

Visualizzazione avanzata

Lezione 16: 17 Maggio 2013

Advanced visualization

MultiTriangulation:

Handling extremely complex geometries in real-time

Efficient rendering of very large static meshes

Memory bound (nearly 10M)

Fps bound (at least 10 fps)

Multiresolution approach

(out of core management, Low CPU usage, Exploitation of GPU power)

MultiTriangulation approach

(sequence of local modifications over a given description D)

 J_1

 g_1

Consider a sequence of local modifications over a given description *D*

Each modification replaces a portion of the domain with a different conforming portion (simplified)

- $\boldsymbol{f_1}$ floor
- $\boldsymbol{g_1}$ the new fragment





- Dependence between modifications can be arranged in a DAG (Direct Acyclic Graph)
- A cut on the DAG defines a new representation.
- Paste all the fragment inside the cut





- Voronoi partitioning of space



- Regularly sampled seeds
- Out of core, time critical rendering
- View dependent measure of error.

MultiTriangulation: pros and cons



- Flexible (not only triangulated surfaces)
- Up to more than 1G triangles
- Real time navigation

- Texturing
- Disk space occupation
- No editing

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Advanced visualization

3D models embedded in PDF: Integrating 3D navigation in text files

3D models in PDF

In 2007, Adobe launched the possibility to embed 3D models in PDF files.

Several nice features are available:

- Navigation
- Rendering and lighting
- Viewpoint definition
- Hotspots
- Other stuff



3D models in PDF

In order to save a PDF 3D in MeshLab, you need to:

- Export mesh ad U3D
- Load the saved .tex file in a Latex compiler (i.e. TexWorks, distributed together with MikTex)

- Compile it

You will obtain a starting 3D model.



Next in line...

Next lesson:



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