Semantic Shape Editing with Parametric Implicit Templates

Uday Kusupati
EPFL, Adobe Research
Switzerland
uday.kusupati@epfl.ch

Jean-Marc Thiery
Adobe Research
France
jthiery@adobe.com

Mathieu Gaillard
Adobe Research
United States of America
gaillard@adobe.com

Adrien Kaiser
Adobe Research
France
akaiser@adobe.com

Figure 1: Left: We i) fit a parametric implicit surface template to an input mesh \( M_1 \) (Gear+Sliders), and ii) deform \( M_1 \) by editing the template parameters (User+Sliders). The top rows show deformations of \( M_1 \) using templates \( T_A \) and \( T_B \). In the 3rd row, \( T_B \) is fit to an input noisy scan \( M_2 \) to guide \( M_1 \)'s deformation: We retarget mesh \( M_1 \) onto mesh \( M_2 \) while following the semantics carried by \( T_B \) (\( T_B^1 \mapsto T_B^3 \)). Right: Our method allows using common implicit template models enabling non-trivial deformations while being controllable with a few intuitive parameters that can generate rich variations of a shape category.

ABSTRACT

We propose a semantic shape editing method to edit 3D triangle meshes using parametric implicit surface templates, benefiting from the many advantages offered by analytical implicit representations, such as infinite resolution and boolean or blending operations. We propose first a template fitting method to optimize its parameters to best capture the input mesh. For subsequent template edits, our novel mesh deformation method allows tracking the template’s 0-set even when featuring anisotropic stretch and/or local volume change. We make few assumptions on the template implicit fields and only strictly require continuity. We demonstrate applications to interactive semantic shape editing and semantic mesh retargeting.

CCS CONCEPTS

- Computing methodologies → Shape modeling; Parametric curve and surface models; Mesh models.

KEYWORDS

implicit fields, parametric templates, mesh deformation

ACM Reference Format:

1 INTRODUCTION

Implicit Modeling has been extensively researched and used by 3D artists for decades. In this context, an artist models a volumetric field \( f_\Theta : \mathbb{R}^3 \rightarrow \mathbb{R} \), parameterized by \( \Theta \), and is exposed with a 3D surface \( S \) given by its 0-set: \( S := f_\Theta^{-1}(0) \).

Our Implicits Corresponding SDF Absolute Difference

Figure 2: Our implicits, like most ones designed by CG artists, are not SDFs. Simple operations, such as intersection using a max operator, indeed break the SDF assumption. Note the discontinuities in the spatial gradient of our implicit field.

Wyvill et al. 2005]. They are part of most modeling software (e.g., Blender with differentiable graph-based solutions [BlenderImpl], ZBrush’s [ZSpheres], Pixar’s [Renderman]), and are the cornerstone of many recent modeling tools [Clavicula; MagicaCSG; Womp]. Implicit representations offer many benefits for 3D modeling:

- $S$, the 0-set of $f_0$ can be infinitely smooth for smooth $f_0$ – which is almost unique in Computer Graphics;
- The artist can ignore polygonal surface quality during modeling, as $S$ is extracted as a post-process;
- The interior and exterior of $S$ are simply defined as $f_0^{-1}(\mathbb{R}^-)$ and $f_0^{-1}(\mathbb{R}^+)$ respectively, while those are typically difficult to compute for polygonal surfaces [Jacobson et al. 2013];
- Boolean operators (union, intersection, subtraction), highly challenging for meshed representations yet extremely useful for quick modeling and prototyping, are trivially implemented as $\min | \max$ operators: $f^{A\cup B} = \min(f^A, f^B)$;
- As $S$ is the sole object of interest, the definition of $f_0$ away from $S$ is in general of little to no concern to the artist, permitting flexible definitions that largely deviate from restrictive Signed Distance Fields (SDFs) – see Fig. 2.

Numerous works have tackled the design of parametric blending operators [Angles et al. 2017; Bernhardt et al. 2010; Gourmel et al. 2013], to allow for smooth unions for example (as opposed to unions, which lead to sharp creases at the exact junction between shapes being blended). Complementary to this, warping operators have allowed for the intuitive deformation and editing of implicit surfaces [Kleck 1989; Pasko et al. 2001; Zanni et al. 2011].

