Further Graphics

Subdivision Surfaces
Problems with Bezier (NURBS) patches

- Joining spline patches with $C^n$ continuity across an edge is challenging.
- What happens to continuity at corners where the number of patches meeting isn’t exactly four?
- Animation is tricky: bending and blending are doable, but not easy.

Sadly, the world isn’t made up of shapes that can always be made from one smoothly-deformed rectangular surface.
Subdivision surfaces

- Beyond shipbuilding: we want guaranteed continuity, without having to build everything out of rectangular patches.
  - Applications include CAD/CAM, 3D printing, museums and scanning, medicine, movies…

- The solution: *subdivision surfaces.*

*Geri’s Game*, by Pixar (1997)
Subdivision surfaces

- Instead of ticking a parameter $t$ along a parametric curve (or the parameters $u, v$ over a parametric grid), subdivision surfaces repeatedly refine from a coarse set of control points.
- Each step of refinement adds new faces and vertices.
- The process converges to a smooth limit surface.

(Catmull-Clark in action)
Subdivision surfaces – History

- de Rahm described a 2D (curve) subdivision scheme in 1947; rediscovered in 1974 by Chaikin
- Concept extended to 3D (surface) schemes by two separate groups during 1978:
  - Doo and Sabin found a biquadratic surface
  - Catmull and Clark found a bicubic surface
- Subsequent work in the 1980s (Loop, 1987; Dyn [Butterfly subdivision], 1990) led to tools suitable for CAD/CAM and animation
Subdivision surfaces and the movies

- Pixar first demonstrated subdivision surfaces in 1997 with Geri’s Game.
  - Up until then they’d done everything in NURBS (Toy Story, A Bug’s Life.)
  - From 1999 onwards everything they did was with subdivision surfaces (Toy Story 2, Monsters Inc, Finding Nemo...)
  - Two decades on, it’s all heavily customized - creases and edges can be detailed by artists and regions of subdivision can themselves be dynamically subdivided ⬗
Useful terms

- A scheme which describes a 1D curve (even if that curve is travelling in 3D space, or higher) is called univariate, referring to the fact that the limit curve can be approximated by a polynomial in one variable ($t$).
- A scheme which describes a 2D surface is called bivariate, the limit surface can be approximated by a $u,v$ parameterization.
- A scheme which retains and passes through its original control points is called an interpolating scheme.
- A scheme which moves away from its original control points, converging to a limit curve or surface nearby, is called an approximating scheme.

Control surface for Geri’s head
How it works

- Example: *Chaikin* curve subdivision (2D)
  - On each edge, insert new control points at $\frac{1}{4}$ and $\frac{3}{4}$ between old vertices; delete the old points
  - The *limit curve* is C1 everywhere (despite the poor figure.)
Notation

Chaikin can be written programmatically as:

\[ P_{2i}^{k+1} = \left(\frac{3}{4}\right) P_i^k + \left(\frac{1}{4}\right) P_{i+1}^k \quad \leftarrow \text{Even} \]

\[ P_{2i+1}^{k+1} = \left(\frac{1}{4}\right) P_i^k + \left(\frac{3}{4}\right) P_{i+1}^k \quad \leftarrow \text{Odd} \]

...where \( k \) is the ‘generation’; each generation will have twice as many control points as before.

Notice the different treatment of generating odd and even control points.

Borders (terminal points) are a special case.
Chaikin can be written in vector notation as:

\[
\begin{bmatrix}
\vdots \\
\end{bmatrix}
\begin{bmatrix}
P_{2i-2}^{k+1} \\
P_{2i-1}^{k+1} \\
P_{2i}^{k+1} \\
P_{2i+1}^{k+1} \\
P_{2i+2}^{k+1} \\
P_{2i+3}^{k+1} \\
\vdots \\
\end{bmatrix}
= \frac{1}{4}
\begin{bmatrix}
0 & 3 & 1 & 0 & 0 & 0 \\
0 & 1 & 3 & 0 & 0 & 0 \\
0 & 0 & 3 & 1 & 0 & 0 \\
0 & 0 & 1 & 3 & 0 & 0 \\
0 & 0 & 0 & 3 & 1 & 0 \\
0 & 0 & 0 & 1 & 3 & 0 \\
\vdots \\
\end{bmatrix}
\begin{bmatrix}
P_i^k \\
P_{i-1}^k \\
P_{i+1}^k \\
P_{i+2}^k \\
P_{i+3}^k \\
\vdots \\
\end{bmatrix}
\]
Notation

- The standard notation compresses the scheme to a *kernel*:
  - \( h = (1/4)[...,0,0,1,3,3,1,0,0,...] \)
- The kernel interlaces the odd and even rules.
- It also makes matrix analysis possible: eigenanalysis of the matrix form can be used to prove the continuity of the subdivision limit surface.
  - The details of analysis are fascinating, lengthy, and sadly beyond the scope of this course
- The limit curve of Chaikin is a quadratic B-spline!
Reading the kernel

Consider the kernel

\[ h = \left(\frac{1}{8}\right)[\ldots, 0, 0, 1, 4, 6, 4, 1, 0, 0, \ldots] \]

