

Surface Discretization of Multi-material Heterogeneous Volume Objects

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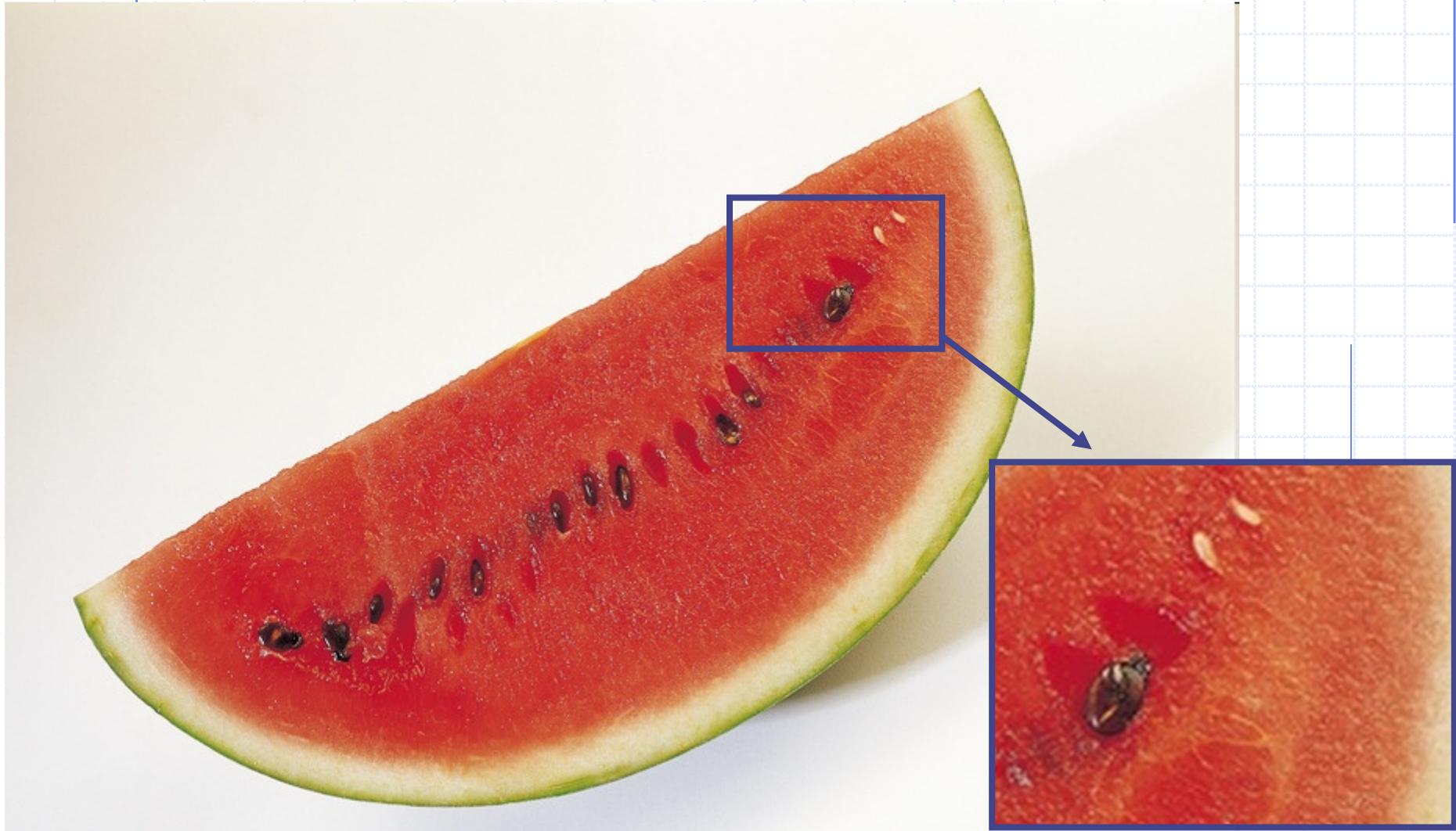
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University of Aizu, Japan

Uformia AS, Norway-USA

*ICME Workshop
Barcelona, April 12, 2016*

Challenge of Nature

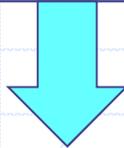


Modelling, Rendering, Fabrication & Consumption

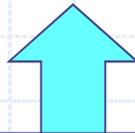
State of the Art

- Complex geometry model
- Simple or no material

Computer-Aided Design



Heterogeneous Volume Modeling



Computational Material Science

- Complex material model
- Simple or no geometry

Heterogeneous volume objects

- ◆ **Volumetric material distribution** - non-uniform gradually varying materials
- ◆ **Multi-scale microstructures** - internal spatial geometric structures with size of details orders of magnitude smaller than the overall size of the object
- ◆ Areas: biological and medical research, bio-engineering, composite materials in design and fabrication, mechanical engineering, physical simulations

Problems with surfaces & voxels

- ◆ **Size and processing time**
 - 100s Mb polygons, $>10^{10}$ voxels
- ◆ **Validity and precision**
 - approximations, surface defects
- ◆ **Parameterization and operability**
 - blends, offsets, deformations
- ◆ **Manufacturability**
 - STL problems are amplified by the geometric complexity of microstructures

Function Representation FRep

- ◆ Uniform representation of multidimensional shapes defined as

$$F(x, y, z, \dots) \geq 0$$

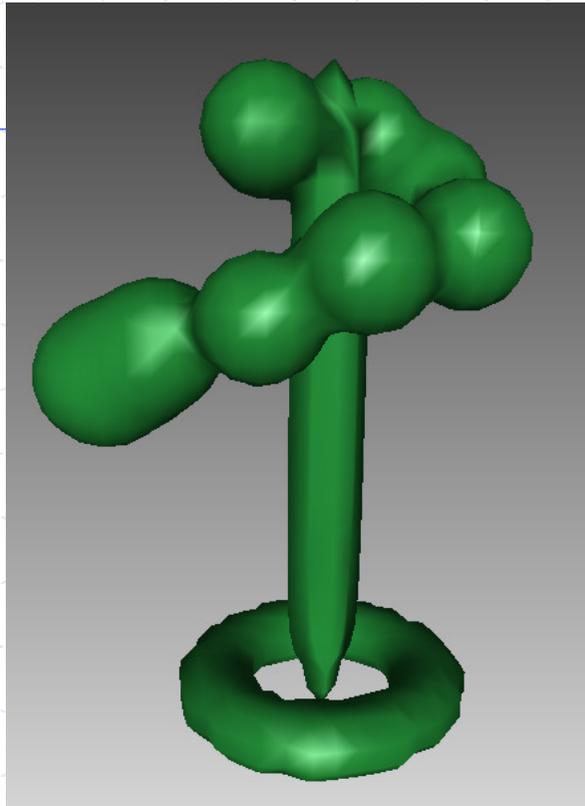
- ◆ $F = 0$ defines a surface (isosurface)
- ◆ Function F procedural evaluation traversing the construction tree structure
- ◆ Leaves: primitives
- ◆ Nodes: operations + relations
- ◆ FRep modeling is supported by HyperFun language and software tools
www.hyperfun.org

