

Deformation Generation via Autoregressive Models

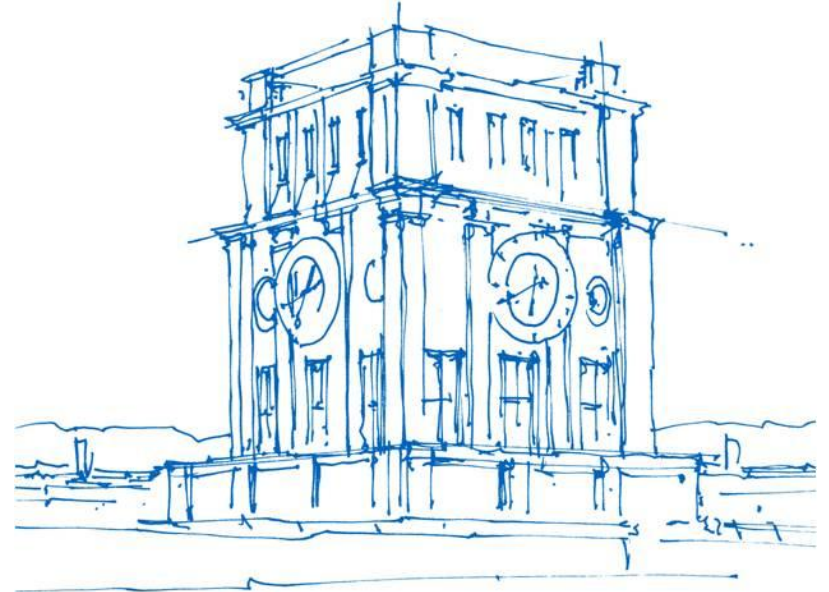
Ran Ding

Barry Hu

Advised by: Jiapeng Tang

Supervised by: Prof. Matthias Nießner

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Agenda

- Self Introduction
- Motivation
- Related Work
- Method
- Results
- Discussion
- Next Steps

Self-Intro

Self-Intro

Ran Ding

- Bachelor of Computer Science, Dalian University of Technology, China
- Research Student, Visual Computing, TUM (2022 - Now)

Barry Hu

- Bachelor of Computer Science, University of Waterloo, Ontario, Canada
- Research student, Visual Computing, 3D AI, TUM (2021 - Now)

Motivation

Motivation

- NSDP uses a Transformer-based encoder to extract deformation, based on which the source points are transformed into the target points
- Can we generate these deformation?

Motivation

- Transformer based Autoregressive model has been widely used for generative tasks
- Generate unknown deformation
Using Autoregressive model
Based on existing deformation.

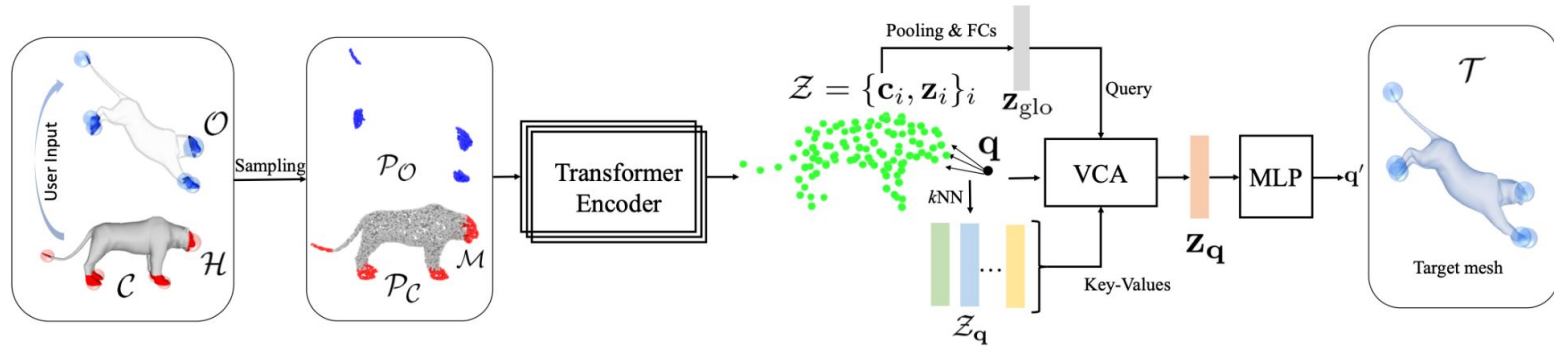
Motivation

Core Goal: Given partial deformation, aim to generate complete deformation.

