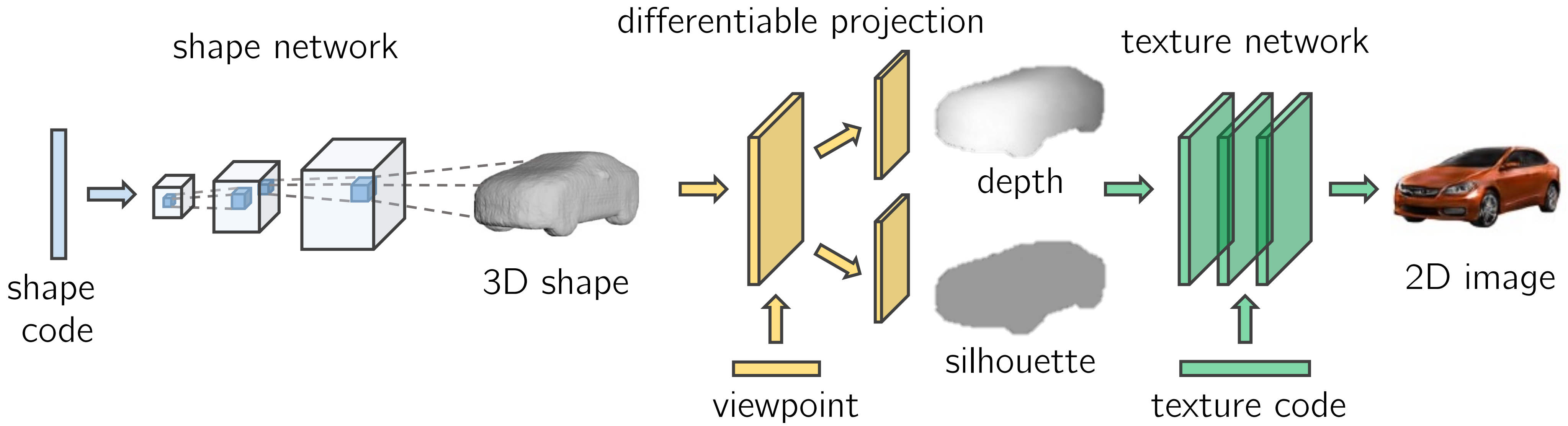
How much light is contributed by ray segment i: α_i

Slide credit: Ben Mildenhall

Reconstruction & Novel View Synthesis with NeRF

Mildenhall*, Srinivasan*, et al. ECCV 2020

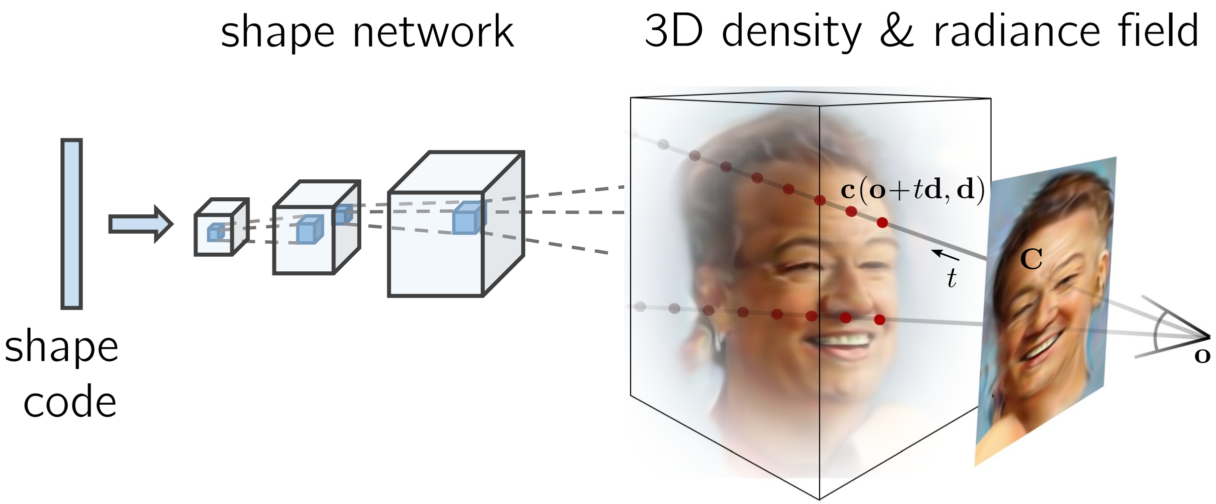
Generative Modeling with Implicit Geometry + Rendering

