Grafica 3D per i beni culturali: MeshLab features

4 Aprile 2016
Cleaning
Cleaning

- Cleaning a mesh is an operation which is often necessary before, during and after the processing of a mesh.
- There's a number of possible cleaning operations.
Cleaning

- Most of the cleaning filters is in the Cleaning and repairing sub-menu
The basic filters are simple to use (no parameter) and usually not “dangerous”
- Remove duplicated faces
- Remove duplicated vertex
- Remove Zero Area faces
- Select Non Manifold Edges -> Remove
- Select Non Manifold Vertices -> Remove
- Remove Unreferenced Vertex
Cleaning: other filters

- Other useful filters need simple parameters setting
  - Remove isolated pieces
    Parameter: n. of faces
  - Select faces with edges longer than...
    Parameter: edge threshold
  - Select border faces
    Parameter: iteration
  - Close holes: something between remeshing and cleaning, we’ll see later
Cleaning: general hints

☐ Some general hints
  ■ If a filter or external tool crashes, clean the meshes!
  ■ Save frequently (no undo!)
  ■ A “nice” mesh is closed, with triangles of the same size, a very clean topology...

☐ Videotutorial playlist:
  http://www.youtube.com/playlist?list=PLBBF41579E4B65566&feature=view_all
ReMeshing
Remeshing

- Remeshing operations modify an existing geometry, by completing, removing, adding, changing the triangles.
- There’s a number of possible remeshing operations, and several ways to do each...
Simplification

- The simplification reduces the number of triangles in a mesh
- Several ways to do that
- Best one:
  Remeshing, simplification and reconstruction-
  > Quadric Edge Collapse Simplification
  Parameters: Target number of faces, preserve boundary or normal

Videotutorial:
http://www.youtube.com/watch?v=PWM6EGVVMQU
Subdivision

- The subdivision increases the number of triangles in a mesh
- Several ways to do that
- Reliable one: Remeshing, simplification and reconstruction

Subdivision Surfaces:MidPoint

Parameters: Edge Threshold
Subdivision

- The subdivision increases the number of triangles in a mesh
- Several ways to do that
- More complex one: Remeshing, simplification and reconstruction -> Refine User-Defined

Parameters: refinement decided by the user (using also color and quality!)
Close Holes

- Most of the meshes have holes, but some of the filters need “watertight” models.
- Hole filling is not always a trivial operation
- Two possible approaches to fill holes in Meshlab
  1) Small Holes
     Remeshing, simplification and reconstruction -> Close Holes
     Parameters: max size to be closed
Close Holes

2) Bigger holes
   Hole filling tool
   - Select the holes to fill
   - Fill and accept
   - (Use of bridges to help the filling)

3) Use Poisson or other reconstructions!
In some cases (i.e. after the hole filling) it is necessary to optimize the triangulation of part of the mesh. This is usually reached via a combination of filters.

- Remeshing, simplification and reconstruction-> Subdivision Surfaces: MidPoint
- Remeshing, simplification and reconstruction-> Planar Flipping Optimization
- Smoothing, Fairing and Deformation-> Laplacian Smoothing (Surface Preserving)
- Remeshing, simplification and reconstruction-> Quadric Edge Collapse Decimation
Parameterization is an important, yet critical, problem in mesh processing. We’ll talk about this when dealing with color.
Measuring
Measuring

- The measurement of a mesh (of the difference between meshes) can be extremely valuable for a practical application of MeshLab
- There are different measures that can be extracted from one or more meshes
- To see most of the data, use the Layer Dialog!
Single Mesh: simple direct measures

- It is possible to obtain simple measures with a couple of tools.
- **Point picking**
  The coordinates of the picked triangle can be seen.
- **Measuring**
  The Euclidean Distance between two points is given.
- **PickPoints**
  Veeeeeeery basic annotation tool.
Another type of measure is the one obtained between two meshes.

It is important that the meshes are perfectly aligned.

Filter

Sampling -> Hausdorff distance

Parameters: N. of samples
Coloring
The color attribute of a mesh can be extremely important both for the realism of visualization, the enhancement of features and lots of other things...

In MeshLab there are already a few features related to color, and others will come in the future.
A simple “Photoshop style” painting tool is available. The features are the typical ones:

- Pen
- Bucket
- Gradient
- Stamp
- ...

It also has the Undo!!!
An alternative way to map measures on a 3D model is to use the color and/or the quality.

We’ll see how to use it in the next presentation...
A very interesting feature is the possibility to transfer the color from a mesh to another mesh.

Some filters (especially the remeshing ones) tend to cancel the color.

Filter:
Sampling -> Vertex Attribute Transfer

Parameters:
Source and target Mesh, what to transfer
There are three ways to see color in a mesh: color-per-vertex, color-per-face, texture.

There are filters to transfer the color from one encoding to the other.

Filters:
Color creation and processing -> Vertex to face, Face to vertex and Texture to Vertex Color transfer.
Coloring processing

- If a mesh already has color on it (per-vertex or per-face only) it is possible to modify it using a number of “photoshop style” filters.
- They are all in the “Color creation and Processing” menu. Some of them are
  - Fill
  - Invert
  - Gamma correction
  - Colourisation
  - Brightness and contrast
  - ...

Advanced Visualization
Advanced visualization

- One of the most important features of MeshLab is the possibility to easily visualize a mesh and create a snapshot.
- There are a lot of functionalities to enrich visualization, enhance details, add information to the geometry...
Decorations

- A very simple way to add information to a rendering is the use of Decorations

- Menu:
  - Render

- Useful ones:
  - Axis
  - Quoted Box
  - Principal Curvatures
  - Face/Vertex Normals
  - ...
The Shaders

- The shaders use the GPU to make fast computations on geometry.
- Using simple shaders it’s possible to obtain very nice visual results
- Menu: Render-> Shaders
- Useful ones:
  - Xray
  - Toon
  - Hatch
  - Glass
  - ...

Ambient occlusion

- If no color is available for a mesh, Ambient occlusion is a very nice way to present the geometry.
- Filter:
  Color creation and processing -> Vertex Ambient Occlusion
  Parameters: Use VBO and/or GPU
- It is possible to process the color to enhance the features!
- Videotutorial:
  http://www.youtube.com/watch?v=wiNzvISGLAI
User-defined coloring

- Similar to User-defined refining
- Filter:
  Color creation and processing --> Per-Vertex Color Function
- It is possible to process the color to enhance the features!
- The same thing can be done on the Quality attribute
Discrete curvature

- An example of a nice coloring is the Discrete Curvature
- Filter:
  Color creation and processing -> Discrete Curvatures
- This filter stores the curvature in the quality value, and shows it by coloring the mesh.
Quality mapper

- Mapping the quality is a very useful way to enhance the important features of a mesh.
- The Quality Mapper tool is very flexible and extremely valuable.
- Parameters: A LOT! Need to “play” with it...
Advanced visualization

- The presentation of a mesh is key in most of the cases
- MeshLab gives much more possibilities than what it could seem at a first sight
- If you are able to deal with all these aspects:
  - Light
  - FOV
  - Coloring
  - Position
  - Shaders
  - Background
  - ...

Then you can make really nice stuff. You just need to practice a bit more...
Next in line...

Next lesson:

- 3D scanning pipeline in MeshLab

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