Function-based Heterogeneous Volume Model

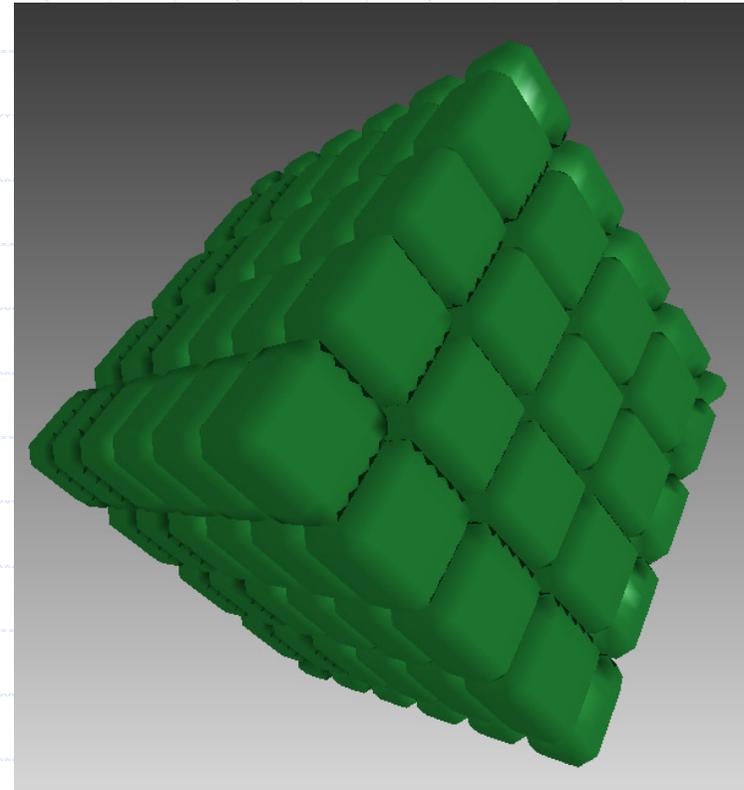
$$o = (F(X), S_1(X), \dots, S_k(X))$$

$F(X)$ – geometric function

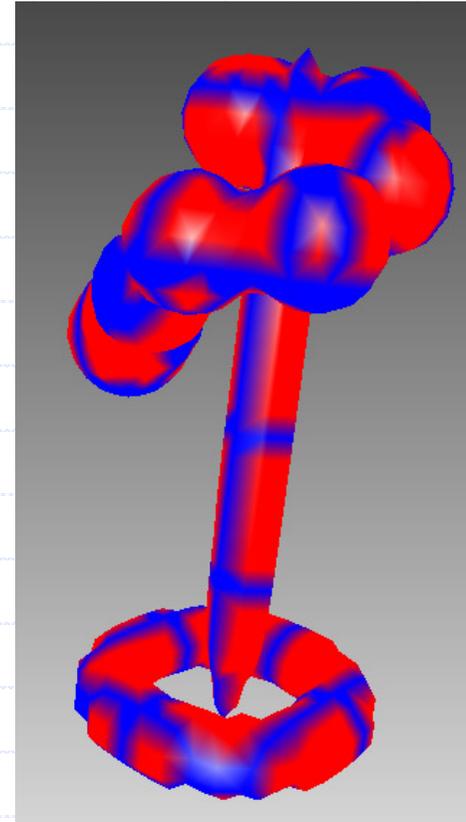
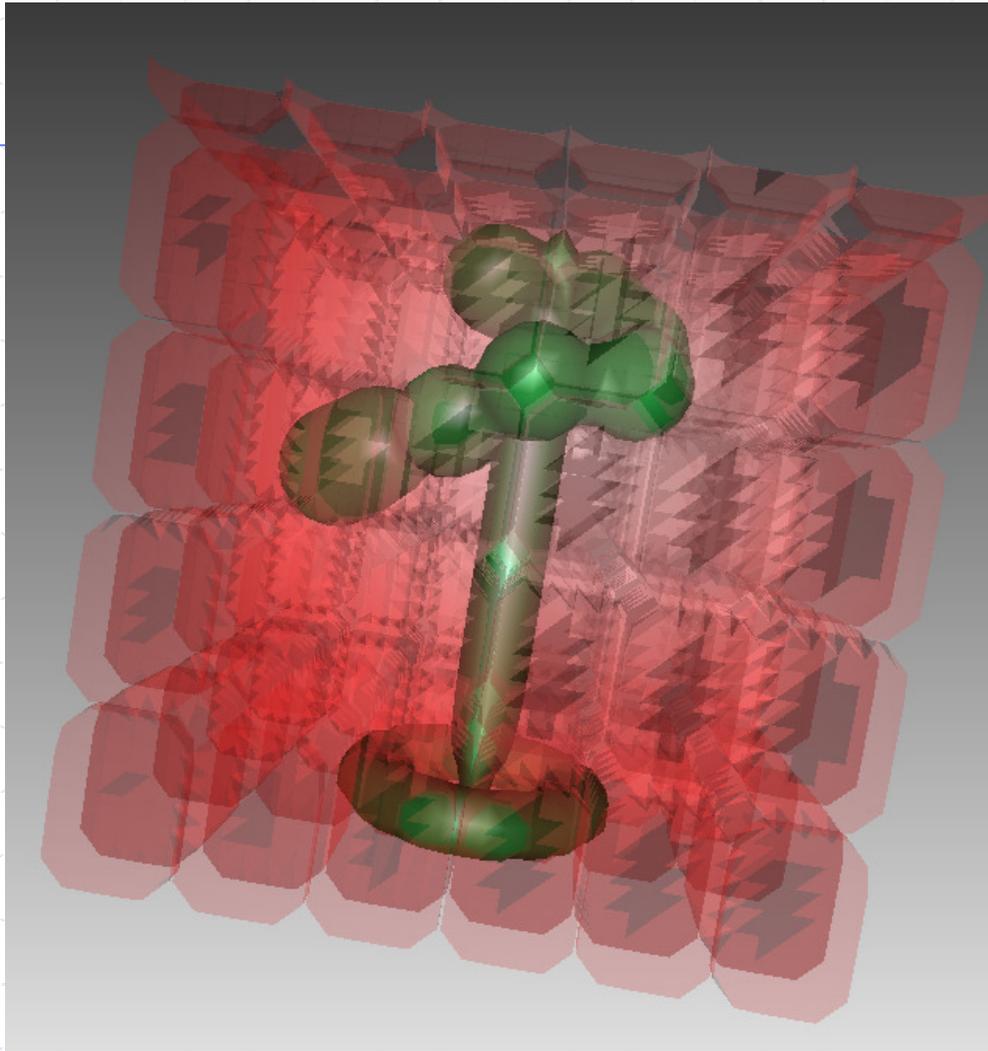
$S_i(X)$ – attribute functions based on
space partitions