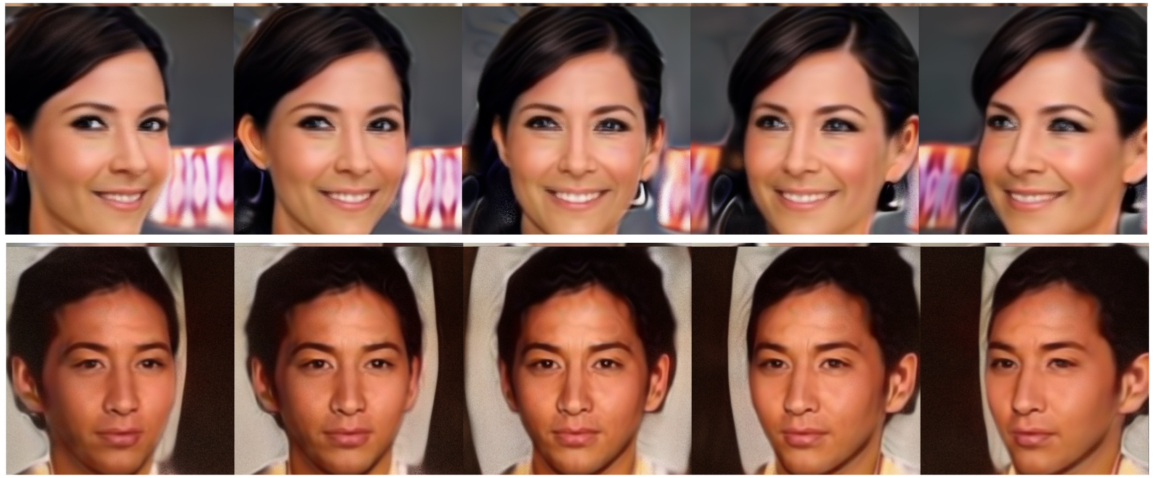


Wu et al. NeurIPS 2016

Zhu et al. NeurIPS 2018

Generative Modeling with Implicit Geometry + Rendering



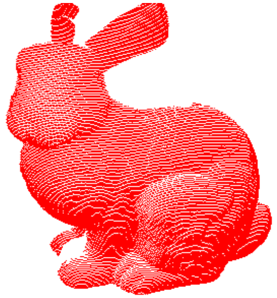


Kerbl*

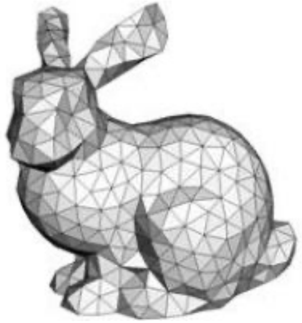
Explicit <-> Implicit

Explicit | Implicit

Non-parametric

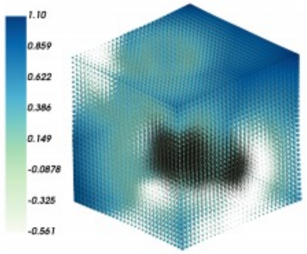


Points



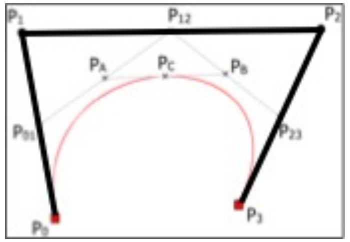
Meshes

Voxels

