



Quasiisothermic Mesh Layout

Stefan Sechelmann

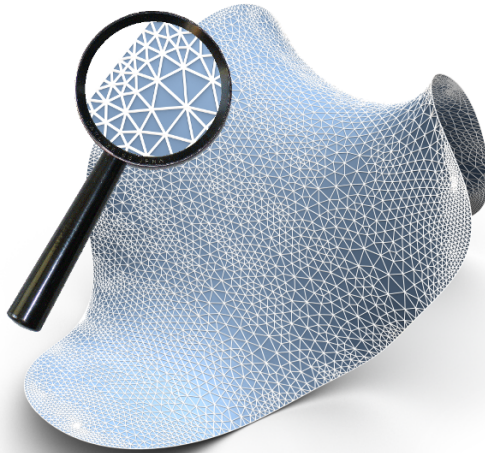
Institut für Mathematik, TU-Berlin

joint work with

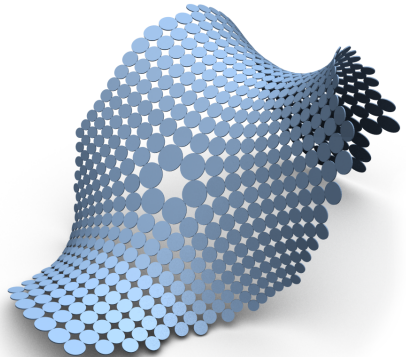
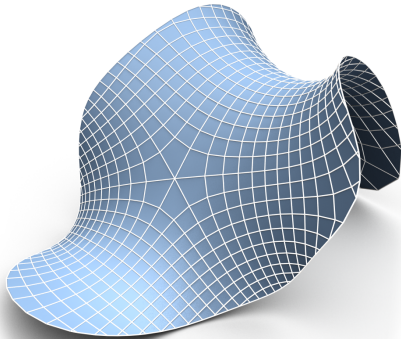
Thilo Rörig and Alexander I. Bobenko

DFG Research Center MATHEON
SFB/TR 109: Discretization in Geometry and Dynamics

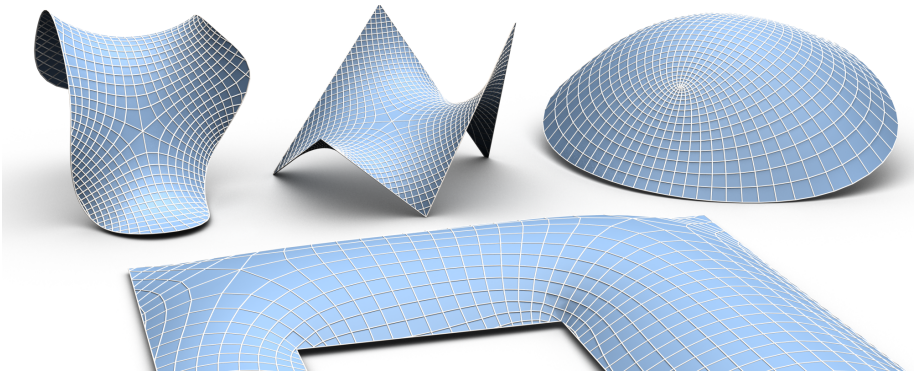


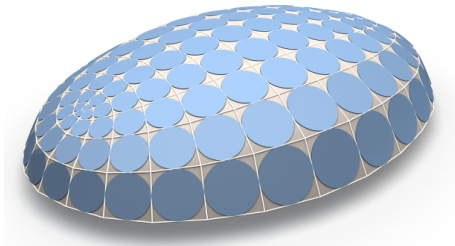
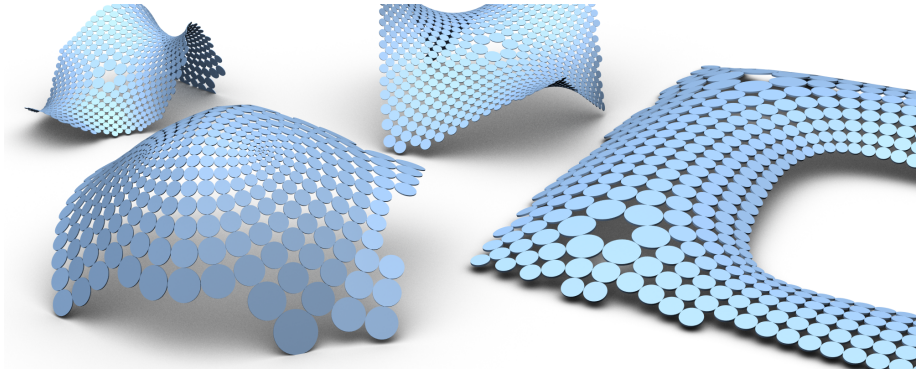