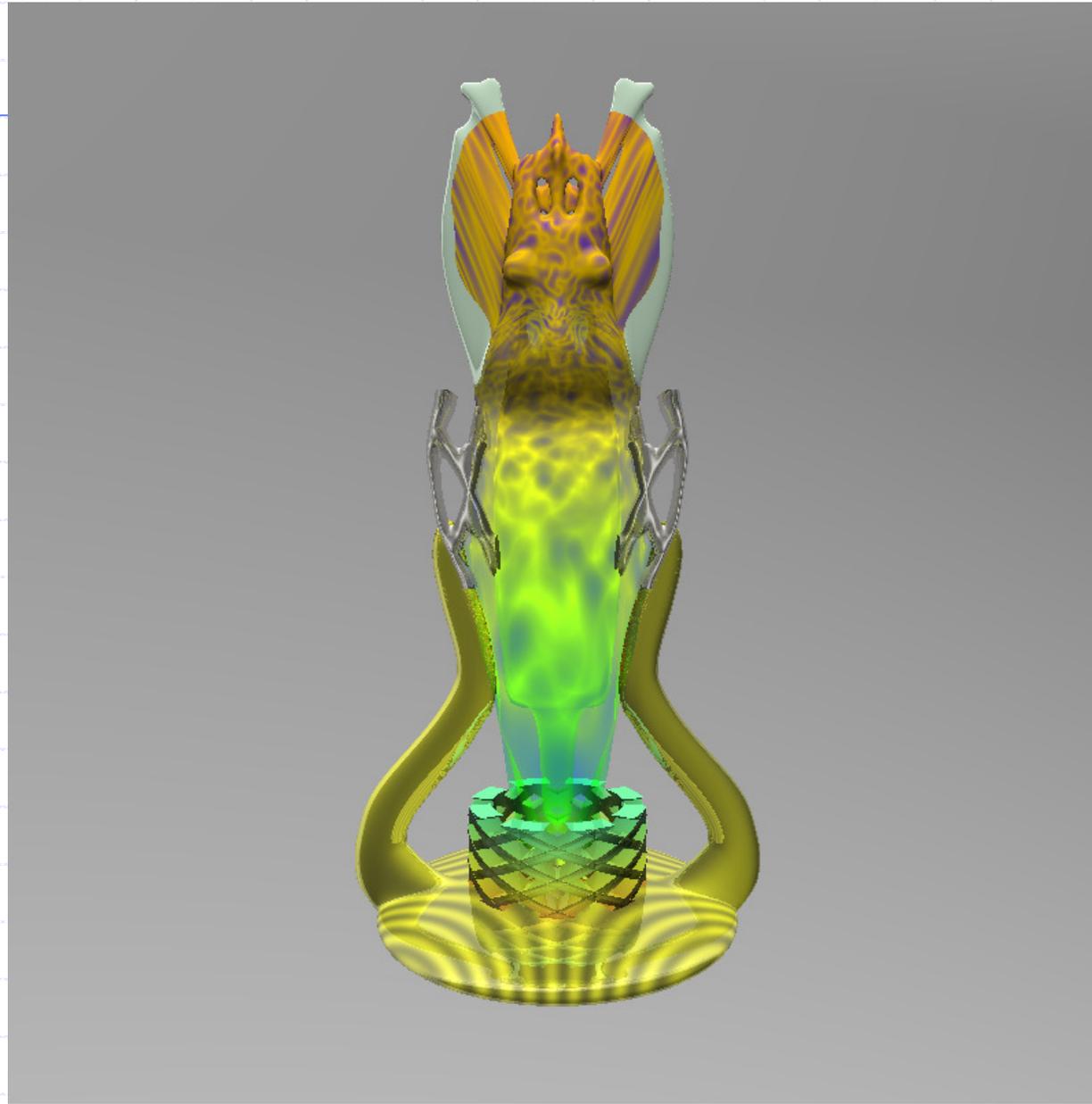
Geometry



Attribute
space partitioning

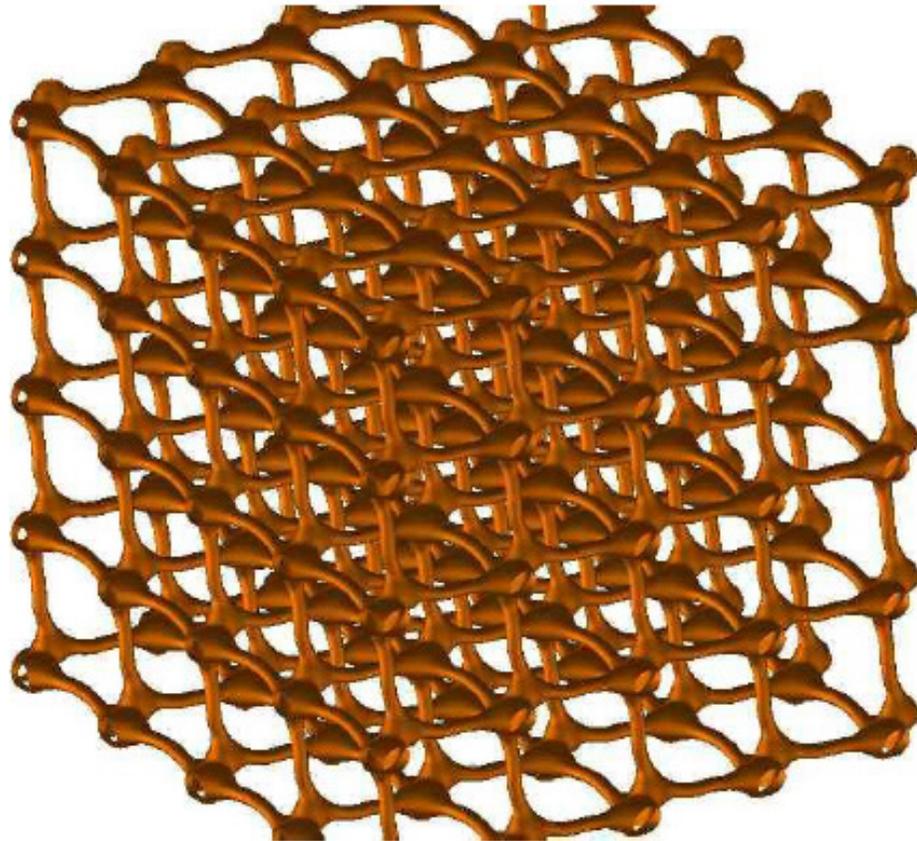
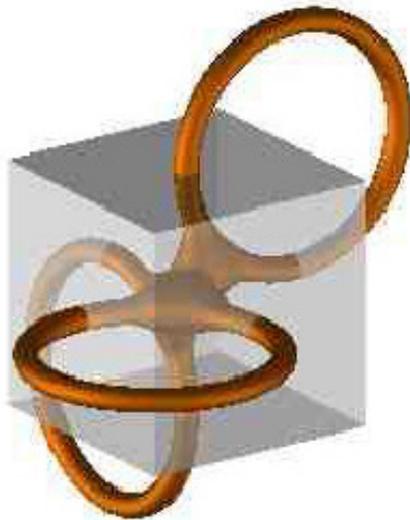