Direct Application:

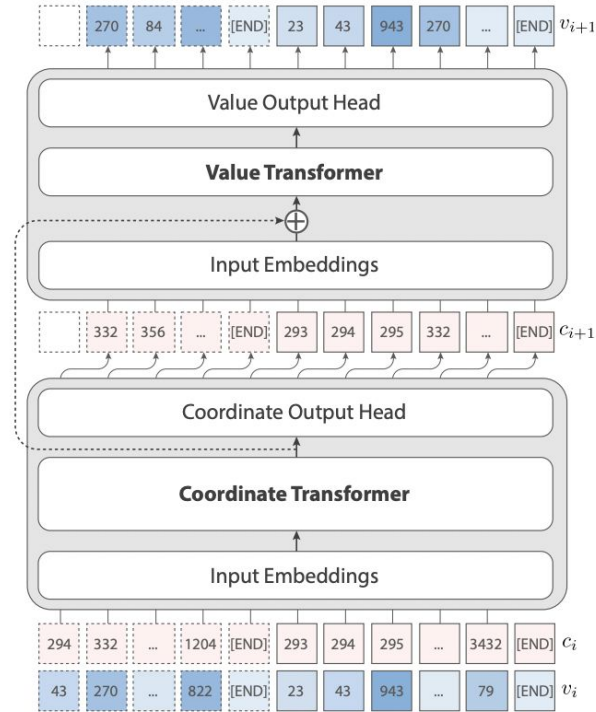
- 4D Completion and Generation
- Novel Deformation of Existing Shapes
- Handle-based Shape Manipulation
- Text-based Deformation Editing
- Shape & Flow Completion