Triangulated Surface



Optimized PQ-Mesh with touching incircles

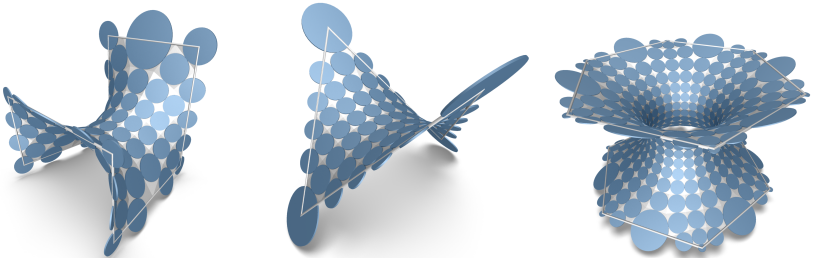


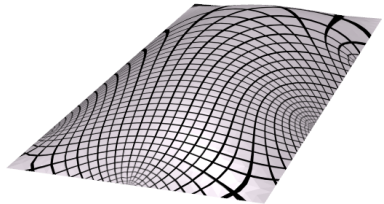
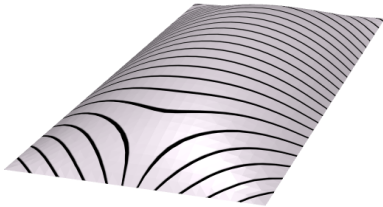


From Discrete Differential Geometry

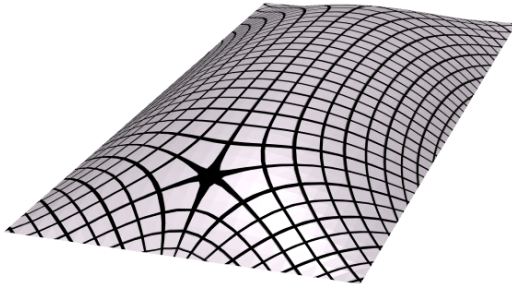
Planar quadrilaterals with touching incircles approximate conformal curvature line (*isothermically*) parameterized surfaces.

Was used before to create some minimal surfaces





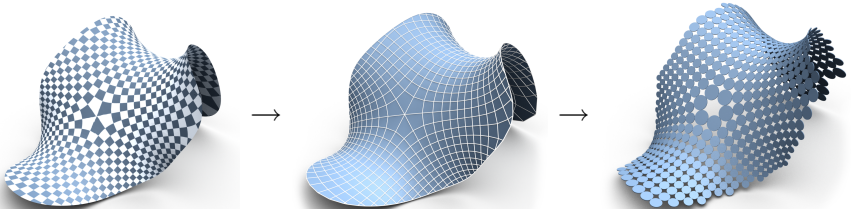
Curvature Lines and Conformal \rightarrow Isothermic.



Isothermic Parameterization of a Triangle Mesh

↓
Quad-Panel Generation

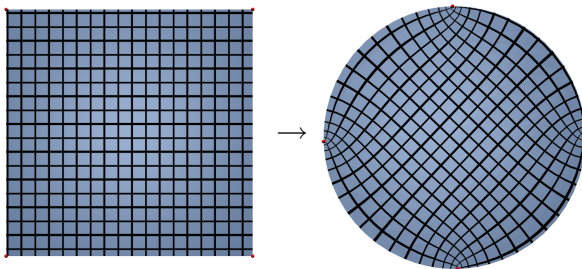
↓
PQ/Incircle Optimization





Discrete Conformal Parameterization

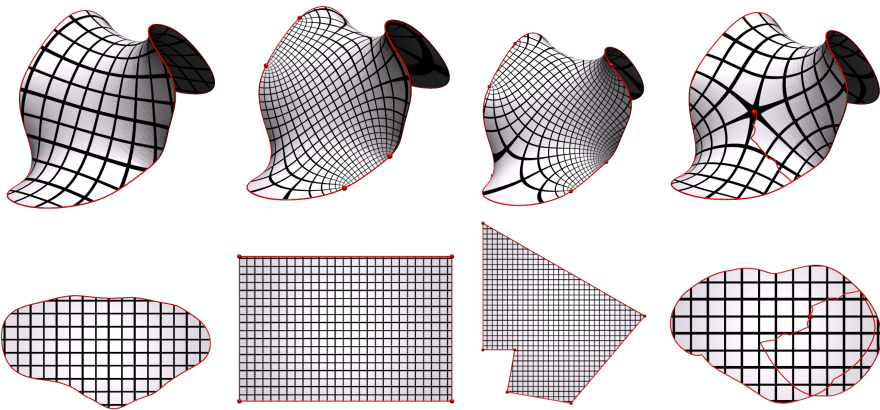
A map to the plane that mimics the angle preserving property of smooth conformal maps.