Procedural volumetric materials

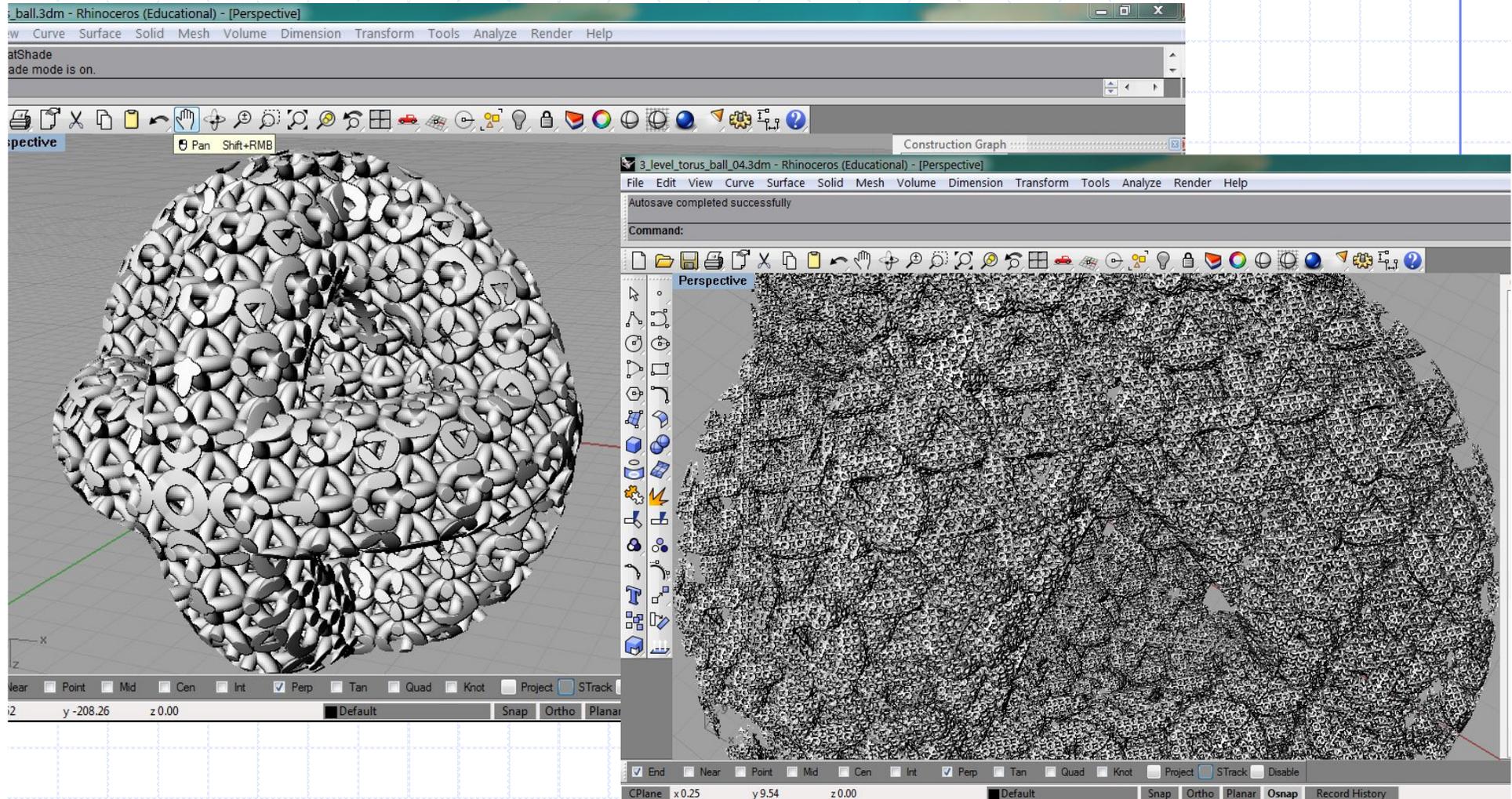


Cellular microstructures

Replication of a