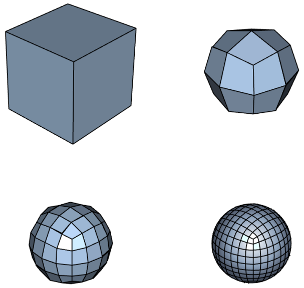


Level Sets

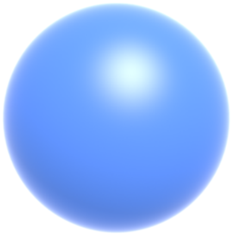
Parametric



Splines

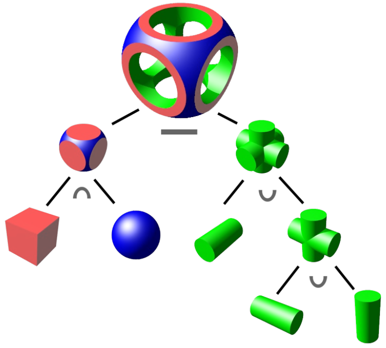


Subdivision Surfaces



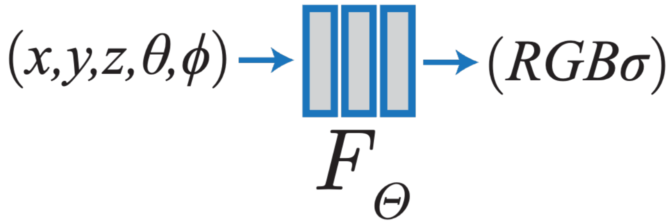
$x^2+y^2+z^2=1$

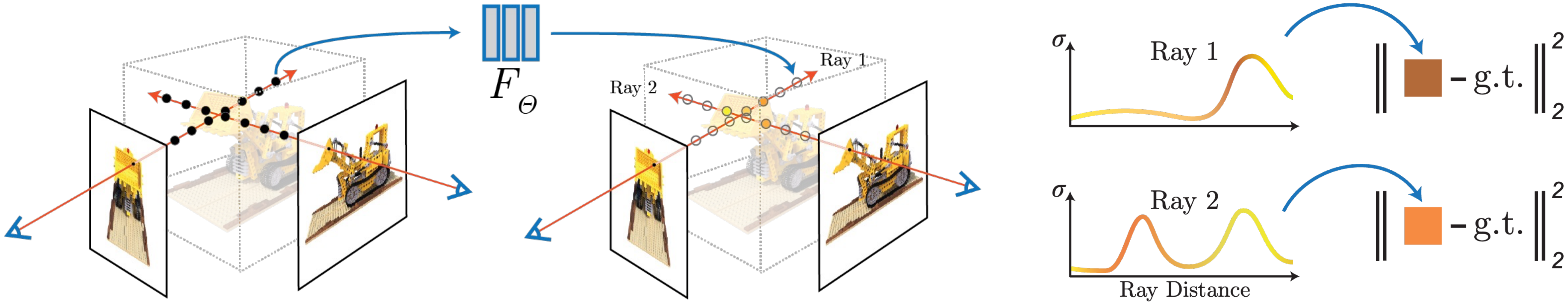
Algebraic Surfaces



Constructive Solid Geometry

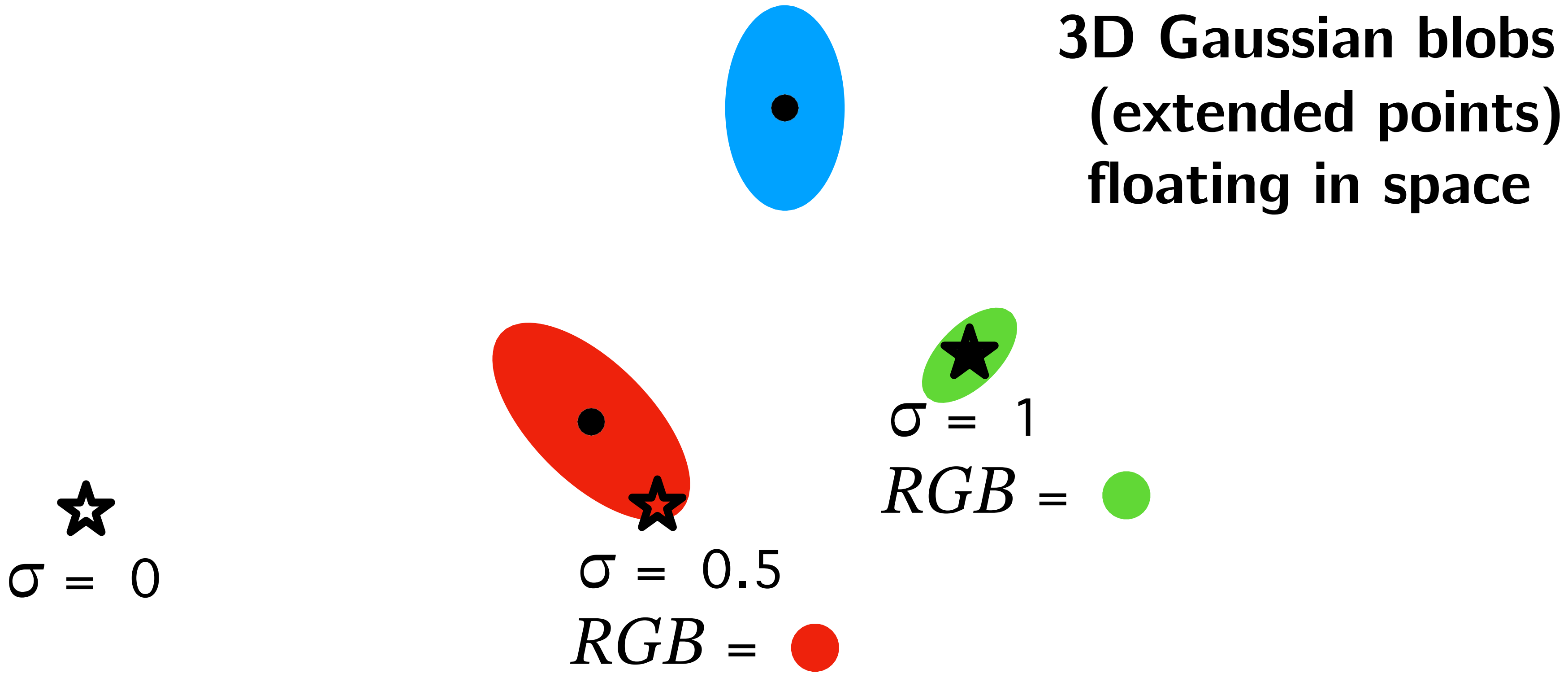
NeRF parameterizes scenes densely, at every point in space.