Classical Riemann-Map to the Circle

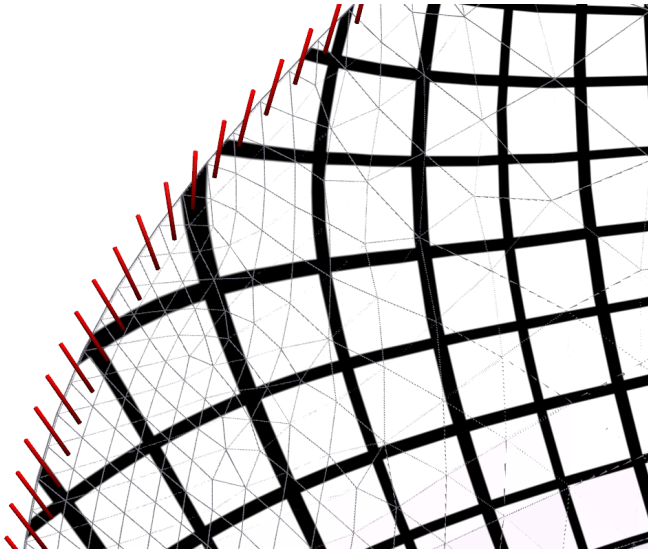


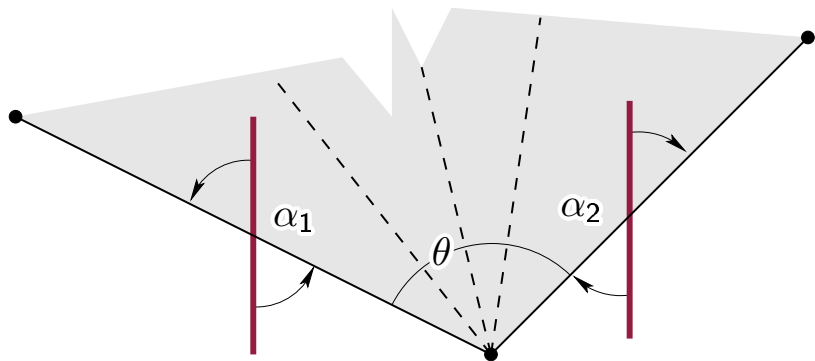
Conformal maps with different boundary conditions.



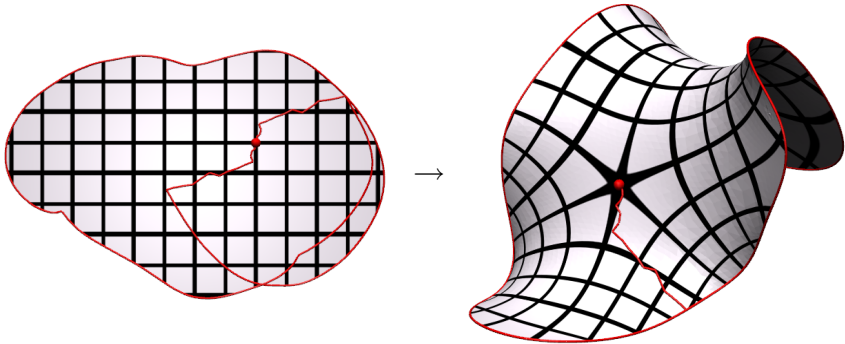
Algorithm: B. Springorn, P. Schröder, U. Pinkall. Conformal Equivalence of Triangle Meshes.

ACM Transactions on Graphics 27:3 [Proceedings of ACM SIGGRAPH 2008]