unit cell with periodic space mapping

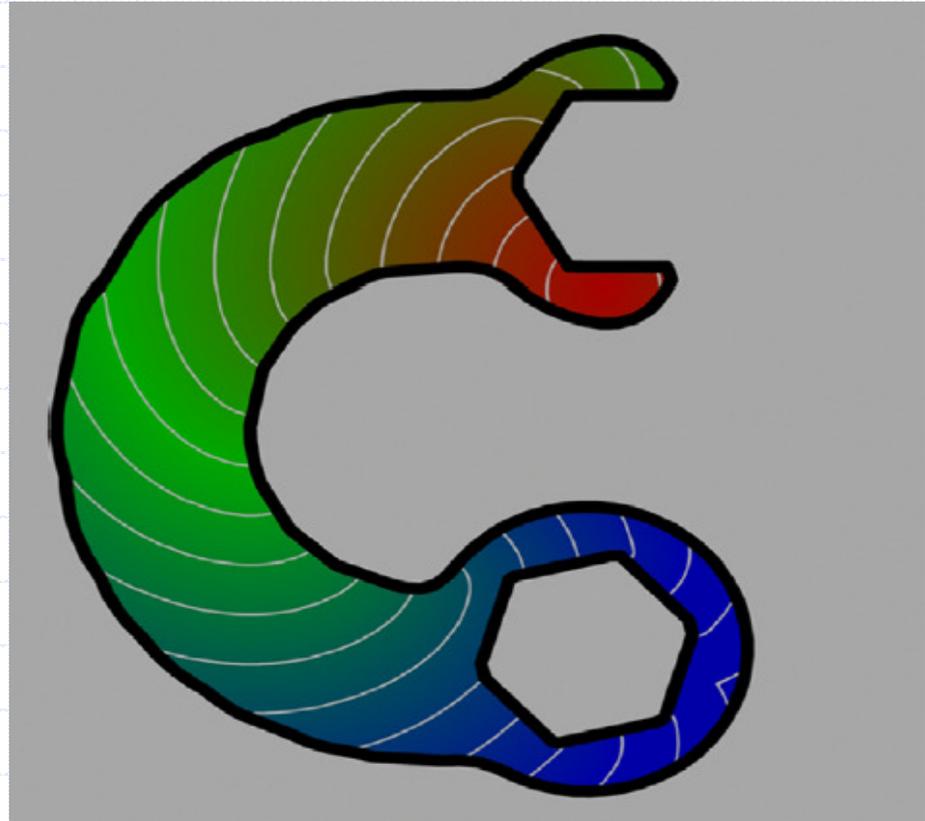
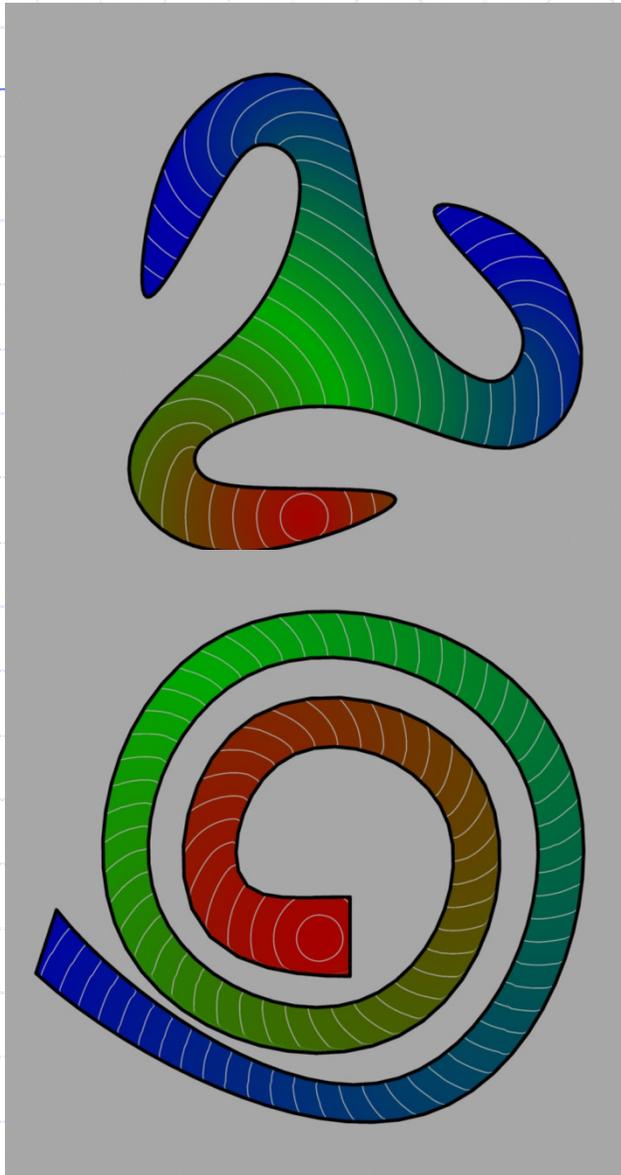