Slide credit: Vincent Sitzmann

Gaussian splatting parameterizes the scene sparsely, only where density is nonzero.

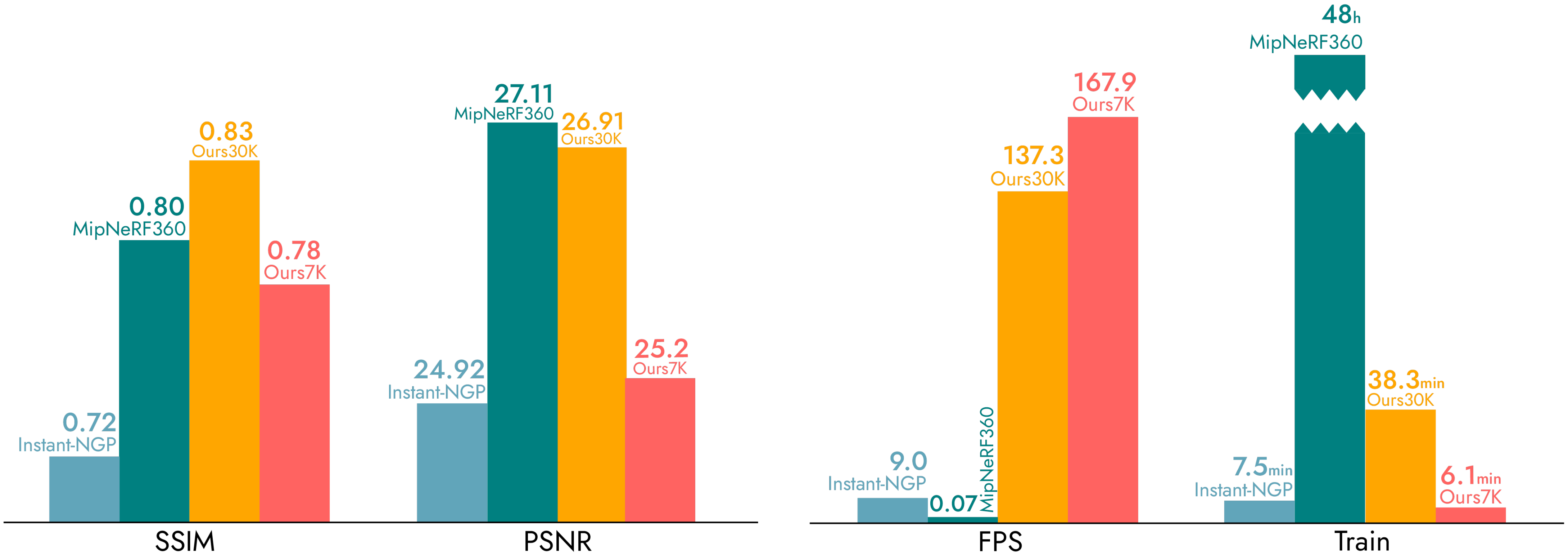


Slide credit: Vincent Sitzmann

Reconstruction Using 3DGS

Kerbl et al. ACM TOG (SIGGRAPH) 2023

Quality & Efficiency



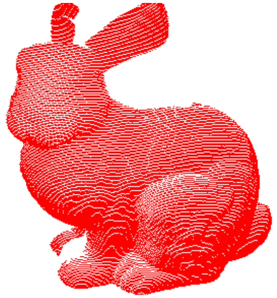
Kerbl et al. ACM TOG (SIGGRAPH) 2023

Shape Representations

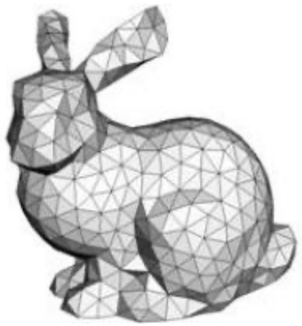
Explicit

Implicit

Non-parametric

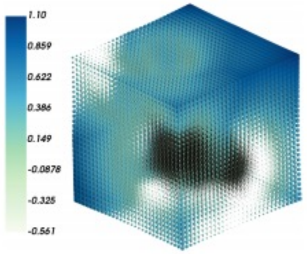


Points



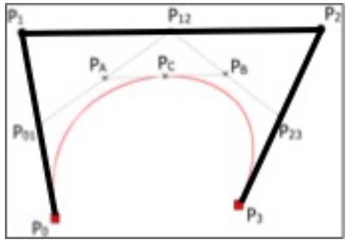
Meshes

Voxels

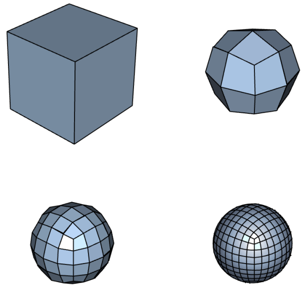


Level Sets

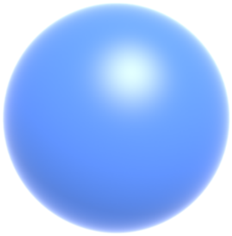
Parametric