Boundary angle sum θ at a boundary vertex

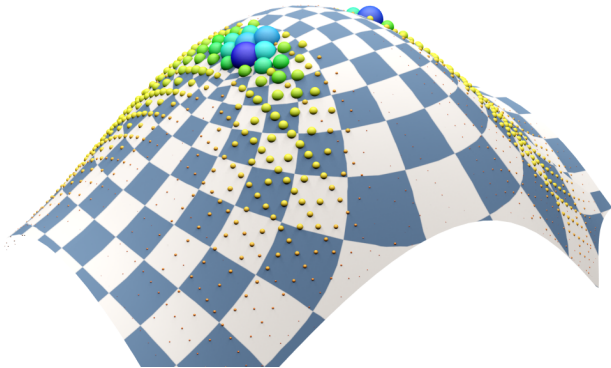


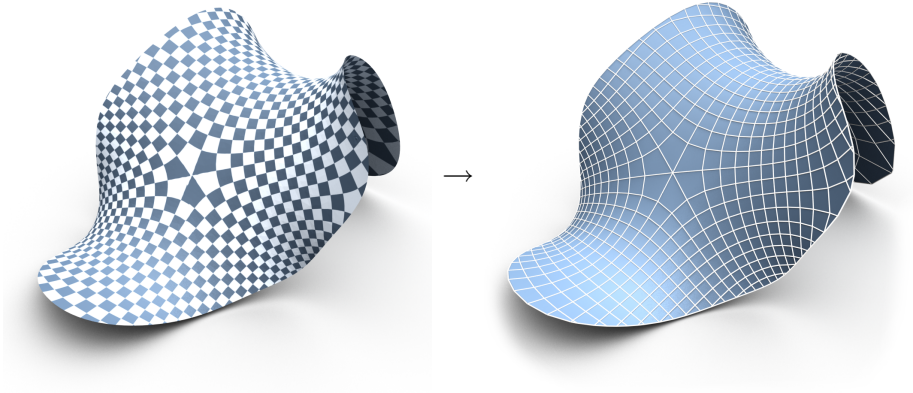
Curvature boundary conditions and a singularity with angle 540°



Quasiisothermic Parameterization

We call a conformal parameterization with curvature boundary conditions a *quasiisothermic parameterization*





Quad-Mesh Generation



Variational Principle

Linear combination of energies

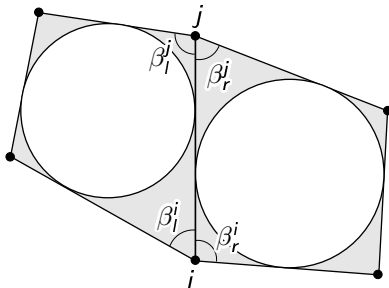
$$E := \lambda_1 E_{\text{planar}} + \lambda_2 E_{\text{incircle}} + \lambda_3 E_{\text{touch}}$$

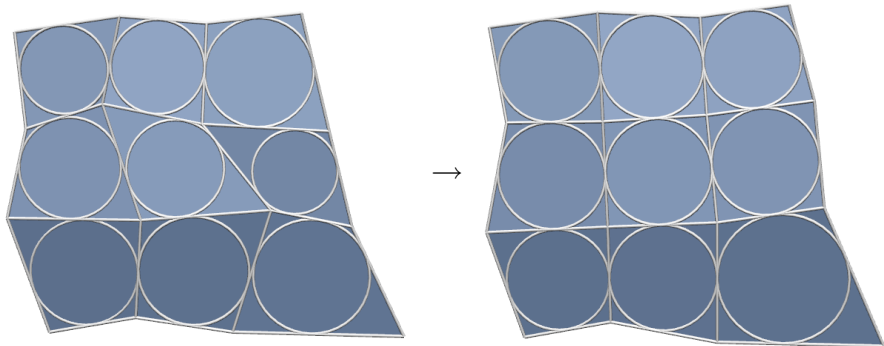
- ▷ E_{planar} is some planarity term
- ▷ E_{incircle} is due to A. Schiftner, M. Höbinger, J. Wallner, and H. Pottmann. 2009. *Packing circles and spheres on surfaces*. ACM Trans. Graph. 28
- ▷ E_{touch} critical for touching incircles



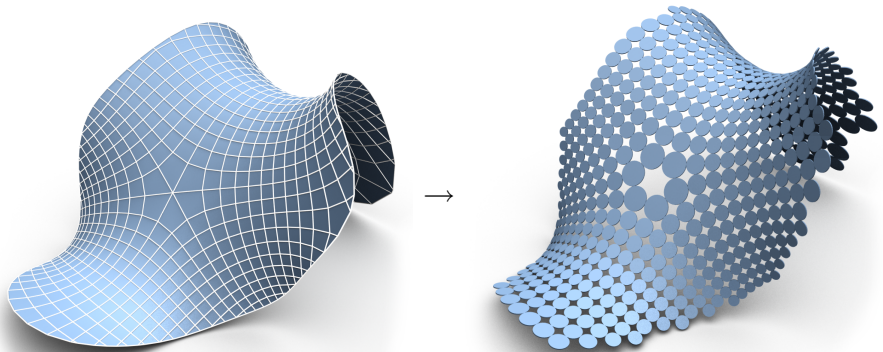
Touching Circles Energy

$$E_{\text{touch}}(ij) = \left(\cot \frac{\beta_l^j}{2} \cot \frac{\beta_r^i}{2} - \cot \frac{\beta_r^j}{2} \cot \frac{\beta_l^i}{2} \right)^2.$$





Optimization of the energy



Optimization of big meshes needs a good guess \rightarrow Quasiisothermic parameterizations