Multi-scale nested FRep structures



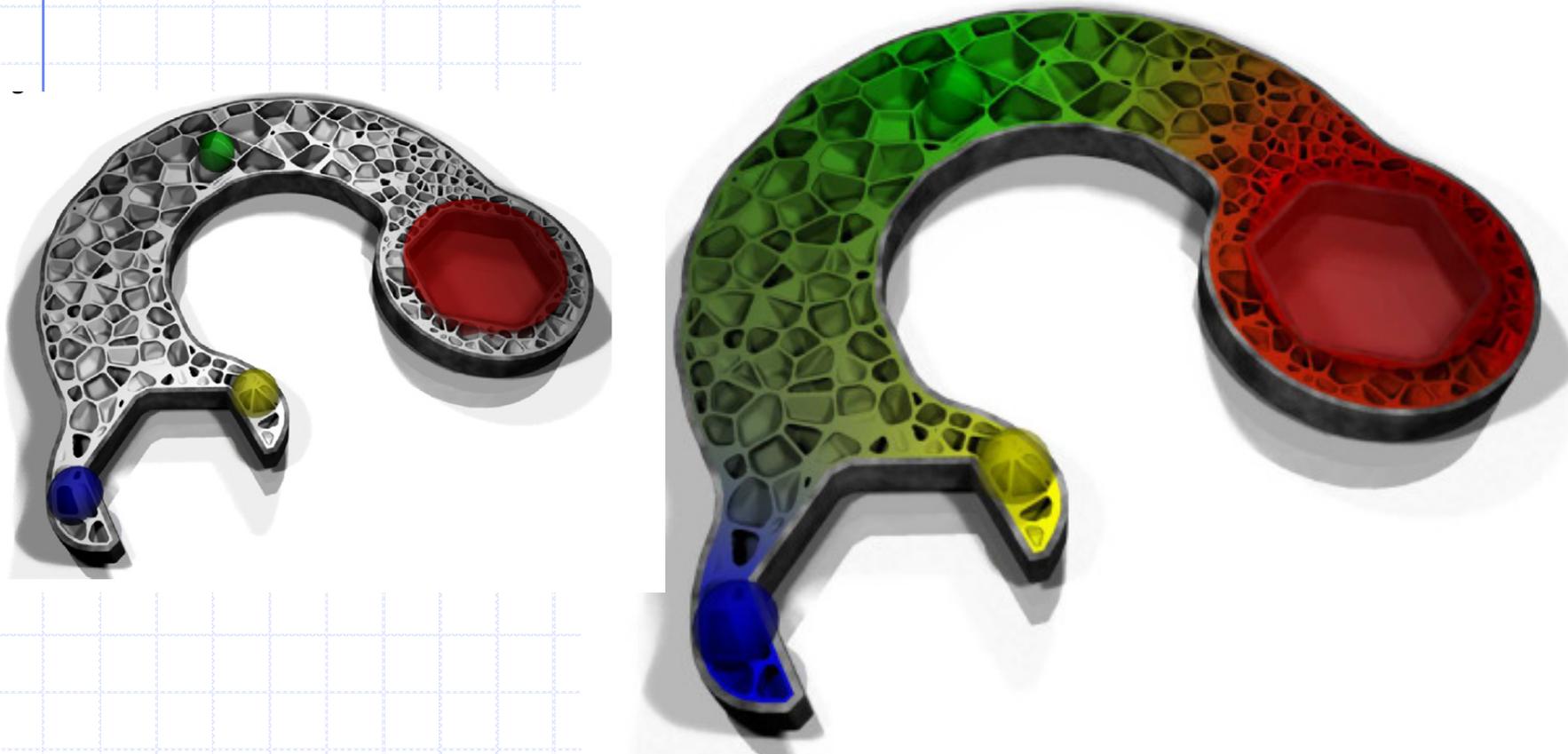
3 levels of nested tori balls

Interior Distance Interpolation



Computers & Graphics, 2013

Microstructures and gradient materials with interior distance



Computers & Graphics, 2013

Multi-material surface discretization

- 1) Adaptively discretize surfaces for all space partitions (material regions)
- 2) Define and sample the boundary curves between each pair of materials
- 3) Assemble meshes together while protecting the material boundary curves

Advances in Engineering Software, 2012

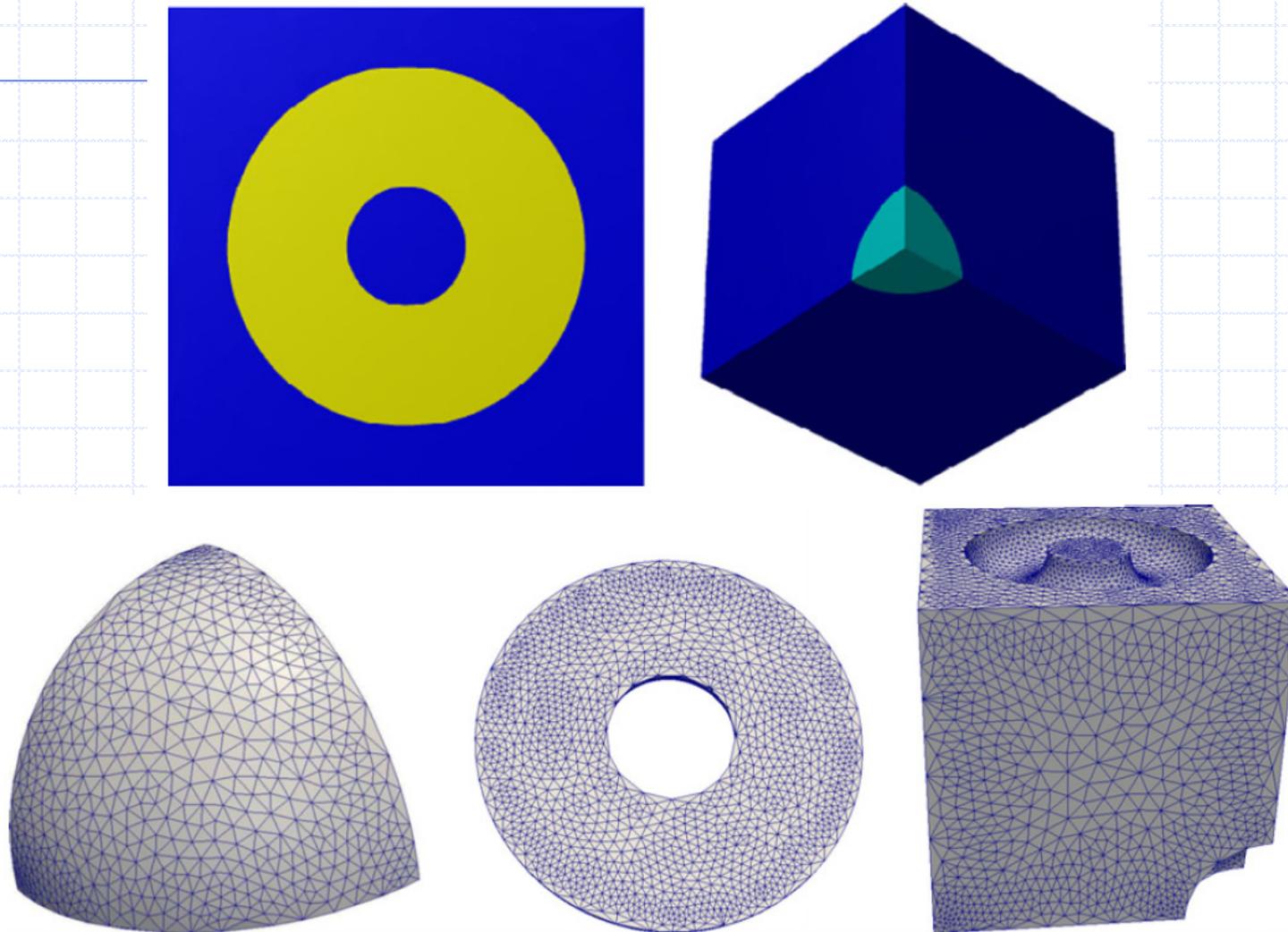
Step 1. Surface discretization for space partitions

- ◆ Generate random points and project them on the surface $f=0$

$$\mathbf{p} \leftarrow \mathbf{p} - f(\mathbf{p}) \frac{\nabla f(\mathbf{p})}{\|\nabla f(\mathbf{p})\|^2}$$

- ◆ Adding ghost points from the bounding box
- ◆ Compute the Delaunay tetrahedralization of the obtained point-set
- ◆ Find the set of triangles on the surface
- ◆ Subdivide triangles with high surface curvature
- ◆ Optimize the mesh (moving vertices, etc.)