Splines

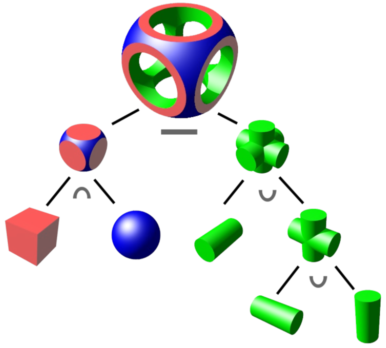


Subdivision Surfaces



$x^2+y^2+z^2=1$

Algebraic Surfaces



Constructive Solid Geometry

Anatomy of a Structure-Aware Representation

=

Element Structure

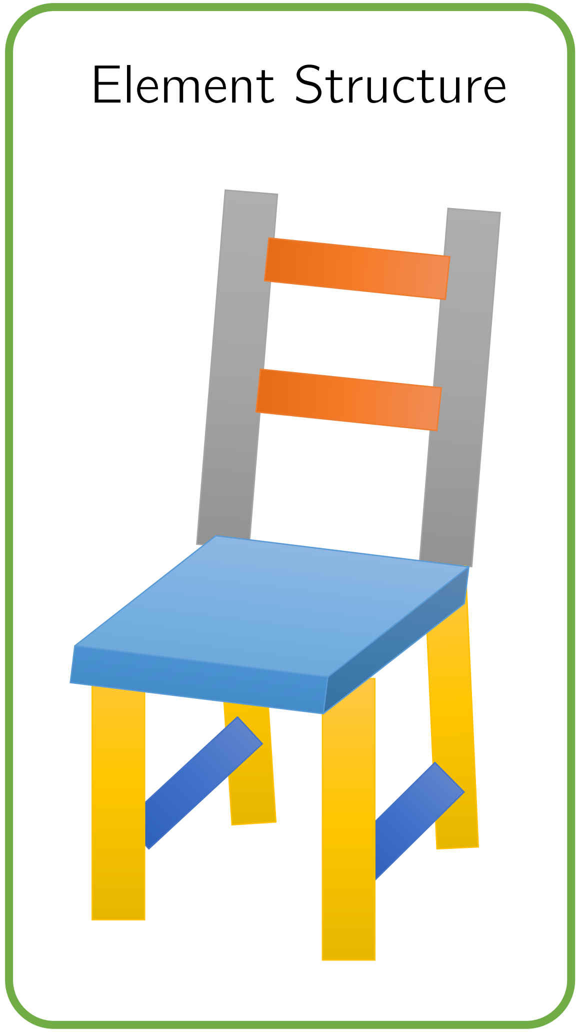
+

Element Geometry

Slide credit: Daniel Ritchie

Anatomy of a Structure-Aware Representation

=



+

Slide credit: Daniel Ritchie

Representing Element Structure

- **Segmented Geometry**

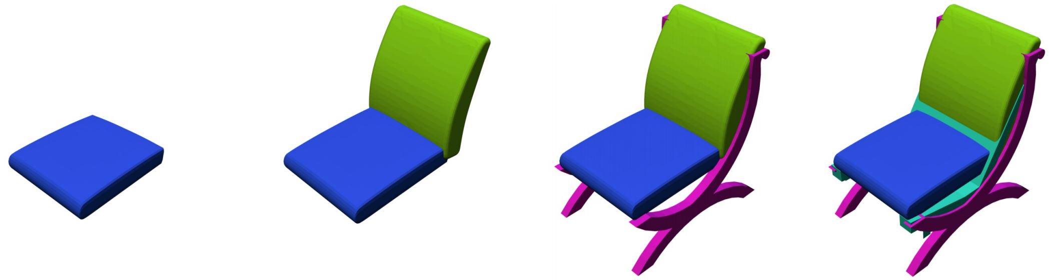
- Simple to construct
- Re-use models for unstructured geometry
- Integrity of atomic elements not guaranteed by construction (generative model must learn to output coherent segments)

[WSH∗18]
[WSCR18]