The extensive research and remarkable versatility of implicit surface representations have fostered creativity for years, and artists in the demoscene community (e.g., ShaderToy [Jeremias and Quilez 2013, 2014; Quilez and Jeremias 2024]) have used them intensively to design large scenes (sometimes infinite, defined as procedural fractals) that can be synthesized on-demand by extremely compact programs [Quilez 2008]. Due to their parametric nature, dynamic, time-varying implicit surfaces are also ubiquitous, and many works have focused on their efficient tracking/rendering [Jazar and Kry 2023] or their use for deforming 3D shapes [Vaillant et al. 2013].

Our work focuses on the latter problem: we study how parametric implicit surfaces can be used to deform 3D surfaces. In particular, we aim at enriching input raw detailed triangle meshes with semantic deformation handles described by parametric implicits (see Fig. 1, right), enabling mesh editing in a novel manner and allowing reusability of parametric implicits for the deformation of entire collections of objects. To this end, we introduce two complementary operators that constitute our two main technical contributions:

(i) **Fitting:** Our simple and robust template fitting operator allows finding adequate parameters for the 0-set of the input template to best match an input polygonal surface.

(ii) **Deformation:** Once the template is fit to the input mesh, our deformation operator allows tracking the template’s 0-set as its semantic parameters are edited by a user. To cope with the severely ill-posed nature of this operation, we design a specific regularization energy adapted to the nature of common implicit templates, that typically allow for anisotropic stretch and/or local volume change.

To reach broad compatibility, we make little assumptions on our input implicit templates, and merely require those to be:

- **continuous** 3D fields: our templates representing 3D surfaces compatible with the objects we aim to deform, no Heaviside function nor discontinuous procedural noises are handled.
- **continuous** w.r.t. $\Theta$: aiming at continuous deformations, we do not handle discrete parameters (e.g., grid instancing).
- reasonably well-behaved around their 0-set.

We do not require our implicits to be differentiable everywhere nor be SDFs, which would otherwise highly limit the usability of our technique. For instance, common operations on SDFs like union (min) and substraction/intersection (max) do not generally produce SDFs (see Fig. 2) and fixing the resulting field is an open problem [Marschner et al. 2023]. Further, even if our implicits are mostly built as compositions and blending of simple parametric primitives – like most ones found in the demoscene community or typically used by modelers, we do not rely on per-primitive fields (e.g., like [Vaillant et al. 2013]), nor are we enriching our programs to track point deformations (e.g., like [Michel and Boubekeur 2021]).

## 2 RELATED WORK

We focus in this section on shape editing methods, and refer the interested reader to surveys on implicit surface modeling [O’Brien and Yoo 2005], rendering [Knoll 2008] and meshing [De Araújo et al. 2015]. In addition, Yuan et al. [2021] survey shape editing from traditional to the more recent neural editing approaches.

**Template-based shape editing.** Semantic shape templates [Gadelha et al. 2020; Yumer et al. 2015] restrict shape edits to a semantically meaningful space. Several approaches, e.g. Liu et al. [2021], use neural representations capturing semantic notions of everyday objects. Jakab et al. [2020] extract meaningful point handles for deformation while Shechter et al. [2022] learn inferred displacements by such handles. Primitive-fitting methods (e.g. bounding boxes [Mo et al. 2020; Wei et al. 2020] or 3D Gaussians [Genova et al. 2019]) offer light-weight abstractions and part-wise semantic control.

**Implicit shape templates.** Several approaches estimate the semantic parameters of a procedurally-modeled template or a latent semantic representation using neural networks [Deng et al. 2021; Hao et al. 2020; Hertz et al. 2022; Liu et al. 2023; Pearl et al. 2022;
Zheng et al. 2021]. Approaches using a neural implicit representa-
tion can either have parameters learned by training over a dataset or
estimated on a per-shape basis [Yifan et al. 2021]. While interactive
shape editing is possible through quick forward-passes, issues result-
ning from out of training-distribution inputs and generalization
need to be handled. Hertz et al. [2022] perform a shape inversion
optimization during inference for a better latent fit in addition to an
interactive editing speed. Those last approaches re-generate new
shapes, which has the drawback of losing the input’s connectivity.
Our approach is connectivity-preserving, and only uses the implicit
template to track deformations to apply to the input.

