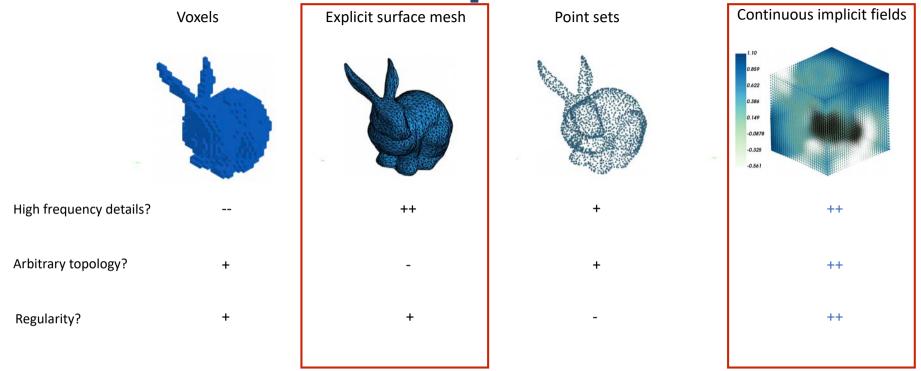
3D Surface Representations



There are many applications at which explicit representations excel:

- High-quality rendering in computer graphics.
- Precise modeling of biological structures from biomedical data.
- Computational fluid dynamics in computer assisted design.

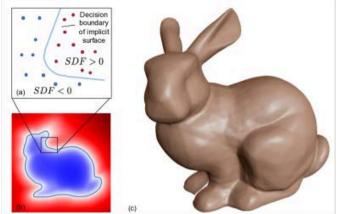
But:

- Their topology is fixed.
- They are not particularly deep learning friendly.

—> Implicit Surface Representations



Signed Distance Fields (SDF)



• Represent a 3D surface S by the zero crossings of a signed distance function

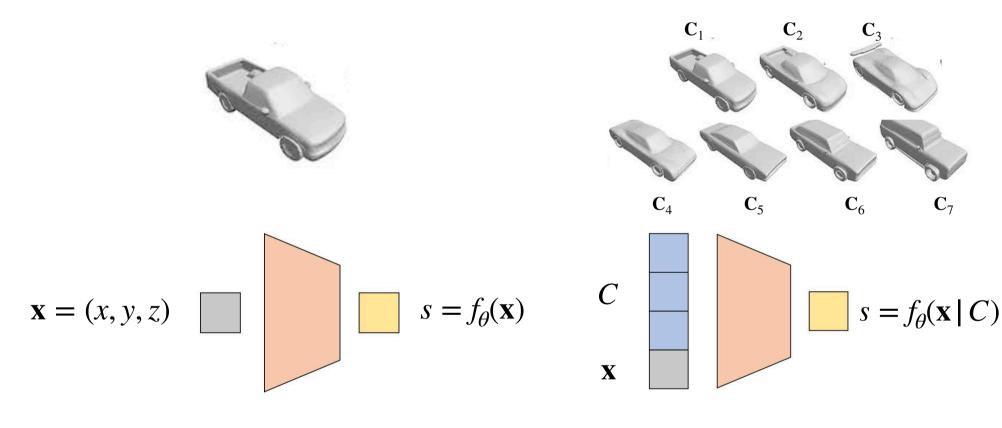
$$f: \mathbb{R}^3 \to \mathbb{R}$$

 $\forall \mathbf{x} \in \mathbb{R}^3$, $f(\mathbf{x})$ is the signed distance to the surface.

- Such surfaces can easily change topology, which is harder to do with explicit surface representations.
- SDFs have long been appealing in theory but hard to use in practice because it it was necessary to store the 3D values of f in a cube like structure until



Deep SDF



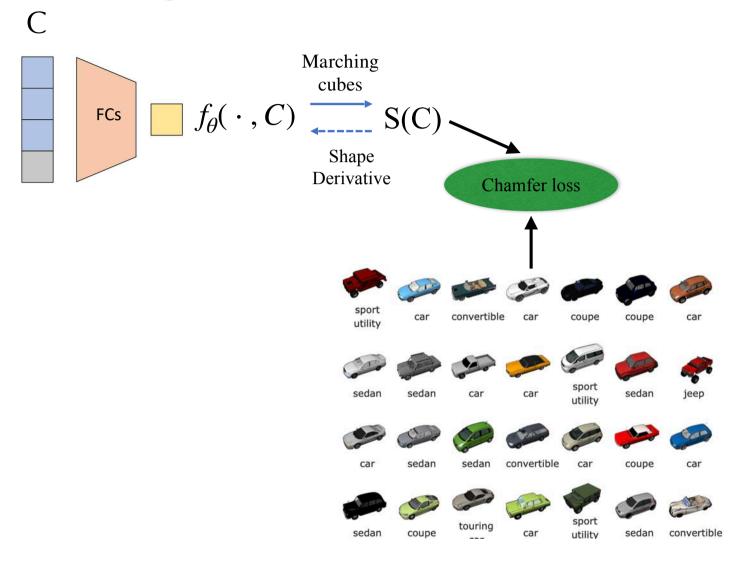
Single Shape DeepSDF

Coded Shape DeepSDF





Learning a Latent Representation



Train an auto-decoder using ShapeNet cars.