Slide credit: Daniel Ritchie

Representing Element Structure

- Segmented Geometry
- **Part Sets**

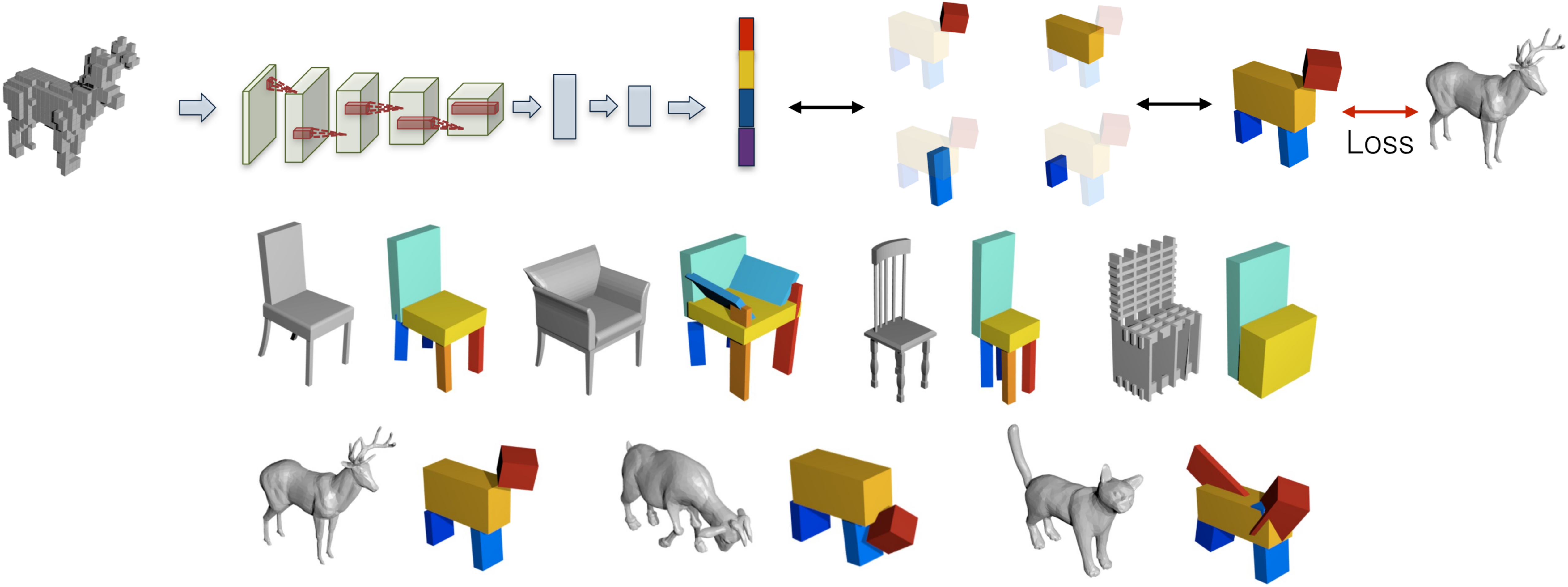


- Part integrity guaranteed
- No relationships between parts (e.g. nothing to prevent parts from “floating”)

Slide credit: Daniel Ritchie

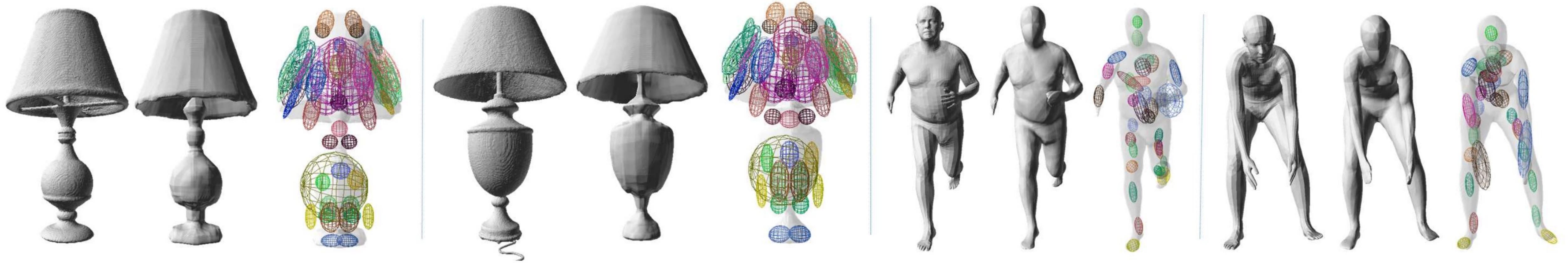
[SSK∗17]

Sets of Volumetric Primitives



Tulsiani et al. CVPR 2017

Sets of Implicit Functions



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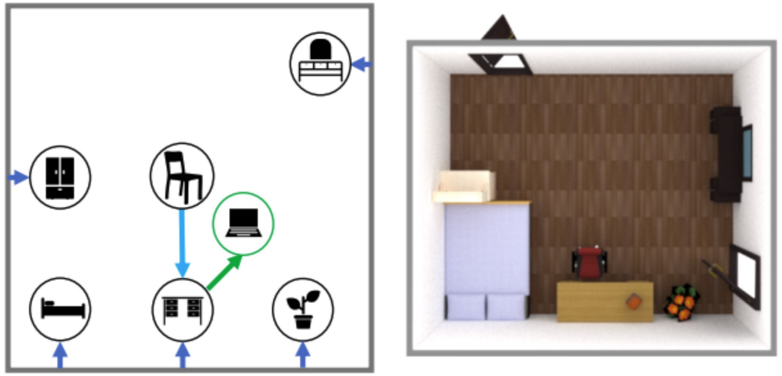
Genova et al. CVPR 2020