Deformation Shape editing is closely related to detail-
 preserving deformation transfer. Classical methods include Po-
rumbescu et al. [2005] for detail transfer, Dekkers and Kobbelt
[2014] and Rohmer et al. [2015] for detail generation/deletion, and
Botsch et al. [2006] for detail-preserving surface editing, while
neural representations have been recently developed for the same
tasks [Aigerman et al. 2022; Chen et al. 2021; Morreale et al. 2022;
Yifan et al. 2020, 2021], Yin et al. [2021] and Ma et al. [2014] propose
shape analogies methods by learning the deformation from a source
shape to a target shape, and allow replicating the learned deformations
to new shapes; Sung et al. [2020] project deformation handle edits to a learned semantics-preserving shape space; Maesumi et al.
[2023] build deformation fields from point clouds generated using a
2D exploration space. In our work, we focus on driving deformation
transfer (mesh retargeting) with our parametric implicit templates,
which capture the semantics of the intended transfer.

3 OVERVIEW
Our method takes as input i) a mesh \( M \) within a specific object cat-
gory \( c \), and ii) an implicit template \( \Phi^c \) represented by a parametric
implicit function \( f_\Theta : \mathbb{R}^3 \to \mathbb{R} \), \( \Theta \) defining its parameters.

We manipulate \( M \) using \( \Phi^c \) in two stages:

(i) **Fitting** (Sec. 4): Our fitting process computes parameters \( \Theta_S \)
for the template to best conform to \( M \) (in the sense that \( M \)
and \( S := f_{\Theta_S}^{-1}(\{0\}) \) are colocated). \( M \) is then encoded using
local signatures in \( f_{\Theta_S} \) found at its vertices.

(ii) **Deformation** (Sec. 5): Given target \( \Theta_T \) (e.g., from a user-
edit), we deform \( M \) by tracking its implicit signatures as \( \Theta_S \)
is advected towards \( \Theta_T \) while minimizing a global deformation
energy, ensuring quality preservation.

**Implicit Template.** \( \Phi^c \) has minimal requirements as defined in
Section 1. We designed our templates using an in-house tool, simi-
lar to [BlenderImpl]. Our data is identical in nature to the ones
produced by popular software ([Clavicula; MagicaCSG; Womp]).
Figure 1 (right) shows two examples of our templates, their inter-
pretable structural parameters and the various implicit function
instances of the same template with different parameters. Section
1 of the supplementary document details our implicit templates,
their design logic and the way parameters interact with them.

4 IMPlicit TEMPLATE FITTING
To fit a parametric implicit template to an input mesh \( M \), we design
a simple iterative method inspired from Iterative Closest Point (ICP)
methods. Consider surface samples \( P_S \) evenly distributed on \( M \)
and volume samples \( P_V \) randomly distributed away from \( M \). We
optimize the parameters \( \Theta \) to minimize the following energy:

\[
E^\sigma_{fit} := \sum_{p \in P_S} |f_\Theta(p)|^2 + \alpha \sum_{p \in P_V} w_\sigma(p) |f_\Theta(p) - d(p)|^2, \tag{1}
\]

\( d(p) \) denoting the approximate signed distance from \( p \) to \( M \) (we use
fast pseudo-normal test [Bærentzen and Aanæs 2005]), and \( w_\sigma(p) \)
being a confidence weight quickly decreasing with increasing \( d(p) \).

We minimize Eq. (1) with L-BFGS-B using auto-differentiation to
compute the gradient \( \nabla_\Theta(f_\Theta) \).

Optimizing \( f_\Theta \) to best fit \( M \) only (i.e., setting \( \alpha = 0 \) in Eq. (1))
is not sufficient, because templates initialized far off the target \( M \)
are not attracted to it with such a simple local approach, as \( \nabla_\Theta(f_\Theta) \)
might indicate wrong directions (or be null) in those situations (see
Fig. 2 illustrating our implicits far from their 0-set). We therefore
use the sparse volume samples \( P_V \) to mainly repulse the 0-set away
from them and ensure non-zero gradients in such cases.