Related work

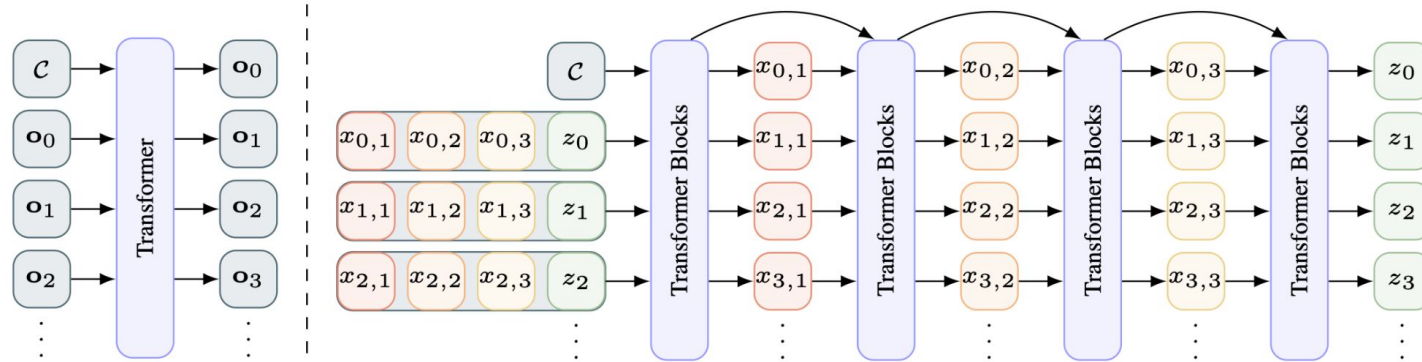


NSDP: encode deformation field

Related work



Related work



3DILG: Irregular Latent Grids for 3D Generative Modeling

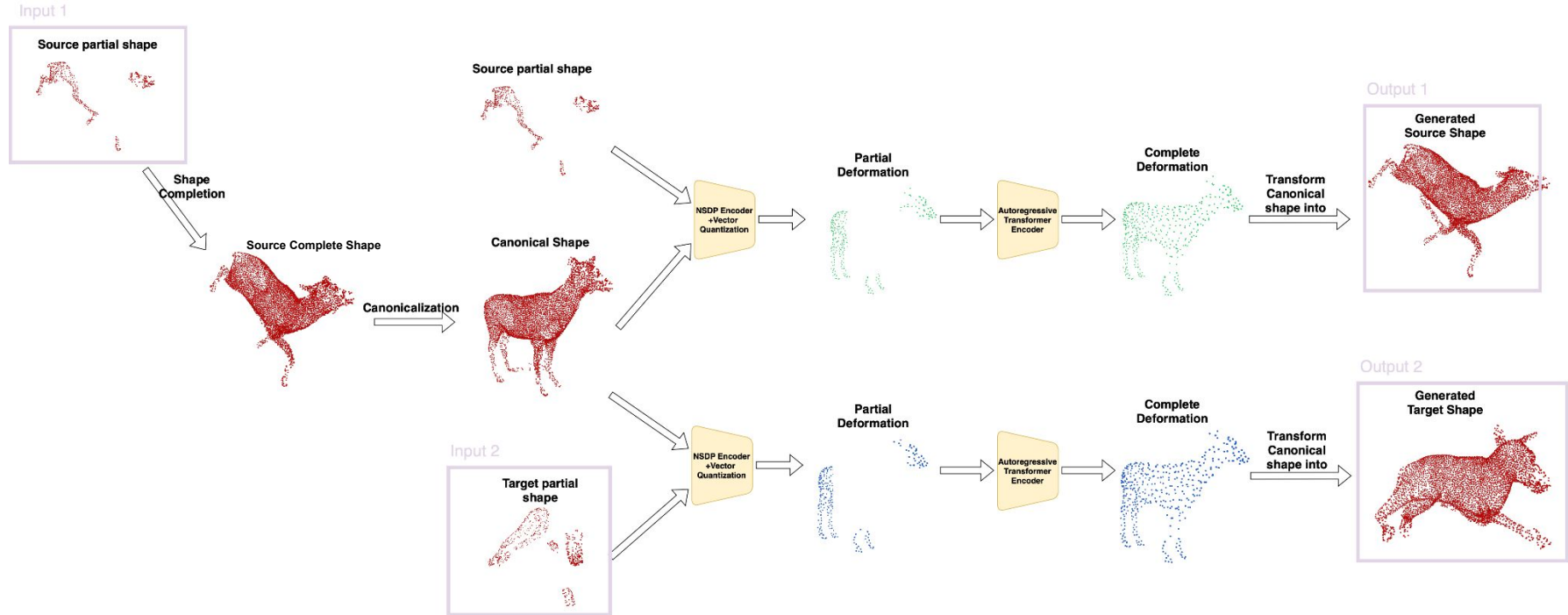