Representing Element Structure

- Segmented Geometry
- Part Sets
- **Relationship Graphs**



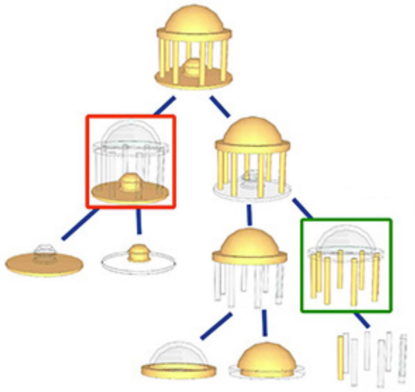
- Can enforce important relationships (e.g. connectivity)
- In general, machine learning models for graph generation still an open problem

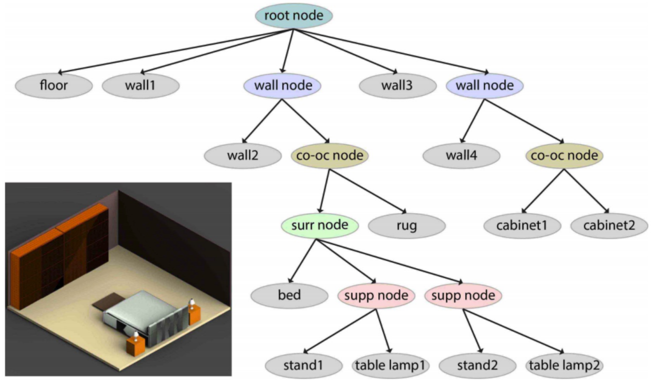
Slide credit: Daniel Ritchie

[WLW∗19]

Representing Element Structure

- Segmented Geometry
- Part Sets
- Relationship Graphs
- **Hierarchies**





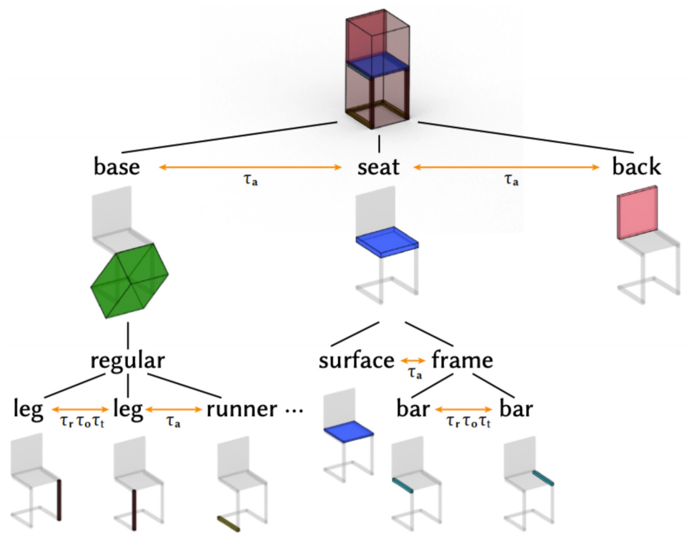
- Tree generative models better understood than graph generative models
- Not all structures of interest can be (naturally) expressed as trees

[WXL∗11]
[LPX*10]

Slide credit: Daniel Ritchie

Representing Element Structure

- Segmented Geometry
- Part Sets
- Relationship Graphs
- Hierarchies
- **Hierarchical Graphs**