Note that, as we cannot ensure that \( f_\Theta \) reproduces an SDF be-
havior (see Fig. 2), we mildly penalize deviation from those targets
\( P_V \) in \( E_{fit} \), which is sufficient to guide the optimization during
the early iterations without compromising the final result. In our
implementation, we define those confidence weights as

\[
w_\sigma(p) := \exp\left(-d(p)^2/\sigma^2\right), \tag{2}
\]

where \( \sigma \) is the standard deviation hyperparameter. We adopt a
coarse to fine approach by running the optimization four times
with decreasing \( \sigma \) values starting from the bounding box diagonal
(almost uniform repulsion) to 3% of it (almost no repulsion).

Figure 3 shows examples of parametric shapes fitting (input)
target meshes. The template shapes are shown both in their initial
configuration, and after being fitted to an input mesh.
To illustrate the robustness of our method, we conduct an ablation study, and compare in Fig. 3 our weighting strategy with:

- no repulsion: setting $\alpha = 0$;
- uniform repulsion: setting $\alpha = 1$ and $w(p) = 1 \forall p \in P_V$.

In the first case, the template might not converge towards the target surface, due to null gradients far off the global minimizer of $E_{SS}$. In the second case, the final template is slightly off the target surface, since the assumption that it follows an SDF everywhere is not true.

To further demonstrate the robustness of our approach on severely damaged implicit, we show results of our strategy for modulated targets in Fig. 4 of the supp. and show that the optimized implicit surfaces still overall fit the target surfaces, indicating that the use of volume samples is indeed harmless for the final fitting.

5 IMPLICIT-DRIVEN MESH DEFORMATION

We propose a novel algorithm to compute the deformation map $\phi$ using a standard local/global constrained to be 3D rotations, and that enforces the rigid transformation of transformation maps \cite{Sorkine and Alexa 2007}, that advocate the use of auxiliary local edit strategies specifically designed for our problem. Since both the terms are both tracking and regularization $E$'s adjacent edges, but larger/different neighborhoods (e.g., a one-ring edit-set) can be considered. $R_v$ is typically initialized to $l$ and constrained to be 3D rotations, and $\{v, R_v\}$ are optimized iteratively using a standard local/global solver minimizing efficiently $E_{\text{ARAP}}$, which is the main take-away we retain from those works.

5.1 Tracking energy

5.1.1 Implicit signatures. Many mesh deformation techniques involve a user interacting with a few handle vertices to specify 3D positions for them and the rest of the mesh is optimized for a shape regularization energy ensuring well-behaved deformations. In our context, we rather bind the source mesh $M$ to the source implicit $f_0$. We do this by preserving the following implicit signatures:

### order 0:

The value of $f_0$ at vertex $v' = \phi(v)$ should equal the value of $f_0$ at its source location $v \in M$, i.e.

$$f_0(v') = f_0(v) =: f_0$$

### order 1:

The gradient of $f_0$ at $v'$ should equal the re-aligned gradient of $f_0$ at $v$ in $M$ (with $v$'s local map $f_0 \in \mathbb{R}^{3 \times 3}$, Sec. 5.2), i.e.

$$\nabla f_0(v') = f_0 \cdot \nabla f_0(v) =: f_0 \cdot g_v$$

When $f_0$ is not a rotation, we re-normalize the right hand side in Eq. 5 to match the norm of $\nabla f_0(v')$. These (0th, 1st)-order coupling conditions enforced over $M$ 'bind' the mesh geometry to the underlying implicit representation. Our tracking energy is:

$$E_{\text{Tracking}}(M') := \sum_{v'} |f_{0'}(v') - f_{0}(v)|^2 + \|\nabla f_0(v') - f_0 \cdot g_v\|^2$$

### Mesh updates. We translate those conditions to our update scheme $\phi^{k+1} = \phi^k + d_v$, by writing the explicit Taylor expansion of our target field $f_{0'}$ and its gradient $\nabla f_{0'}$ at current location $\phi^k$ as

$$f_{0'}(\phi^{k+1}) = f_{0'}(\phi^k) + \nabla f_{0'}(\phi^k) \cdot d_v + \frac{d^2 H f_{0'}}{d \phi^k d \phi^k}(\phi^k) d_v^2 + O(\|d\|^3)$$

where $H f_{0'}$ discards $O(\|d\|^3)$ terms gives

$$f_{0'} = f_{0'}(\phi^k) + \nabla f_{0'}(\phi^k) \cdot d_v + \frac{d^2 H f_{0'}}{d \phi^k d \phi^k}(\phi^k) d_v^2 + O(\|d\|^2)$$

