Coupling Explicit and Implicit Surface Representations for Generative 3D Modeling

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Representing 3D Shapes

Discretized representations

□ Fixed sampling density



Continuous representations

Arbitrary resolution

Surface Atlas

Implicit Function



Implicit Functions

Map each 3D point to inside/outside the shape



DeepSDF: Learning Continuous Signed Distance Functions for Shape Representation, Park et al., CVPR 2019 Occupancy Networks: Learning 3D Reconstruction in Function Space, Mescheder et al., CVPR 2019



Implicit Functions

OccupancyNet: $g^{\hat{\mathbf{x}}}: \mathbb{R}^3 \to [0,1]$ (Occupancy Probability)



au : Surface threshold

Implicit Functions

OccupancyNet results

- + Smooth
- Fail to capture details
- Slow rendering (Marching Cubes)



Surface Atlas

AtlasNet: maps points on 2D patches to the surface

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f_i^{\mathbf{x}}: [0,1]^2 \to \mathbb{R}^3
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Surface Atlas

AtlasNet results

- + Fast rendering
- + Easy to store textures
- Non-smooth
- Artifacts at boundaries of patches



Hybrid Explicit / Implicit Model

Hybrid Approach:

• Aligning the surface generated by AtlasNet to the level-set of the implicit function

$$g^{\mathbf{\hat{x}}}\left(f_{i}^{\mathbf{x}}(\mathbf{p})\right) = \tau$$

Aligning AtlasNet and OccupancyNet normals

$$\mathcal{N}_{\rm occ} = \mathcal{N}_{\rm atlas}$$

 $\mathcal{N}_{\text{atlas}} = \frac{\partial f_i^{\mathbf{x}}}{\partial u} \times \frac{\partial f_i^{\mathbf{x}}}{\partial v} \Big|_{\mathbf{p}}$ $\mathcal{N}_{\text{occ}} = \nabla_{\mathbf{q}} g^{\mathbf{\hat{x}}}(\mathbf{q})$

Hybrid Explicit / Implicit Model



Single-view reconstruction



Single-view reconstruction

Metric	$\mathbf{Cham fer}$ - $L_1(imes 10^{-1})$									
Model	AN	ON	Hybrid		No $\mathcal{L}_{\mathrm{img}}$		No \mathcal{L}_{norm}		No $\mathcal{L}_{img}, \mathcal{L}_{norm}$	
Branch			AN	ON	AN	ON	AN	ON	AN	ON
airplane	1.05	1.34	0.91	1.03	0.96	1.10	0.95	1.08	1.01	1.17
bench	1.38	1.50	1.23	1.26	1.27	1.31	1.26	1.29	1.32	1.38
cabinet	1.75	1.53	1.53	1.47	1.57	1.49	1.55	1.49	1.61	1.50
car	1.41	1.49	1.28	1.31	1.33	1.37	1.33	1.36	1.37	1.42
chair	2.09	2.06	1.96	1.95	2.02	2.01	1.99	1.99	2.04	2.03
display	1.98	2.58	1.89	2.14	1.92	2.24	1.90	2.19	1.94	2.29
lamp	3.05	3.68	2.91	3.02	2.93	3.09	2.91	3.06	2.99	3.21
sofa	1.77	1.81	1.56	1.58	1.61	1.63	1.59	1.61	1.68	1.71
table	1.90	1.82	1.73	1.72	1.80	1.78	1.78	1.76	1.83	1.79
telephone	1.28	1.27	1.17	1.18	1.22	1.21	1.19	1.19	1.24	1.24
vessel	1.51	2.01	1.42	1.53	1.46	1.60	1.46	1.58	1.48	1.69
mean	1.74	1.92	1.60	1.65	1.64	1.71	1.63	1.69	1.68	1.77

Single-view reconstruction

Metric	Normal Consistency $(\times 10^{-2})$									
Model	AN	ON	Hybrid		No $\mathcal{L}_{\mathrm{img}}$		No \mathcal{L}_{norm}		No $\mathcal{L}_{img}, \mathcal{L}_{norm}$	
Branch			AN	ON	AN	ON	AN	ON	AN	ON
airplane	83.6	84.5	85.5	85.7	85.3	85.6	84.8	85.3	84.3	85.0
bench	77.9	81.4	81.4	82.5	80.9	82.2	80.4	81.9	79.9	81.7
cabinet	85.0	88.4	88.3	89.1	88.1	89.0	87.2	88.7	86.8	88.6
car	83.6	85.2	86.2	86.8	85.8	86.5	85.3	86.0	84.9	85.8
chair	79.1	82.9	83.5	84.0	83.1	83.7	82.4	83.4	82.0	83.2
display	85.8	85.7	87.0	86.9	86.7	86.6	86.3	86.1	86.0	85.9
lamp	69.4	75.1	74.9	76.0	74.7	75.9	73.3	75.6	72.8	75.4
sofa	84.0	86.7	87.2	87.5	86.9	87.4	86.4	87.1	85.9	86.9
table	83.2	85.8	86.3	87.4	86.0	87.1	85.3	86.4	84.9	86.1
telephone	92.3	93.9	94.0	94.5	93.8	94.4	93.6	94.2	93.3	94.1
vessel	75.6	79.7	79.2	80.6	78.9	80.4	77.7	80.0	77.4	79.9
mean	81.8	84.5	84.9	85.5	84.6	85.4	83.9	85.0	83.5	84.8

Auto-encoding point clouds



Impact of Loss Components

Consistency Loss



Impact of Loss Components



Impact of Loss Components

Image loss



Summary: Hybrid Approach

Advantages:

- Learning smoother surface
- Accurate normals
- Accurate surface: small chamfer distance to ground truth
- Faster inference