Example for Step 1



Surfaces for three space partitions

Step 2. Material boundary curves

- ◆ For adjacent partitions A_i and A_j of the entire object G , the material boundary curve is

$$C_{ij} = \partial A_i \wedge \partial A_j \wedge \partial G$$

- ◆ Select from mesh vertices those with

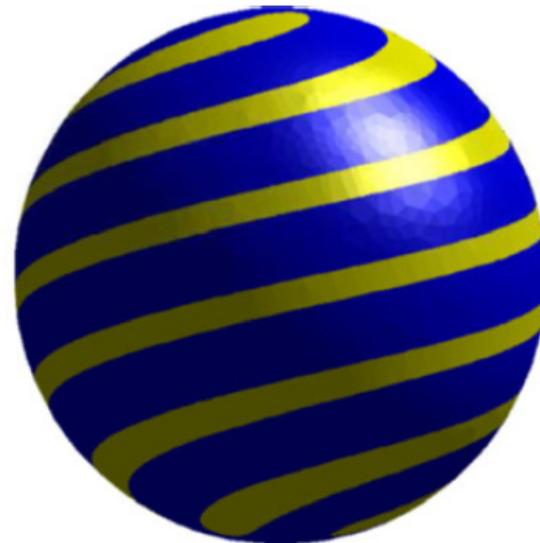
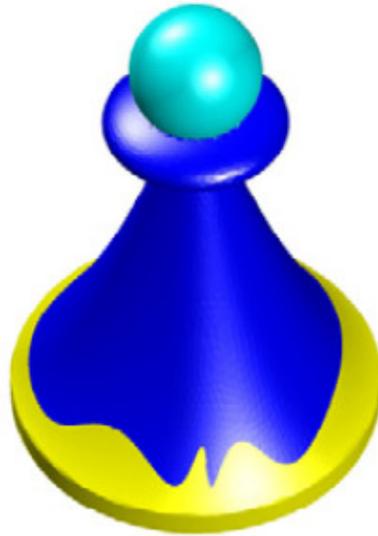
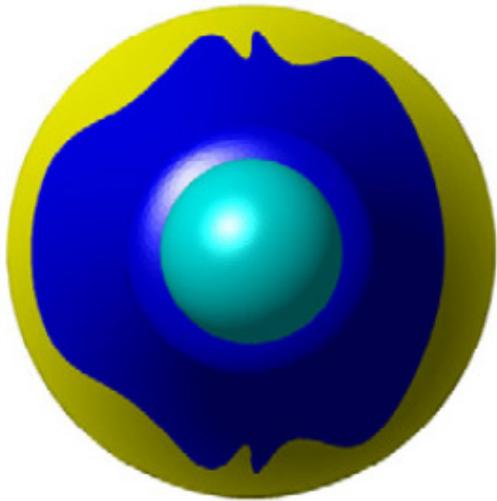
$$F = S_i = S_j = 0$$

- ◆ Subdivide edges between selected vertices.
- ◆ Project new vertices back to the surface.

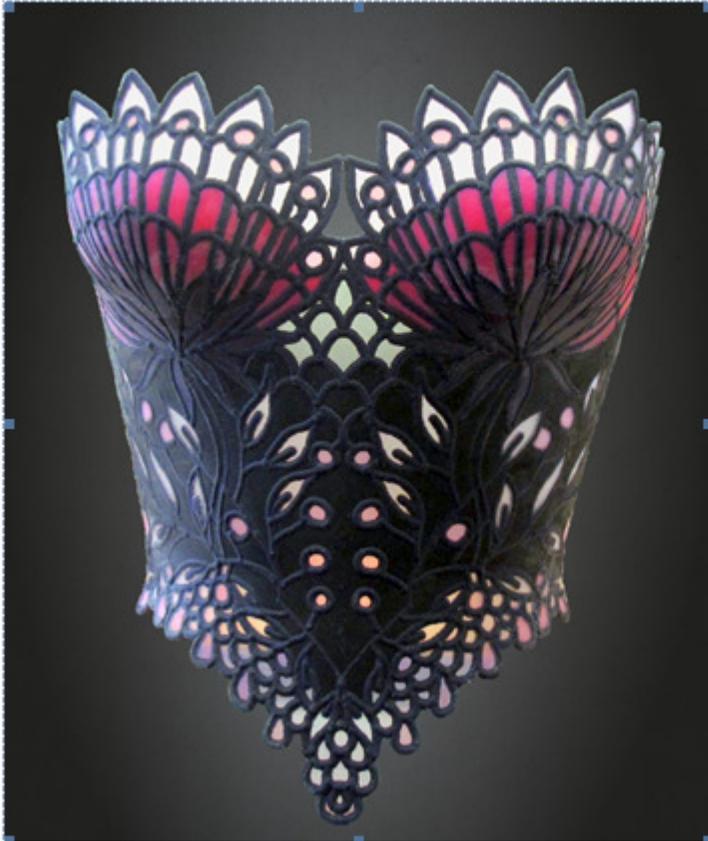
Step 3. Assembly of meshes and boundary curves

- ◆ Make a union of balls B with radius r centered at boundary curve vertices $C_{i,j}$
- ◆ Remove mesh vertices inside B
- ◆ Compute the Delaunay tetrahedralization of remaining mesh vertices and boundary curves
- ◆ Find the set of triangles on the surface