Enforcing $v$'s target implicit signature at $\phi^{k+1}$ (i.e., $f_{0'}(\phi^{k+1}) = f_0$), $\nabla f_{0'}(\phi^{k+1}) = f_0 \cdot g_v$ and discarding $O(\|d\|^3)$ terms gives

$$\begin{bmatrix} f_0 \\ f_0 \cdot g_v \end{bmatrix} = \begin{bmatrix} \nabla f_{0'}(\phi^k) \\ \nabla f_{0'}(\phi^k) + H f_{0'}(\phi^k) \cdot d_v \end{bmatrix}$$

Eliminating $H f_{0'}$ gives the following tracking linear constraint on our vertex update $d_v$:

$$\begin{bmatrix} \nabla f_{0'}(\phi^k) + f_0 \cdot g_v \\ 2 \end{bmatrix} \cdot d_v = f_0 - f_{0'}(\phi^k) \quad \forall v.$$
do both for simplicity and robustness reasons, and it corresponds to the least-squares optimization under infinitesimal updates $d_v$.

5.2 Regularization energy

Tracking our implicit signatures leads to under-constrained deformations as the updates are insensitive to the vertices sliding on the implicit’s iso-surfaces (especially in flat regions, see Fig. 4), warranting the need for regularization. We specialize our regularization energy to deformations containing large anisotropic stretch. Inspired from ARAP deformations, we weakly enforce each vertex $v'$ neighborhood to be rigidly transformed by a single map $J_{0} \in \mathbb{R}^{3 \times 3}$. Contrary to ARAP, we do not constrain those to be rotations, as we target stretched deformations. In our case, we enforce local normal isometries while controlling the stretch in the tangent plane.

We further study the use of an optional anisotropic smoothing term, weakly enforcing continuous consistent regions (i.e., not separated by sharp features) to remain uniformly deformed if needed. Our regularization energy is defined as:

$$E_{\text{REG}}(M^v) = \sum_{v \in V} \sum_{(u, w) \in E(v)} c_{uw}\|J_{0} \cdot (w - u) - (w' - u')\|^2 + \alpha_E E_{\text{SMOOTH}}(J_{0})$$

(9)

where $c_{uw}$ are the cotangent weights and $J_{0}$ belongs to a class of local transformations enforcing isometry in the normal direction.

Global step. Given estimated $(J_{0}^{k-1})$ from step $k-1$, the following linear constraint on the vertex update at step k is enforced:

$$d_w - d_u = J_{0}^{k-1} \cdot (w - u) - (w' - u') \quad \forall v, (u, w) \in E(v).$$

(10)

Local step. Given source vertex positions $(s)$ and current vertex positions $(t^k)$ at step k, we estimate the local maps $(J_{0}^{k})$ by enforcing those to map the source normal $n_{0}$ precisely to the deformed normal $n_{0}^{k}$, while best aligning edge-set $E(v)$ in the corresponding tangent spaces. With $P_{n} := I - n \cdot n^T$, we confine the maps $(J_{0}^{k})$ to:

$$J_{0}^{k} = n_{0}^{k} \cdot n_{0}^T + P_{n_{0}^{k}} \cdot J_{0} \cdot P_{n_{0}}$$

(11)

In the absence of $E_{\text{SMOOTH}}$, substituting Eq. (11) in Eq. (9) gives

$$J_{0}^{k} = \arg\min_{J_{0}^{k}} \sum_{(u, w) \in E(v)} c_{uw}\|JP_{n_{0}} \cdot (w - u) - P_{n_{0}^{k}} \cdot (w^{k} - u^{k})\|^2$$

(12)

$J_{0}^{k}$ can be computed in closed-form as

$$J_{0}^{k} = n_{0}^{k} \cdot n_{0}^T + P_{n_{0}^{k}} \cdot (P_{n_{0}} \cdot E_{0})^T \quad \text{rank 1, complementary, rank 2}$$

(13)

with $E_{0}$ (resp. $E_{0}^{k}$) the $3 \times m$ matrix whose columns are given by $\sqrt{c_{uw}}(w - u)$ (resp. $\sqrt{c_{uw}}(w^{k} - u^{k})$), and $M^T$ denoting the pseudo-inverse of $M$. Note that Eq. (13) is symmetric, and that the inverse map $J_{0}^{k}$ is obtained by switching $(n_{0}^{k}, E_{0}^{k})$ with $(n_{0}, E_{0})$.