End-to-End Differentiable Pipeline



- 1. Start with a Deep SDF code.
- 2. Use marching cube to compute vertices and facets.
- 3. Use them for the forward pass and for backpropagation.
- 4. Update the SDF code and iterate.

—> We can turn a genus 0 cow into a genus 1 duck by minimizing a differentiable objection function.





From Silhouettes to 3D Shapes









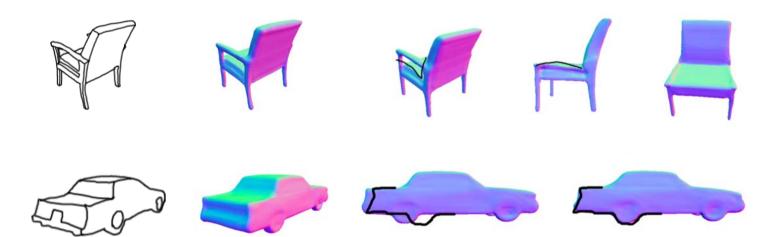








3D Model from Image

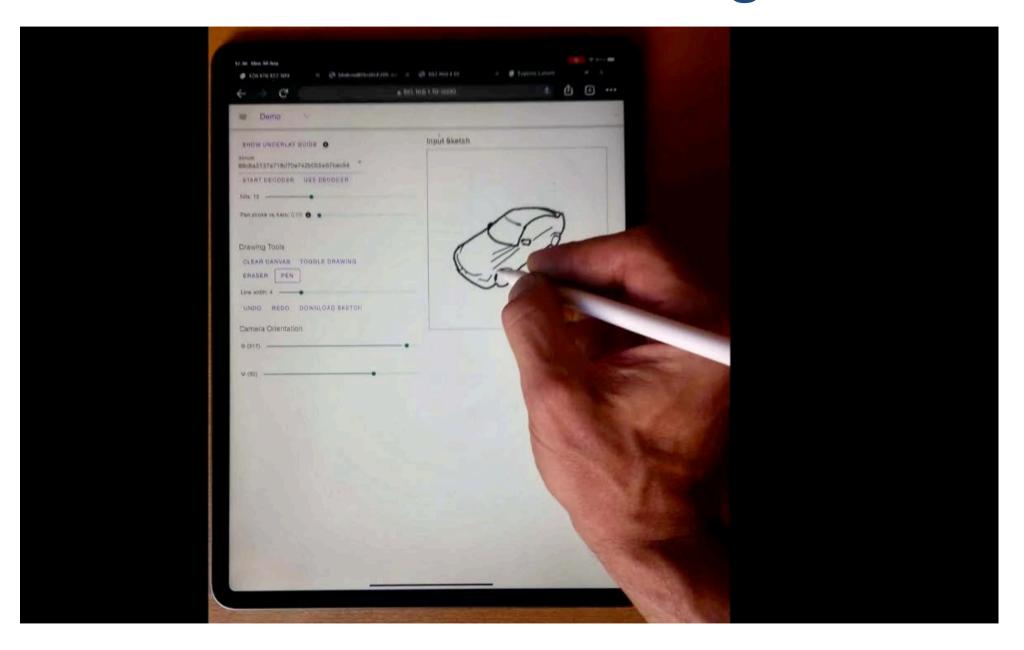


Editable 3D Model from Sketch



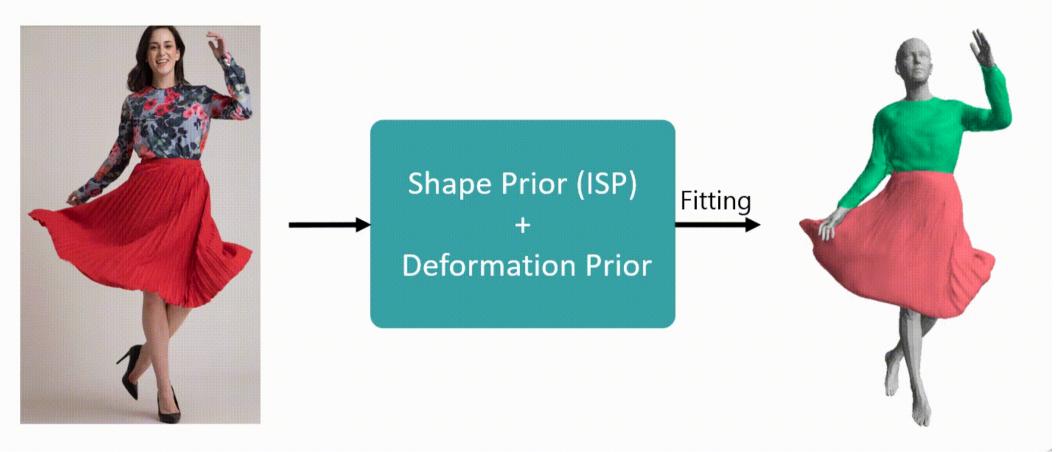


Interactive Design





Clothed People from Images



- Model the clothes in terms of a distance away from implicit sewing patterns.
- •Add a deformation model to allow the garment to move away from the body.