Method

Overview

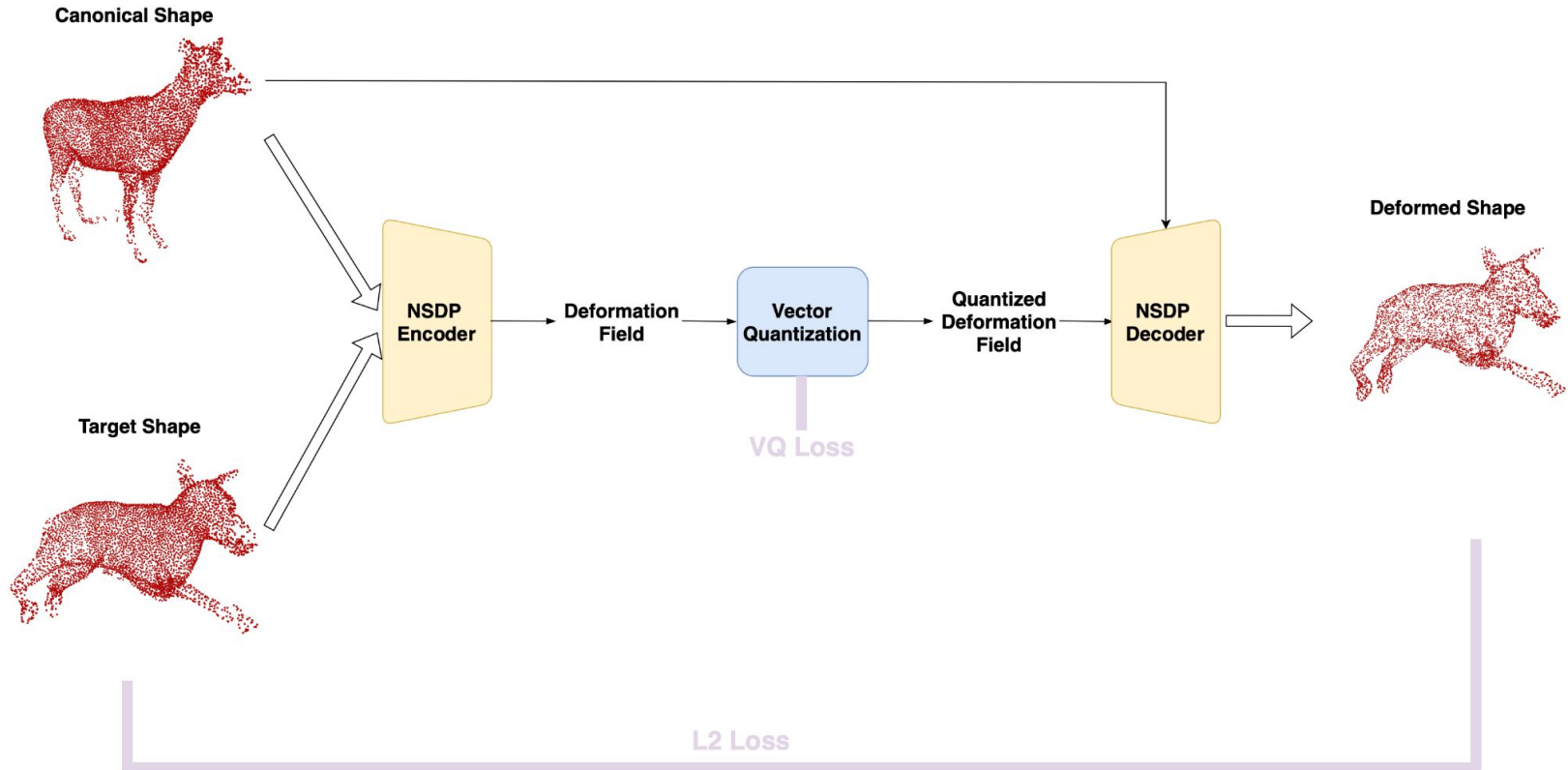
Deformation Quantization

Generate Deformation

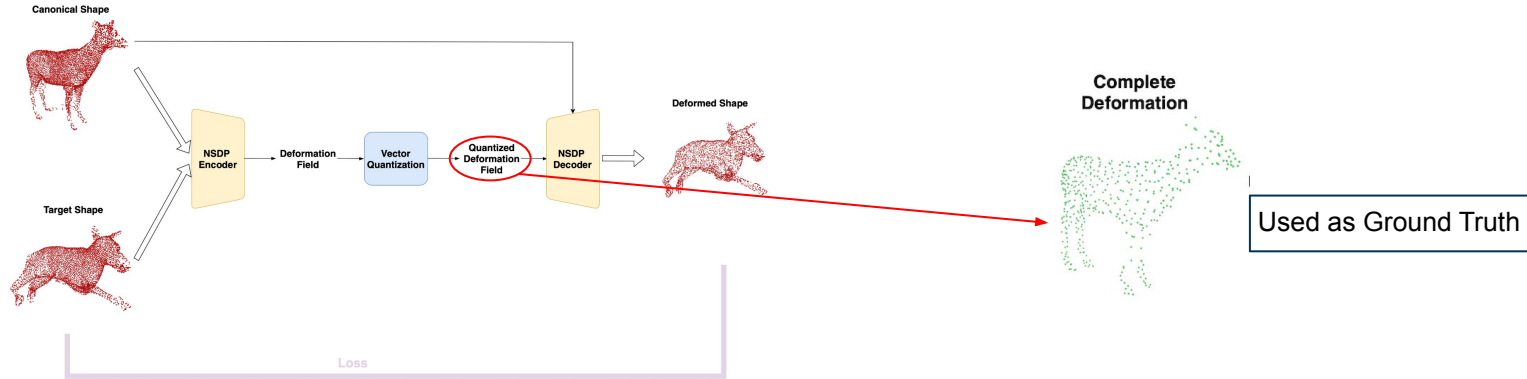
Method: Overview



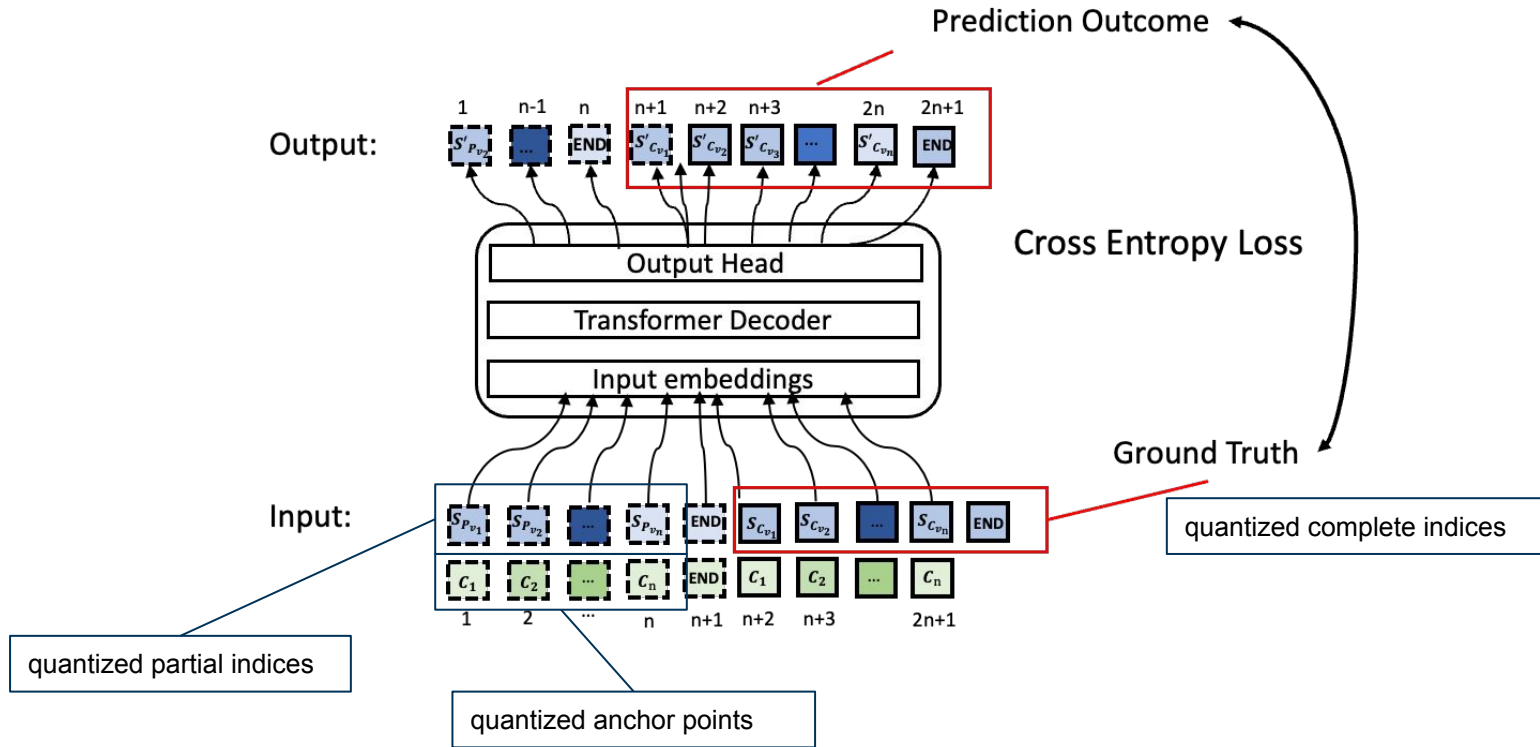