Anisotropic smoothing. We optionally perform a smoothing step of our local maps $(J_{0}^{k})$. Regularizing those maps was first proven (to the best of our knowledge) to help preserving large structures in the context of ARAP optimizations in [Levi and Gotsman 2014]. Inspired by this work, we design our smoothing operator by

- enforcing smoothing on $(J_{0}^{k})$ after aligning adjacent maps through a trivial connection, and
- using geometry-aware blending weights $wij$ that preserve the structure defined by sharp features.

The optional smoothing energy is defined over all edges $E$ as:

$$E_{\text{SMOOTH}} = \sum_{(i,j) \in E} wij\|J_{0}^{k} - T(J_{0}^{k}, j \rightarrow i)\|^{2}_{F}$$

(14)

with the trivial connection operator [Crane et al. 2010] transporting maps from vertex $j$ to vertex $i$ given by

$$T(J_{0}, j \rightarrow i) = R(n_{j}^{k} \rightarrow n_{i}^{k})^{T} J_{0} R(n_{j} \rightarrow n_{i})$$

(15)

where $R(n_{j} \rightarrow n_{i})$ is the shortest rotation mapping $n_{j}$ to $n_{i}$. Parallel to Eq. (12), we can show that in presence of $E_{\text{SMOOTH}}$.

$$J_{0}^{k} = \arg\min_{J_{0}^{k}} \sum_{(u, w) \in E(i)} c_{uw}\|JP_{n_{0}} \cdot (w - u) - P_{n_{0}^{k}} \cdot (w^{k} - u^{k})\|^2 + \sum_{j \in N(i)} wij\|J_{0} \cdot P_{n_{i}} - P_{n_{i}^{k}} \cdot T(J_{0}^{k}, j \rightarrow i) \cdot P_{n_{i}}\|^2$$

(16)

While we implemented a vectorized least-squares solve to compute $J_{0}^{k}$, $vk$, we observed in practice that using neighboring maps $J_{0}^{k}$ from the previous step lets us compute $J_{0}^{k}$ in parallel $\forall i$ without compromising the solution quality (given we already use an iterative approach). With $T_{k} = T(J_{0}, j \rightarrow i)$, we obtain $\forall i$:

$$J_{0}^{k} = n_{i}^{k} \cdot n_{i}^{T} \quad \text{rank 1, complementary, rank 2}$$

$$+ P_{n_{i}^{k}} \cdot \left[ E_{i}^{k} \cdot \ldots \cdot \sqrt{wij} \cdot T_{k} \cdot P_{n_i} \ldots \right] \cdot \left[ (P_{n_i} \cdot [E_i \ldots \sqrt{wij} \cdot I \ldots])^{T} \right]$$

$$\forall j \in N(i)$$

with $E_{i}, E_{i}^{k}$ defined as in Eq. (13), $N(i)$ the neighboring vertices of vertex $i$, and $I$ the $3 \times 3$ identity matrix. We define our geometry-aware weights using distance functions common in mesh segmentation [Yan et al. 2006], for flat and spherical regions:

$$wij = \exp \left( -d(j, \text{proxy } i)^{2}/\sigma_{s}^{2} \right),$$

(18)

$\sigma_{s} \geq 0$ controlling the process.

5.3 Progressive tracking

With both energy terms in account, we optimize Eq. (3) iteratively, alternating global optimization of $d = \{d_{v}\}$ updates with local estimation of the auxiliary transformation matrices $\{J_{0}\}$.

For a specific edit from the source (input) parameters $\Theta_{S} \rightarrow \Theta_{T}$, we perform the associated mesh deformation by (optionally) splitting the edit into smaller sub-edits $\Theta_{S} \rightarrow \Theta_{1} \rightarrow \ldots \rightarrow \Theta_{T}$. This is motivated in Section 3 of the supp. by the need for infinitesimal updates as explained in Section 5.1.3. Algorithm 1 summarizes our progressive tracking. Note that we typically use a small number of iterations $k_{\text{max}}$ for the (intermediate) subedit steps, while ending with a larger number of $k_{\text{max}}$ iterations (especially if anisotropic smoothing is enforced) for interactive speeds.

