

A Novel Subdivision-based Deformable Model for Surface Reconstruction of Arbitrary Topology

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Abstract

We propose a novel subdivision-based deformable model that is capable of recovering arbitrary, complicated shape geometry and its unknown topology simultaneously. Starting from a simple seed inside the dataset, the model will grow according to the principle of energy-based minimization. Our algorithm can adaptively subdivide the model geometry, automatically detect self-collision of the model, properly modify its topology, continuously evolve the model towards the object boundary, and reduce fitting error and improve fitting quality via global subdivision. Commonly-used mesh optimization techniques are employed to ensure the model both locally smooth and globally well-conditioned. Our model overcomes the topological limitation of traditional deformable models and provides a unified approach to handle both volumetric image dataset and range dataset.