Examples

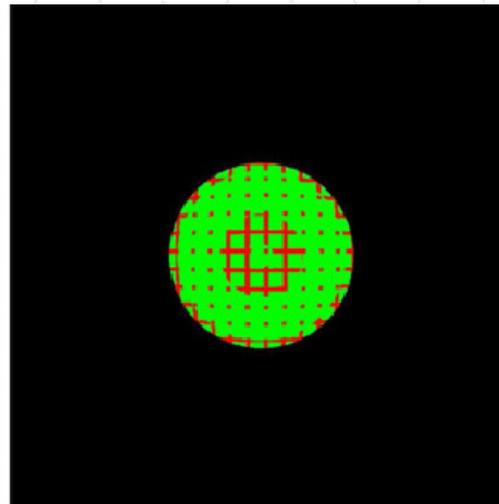
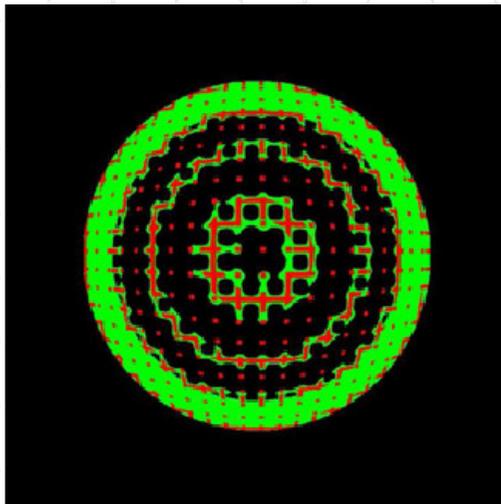
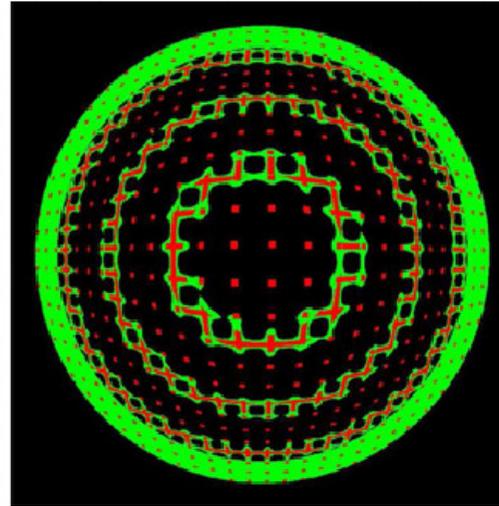
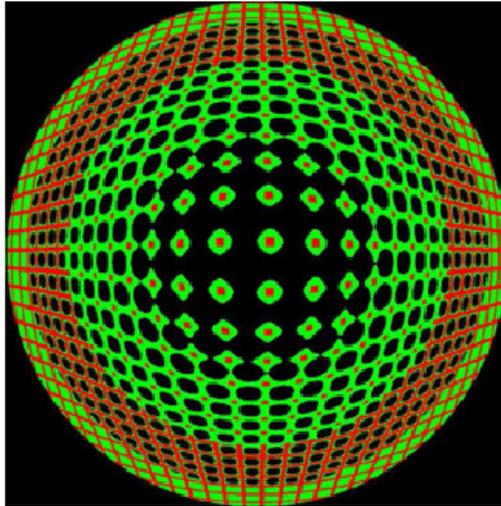


Multi-material corset

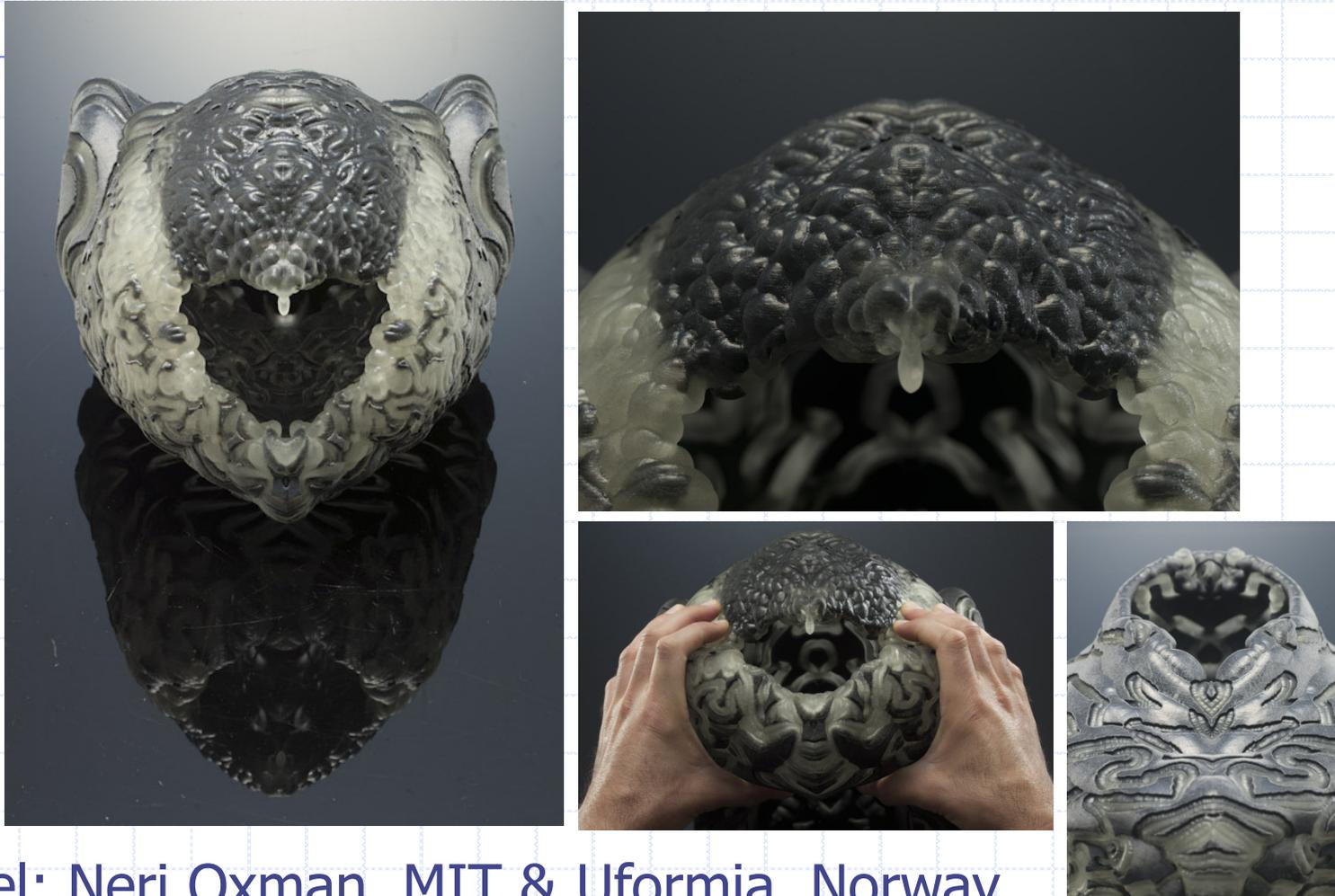


Tools: Symvol API & Objet Connex multi-material 3D printer

Direct multi-material 3D printing



Multi-material helmet



Model: Neri Oxman, MIT & Uformia, Norway

Tools: Symvol API & Objet Connex multi-material 3D printer

Exhibitions: Centre Pompidou, Paris & 3D Printshow, London



Questions ?