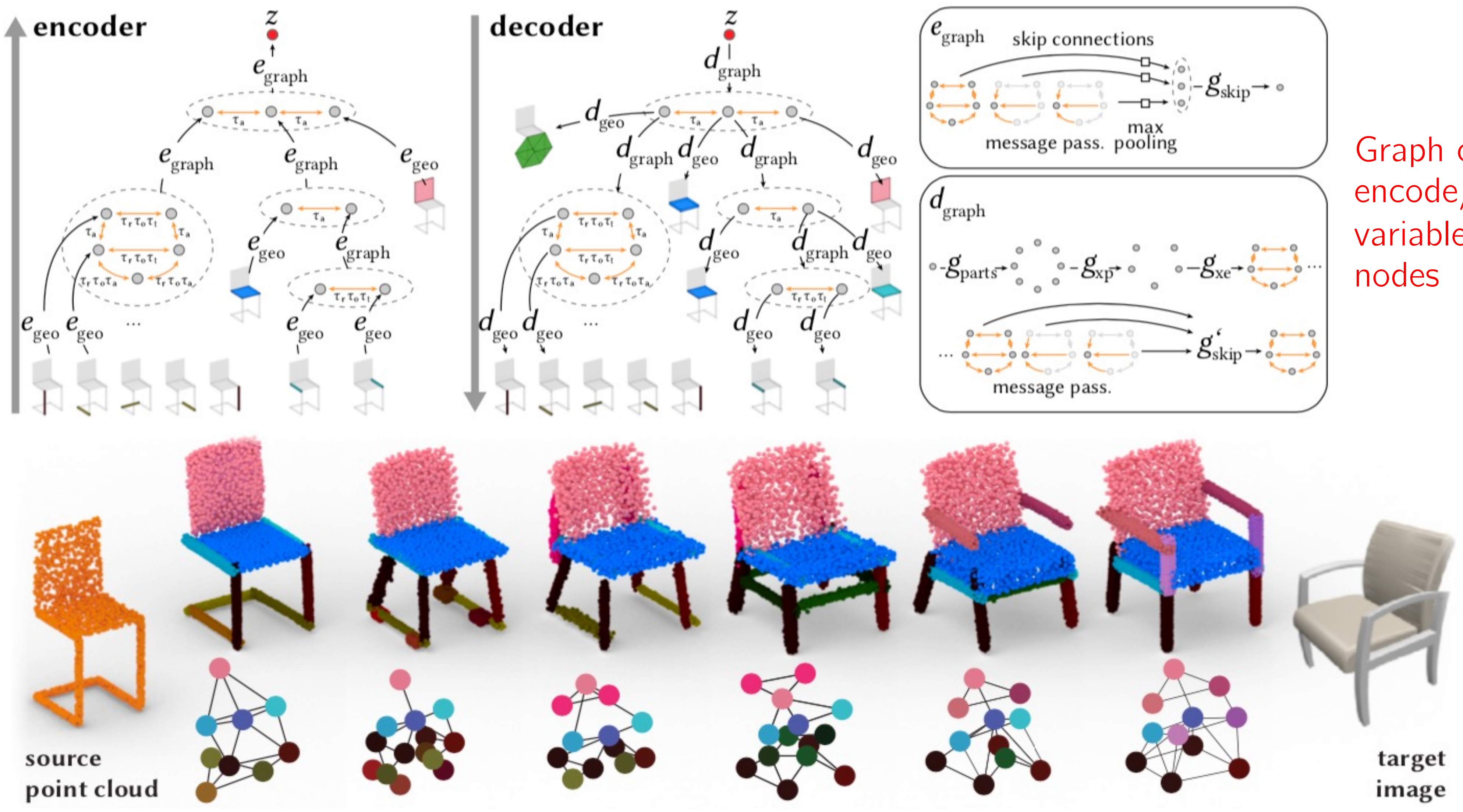


- Models both naturally hierarchical structure as well as naturally lateral relationships
- Graphs per level are simpler → easier to generate than large, general-purpose graphs
- Difficult to obtain / expensive to annotate data in this format

Slide credit: Daniel Ritchie

[MGY*19a]

Hierarchical Graph of Shape Primitives

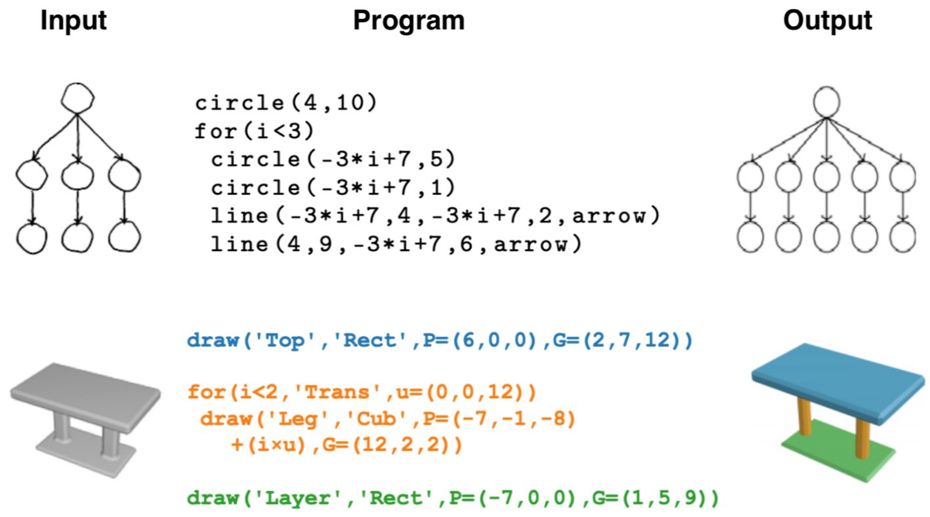


Graph convnets encode/decode variable-degree nodes

StructureNet. Mo et al. 2019

Representing Element Structure

- Segmented Geometry
- Part Sets
- Relationship Graphs
- Hierarchies
- Hierarchical Graphs
- **Programs**



- Subsumes all other representations (programs can generate any of them)
- Express natural degrees of freedom via free parameters
- Even more difficult to get data in this format

[ERSLT18]
[TLS*19]

Slide credit: Daniel Ritchie