5.4 Ablation and experimental validation

We validate our choices for the deformation energy incrementally. Fig. 4 shows a couch mesh fitted with a couch template subjected to a large edit in its length. The edited mesh with no $E_{\text{REG}}$ shows
ALGORITHM 1: Our Implicit-driven mesh deformation

// Input: source mesh $M$, source/target implicit parameters $\Theta/\Theta'$
// Output: deformed mesh $M'$

for subedit step $\Theta \rightarrow \Theta'$ do
  for $k = 0 \rightarrow k_{\text{max}}$ do
    Gather Eqs. (8),(10) and build system $A \cdot d = b$, for $d = \{d_v\}$
    Solve for $d_v = \arg\min_j \|A \cdot d - b\|^2$
    Update mesh: $v \leftarrow v + d_v$ for all $v$
    Update local maps ($J_v$) (Eq. (13)/(17))
  end
end

Figure 4: In contrast to ARAP, we allow for anisotropic stretch to the desirable extent.

Figure 5: $1^{st}$ principal stretch factor of the deformation for an edit doubling the couch length. Our $E_{\text{SMOOTH}}$ gives control to the user to preserve consistent regions, while smoothing the local transformations within them (see insets). Region boundaries (see the back and side) are also better demarcated.

Figure 6: Applying semantic edits from implicit templates (second column) onto 3D meshes (left). Same colors of templates denote same template used. Our implicit templates allow complex deformation like smooth morphing or inflating. The last three rows show edits performed using simple box templates. Fig. 7 shows more results of semantic edits.

6 APPLICATIONS

We demonstrate two main applications of our shape editing framework: interactive semantic shape editing of input 3D shapes (Sec. 6.1).
and deformation of a source mesh to match the semantic structure of a target one (Sec. 6.2). We show the robustness of our approach to the template used, while illustrating how different templates incur different types of deformations.

Sec. 5 of the supp. gives details on our implementation and performance insights. In addition to all the results shown in figures in the main and supplementary documents, we provide an HTML interface (in supp.) to browse all results at high resolution.

6.1 Interactive shape editing

Our shape parameters capture the structural semantics of objects and give a sparse set of shape handles to perform intuitive edits. Our implementation demonstrates shape editing with interactive feedback on a consumer computer, as shown in the supp. video. We illustrate shape editing by varying the parameters for shape categories like couch, table, vase, mug, car and airplane. We show that simpler box templates also allow performing useful edits, while being very easy to create and agnostic to the shape category.

6.1.1 Semantic templates. Figs. 6 and 7 show semantic edits of different natures and scales applied to shapes of multiple categories (specified by the user). The same template is used for different inputs showing the versatility of our proposed approach and its generality to inputs of different structures and topologies, as also seen in Fig. 12.

By design, our framework supports multiple edits at once as it only relies on the edited template. Implicit function templates enable complex editing operations, such as morphing between primitive shapes or squeeze and inflation, visible on the vase examples. Fig. 8 of the supp. shows additional results of semantic edits.

Fig. 8 shows a failure case of our deformation method. Though we focus on connectivity-preservation deformations, further improvement to our method could be achieved through promoting sparse stretch relaxation singularities and remeshing, as well as detail synthesis/removal when necessary [Dekkers and Kobbelt 2014; Rohmer et al. 2015].

6.1.2 Simple templates. The last three rows of Fig. 6 show easy access to quick complex deformations (like twisting) using very simple templates. Fitting simple box templates differently to the same inputs shows ways to deform parts of the inputs separately in a desired way. Fig. 9 of the supp. shows additional results.

6.2 Semantic mesh retargeting

We leverage our template-based deformation to warp a source shape into the structure of a target. We fit templates of a common category to the source and target meshes. This enables moving from the source to the target templates through a continuous parametric space. Since our approach enables tracking edits in this space, we can deform the source mesh to be edited to conform to the target template resulting in mesh retargeting. In addition, interpolating parameter values between templates fit to different shapes allows interpolating the structure of the two meshes.

As shown in Fig. 9, this process allows preserving the style of a given shape while warping it into a different structure. For instance, we show the deformation of an input couch mesh to match the structure of a noisy scan. This provides an easy way to replace dirty meshes from a single view depth map with complete ones. Fig. 10 of the supp. shows additional results.