You would read this as

\[ P_{2i}^{k+1} = \left(\frac{1}{8}\right)(P_{i-1}^k + 6P_i^k + P_{i+1}^k) \]
\[ P_{2i+1}^{k+1} = \left(\frac{1}{8}\right)(4P_i^k + 4P_{i+1}^k) \]

The limit curve is provably C2-continuous.
Making the jump to 3D: Doo-Sabin

_Doo-Sabin_ takes Chaikin to 3D:

\[ P = \left( \frac{9}{16} \right) A + \left( \frac{3}{16} \right) B + \left( \frac{3}{16} \right) C + \left( \frac{1}{16} \right) D \]

This replaces every old vertex with four new vertices.
The limit surface is biquadratic, \( C1 \) continuous everywhere.
Doo-Sabin in action

(0) 18 faces

(1) 54 faces

(2) 190 faces

(3) 702 faces
Catmull-Clark

- *Catmull-Clark* is a bivariate approximating scheme with kernel \( h = (1/8)[1,4,6,4,1] \).
  - Limit surface is bicubic, C2-continuous.
Catmull-Clark

Getting tensor again:

\[
\frac{1}{8} \begin{bmatrix} 1 \\ 4 \\ 6 \\ 4 \\ 1 \end{bmatrix} \otimes \frac{1}{8} \begin{bmatrix} 1 \\ 4 \\ 6 \\ 4 \\ 1 \end{bmatrix} = \frac{1}{64} \begin{bmatrix} 1 & 4 & 6 & 4 & 1 \\ 4 & 16 & 24 & 16 & 4 \\ 6 & 24 & 36 & 24 & 6 \\ 4 & 16 & 24 & 16 & 4 \\ 1 & 4 & 6 & 4 & 1 \end{bmatrix}
\]

Vertex rule  Face rule  Edge rule
Catmull-Clark in action
Catmull-Clark vs Doo-Sabin

Doo-Sabin

Catmull-Clark
Extraordinary vertices

- Catmull-Clark and Doo-Sabin both operate on quadrilateral meshes.
  - All faces have four boundary edges
  - All vertices have four incident edges
- What happens when the mesh contains *extraordinary* vertices or faces?
  - For many schemes, adaptive weights exist which can continue to guarantee at least some (non-zero) degree of continuity, but not always the best possible.
- CC replaces extraordinary faces with extraordinary vertices; DS replaces extraordinary vertices with extraordinary faces.

*Detail of Doo-Sabin at cube corner*
Extraordinary vertices: Catmull-Clark

Catmull-Clark vertex rules generalized for extraordinary vertices:

- Original vertex:
  \[
  \frac{(4n-7)}{4n}
  \]
- Immediate neighbors in the one-ring:
  \[
  \frac{3}{2n^2}
  \]
- Interleaved neighbors in the one-ring:
  \[
  \frac{1}{4n^2}
  \]

Schemes for simplicial (triangular) meshes

- **Loop scheme:**

- **Butterfly scheme:**

Split each triangle into four parts

(All weights are \(\frac{1}{16}\))
Loop subdivision

Loop subdivision in action. The asymmetry is due to the choice of face diagonals.

*Image by Matt Fisher, [http://www.its.caltech.edu/~matthewf/Chatter/Subdivision.html](http://www.its.caltech.edu/~matthewf/Chatter/Subdivision.html)*
Creases

Extensions exist for most schemes to support *creases*, vertices and edges flagged for partial or hybrid subdivision.
Splitting a subdivision surface

Many algorithms rely on subdividing a surface and examining the bounding boxes of smaller facets.
- Rendering, ray/surface intersections…

It’s not enough just to delete half your control points: the limit surface will change (see right)
- Need to include all control points from the previous generation, which influence the limit surface in this smaller part.

(Top) 5x Catmull-Clark subdivision of a cube
(Bottom) 5x Catmull-Clark subdivision of two halves of a cube; the limit surfaces are clearly different.
Continuous level of detail

For live applications (e.g. games) can compute *continuous* level of detail, typically as a function of distance:
Bounding boxes and convex hulls for subdivision surfaces

● The limit surface is (the weighted average of (the weighted averages of (the weighted averages of (repeat for eternity...)))) the original control points.

● This implies that for any scheme where all weights are positive and sum to one, the limit surface lies entirely within the convex hull of the original control points.

● For schemes with negative weights:
  • Let \( L = \max_t \Sigma_i |N_i(t)| \) be the greatest sum throughout parameter space of the absolute values of the weights.
  • For a scheme with negative weights, \( L \) will exceed 1.
  • Then the limit surface must lie within the convex hull of the original control points, expanded unilaterally by a ratio of \((L-1)\).
Subdivision Schemes—A partial list

- **Approximating**
  - Quadrilateral
    - \((1/2)[1,2,1]\)
    - \((1/4)[1,3,3,1]\) (Doo-Sabin)
    - \((1/8)[1,4,6,4,1]\) (Catmull-Clark)
  - Mid-Edge
  - Triangles
    - Loop

- **Interpolating**
  - Quadrilateral
    - *Kobbelt*
  - Triangle
    - Butterfly
    - “\(\sqrt{3}\)” Subdivision

Many more exist, some much more complex
This is a major topic of ongoing research
References