6.3 Other parametric templates

Fig. 10 shows deformation of human meshes fit with SMPL templates [Loper et al. 2015] that provide a parametric model of body pose and shape. While our approach focuses on tracking implicit templates, we can easily deploy other existing specialized templates (like SMPL) by simply computing the SDF from them. Given the template’s ability to parametrically vary both body pose and shape (Fig. 10 rows 1 & 2), our approach enables easy deformation transfer to textured human inputs even from noisy scans.
7 COMPARISONS

We evaluate our deformation scheme against Wei et al. [2020] (edits meshes using parametric templates), and Yifan et al. [2020] (mesh retargeting). We also compare to an implicit shape-editing approach Spaghetti [Hertz et al. 2022]. In addition to the ones presented here, Figs. 12, 13 and 14 of the suppl. demonstrate more results. Sec. 7 of the suppl. displays results of a perceptual study showing user preference of our results compared to these three related works.

7.1 Mesh Deformation based editing

7.1.1 Comparison with Wei et al. [2020]. This work deforms a given shape using non-implicit templates made of different types of primitives. It uses a simple deformation scheme based on weighted average of displaced control points. In contrast, our regularization energy was specifically designed to preserve local orientation of details. It leverages a neural network to estimate the parameters of the template for a given input, which can limit its representativeness to the training data. Code for this method is not available but the authors kindly provided result meshes and corresponding edits, that we reproduce in our setup in Fig. 11. Our approach preserves details better and displays greater fidelity to the template.

7.1.2 Comparison with Neural Cages [Yifan et al. 2020]. We compare our mesh retargeting application to Neural Cages which uses a neural cage as a low-level representation to track and deform the input vertices using Mean Value Coordinates. In Fig. 9, we display greater fidelity to the target shape structure and preserve the source details at the appropriate scale of the target. In addition, we do not suffer the problem of under-performing on out-of-distribution inputs not generalized by a learnt network. While the Neural Cages are limited to low frequency edits, other subspaces [Wang et al. 2015] allow more localized and sharp edits.

7.2 Semantic editing using Neural Implicits

We compare our method to the implicit-based Spaghetti method [Hertz et al. 2022], which captures semantics of objects using a neural representation and generates the shape again after editing. While this approach suffers from a generalization problem too, the fixed resolution and expressiveness of the neural latent representation can affect the details of the output.

Fig. 12(a) shows a comparison on chairs from the Spaghetti samples, where the method can not accurately re-generate the shape after structural edits. In Fig. 12(b), we run the shape inversion from Spaghetti to apply edits on new shapes. In addition to the lack of geometric details output by Spaghetti, large scale edits such as back tilting on couches lead to global deformation of the input and do not preserve the locality of the edits, due to the entanglement of features in the neural representation.

8 CONCLUSION

We presented a novel approach to fit parametric implicit templates to input shapes, and deform them by tracking the evolving implicit template. With the ubiquity and versatility of implicit modeling, our minimal requirements on the template ensure ease of use. In addition, our deformation algorithm contributes tracking implicit signatures enabling a semantic link between the template and shape spaces. We show compatibility with existing parametric templates and provide a complementary approach to learning based methods that can suffer from generalization problems.

ACKNOWLEDGMENTS

We thank Tamy Boubekeur, Pierre Gueth, Thibault Groueix, Matheus Gadelha and Vojtech Krs for fruitful discussions on template fitting.

REFERENCES


Figure 10: Left: Parametric editing of clothed human meshes (from [Vlasic et al. 2008]) using SMPL templates. First row shows an edit to the body pose parameters while the second row shows edits to both pose and shape parameters. The third row shows variations of a source human mesh. Right: Mesh retargeting to fit the pose and shape of an input target scan. This demonstrates transferability of our approach to existing specialized templates.

Figure 11: Our deformation formulation better preserves geometric details for large edits while portraying greater fidelity to the target template. Note that here we are using the couch template which is able to represent chairs as well.

Figure 12: Comparison to the results of Spaghetti [Hertz et al. 2022] on (a) samples from their test set: We observe our approach works robustly even for large edits and preserves the structure better. (b) new samples: Spaghetti suffers from generalization problem on out of distribution samples.