Method: Vector Quantized “Deformation”



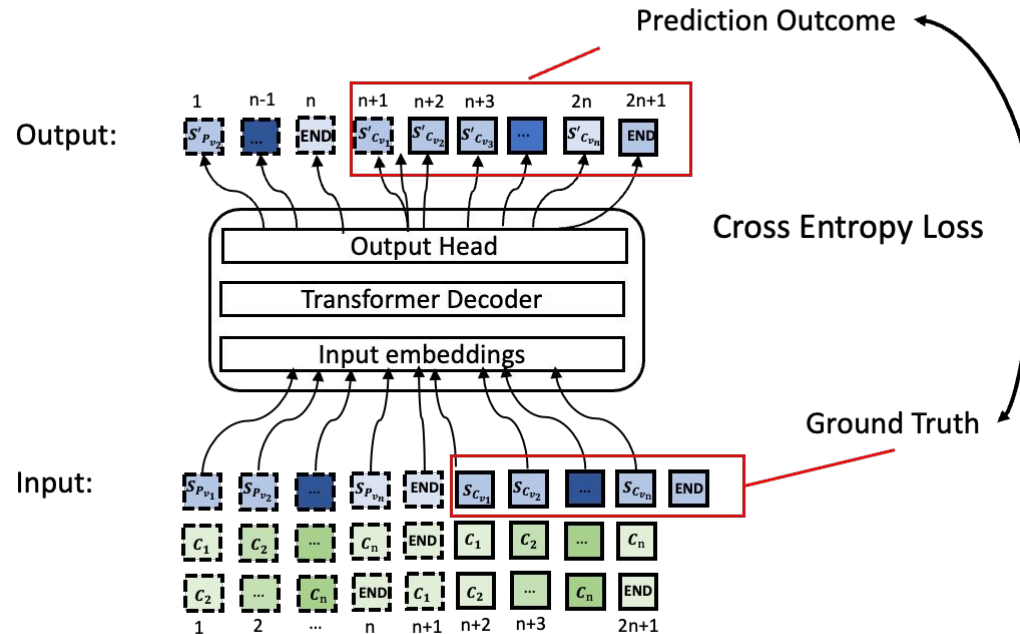
Method: Vector Quantized “Deformation”



Method: AutoRegressive Model



Method: AutoRegressive Model



Results

Shape Completion

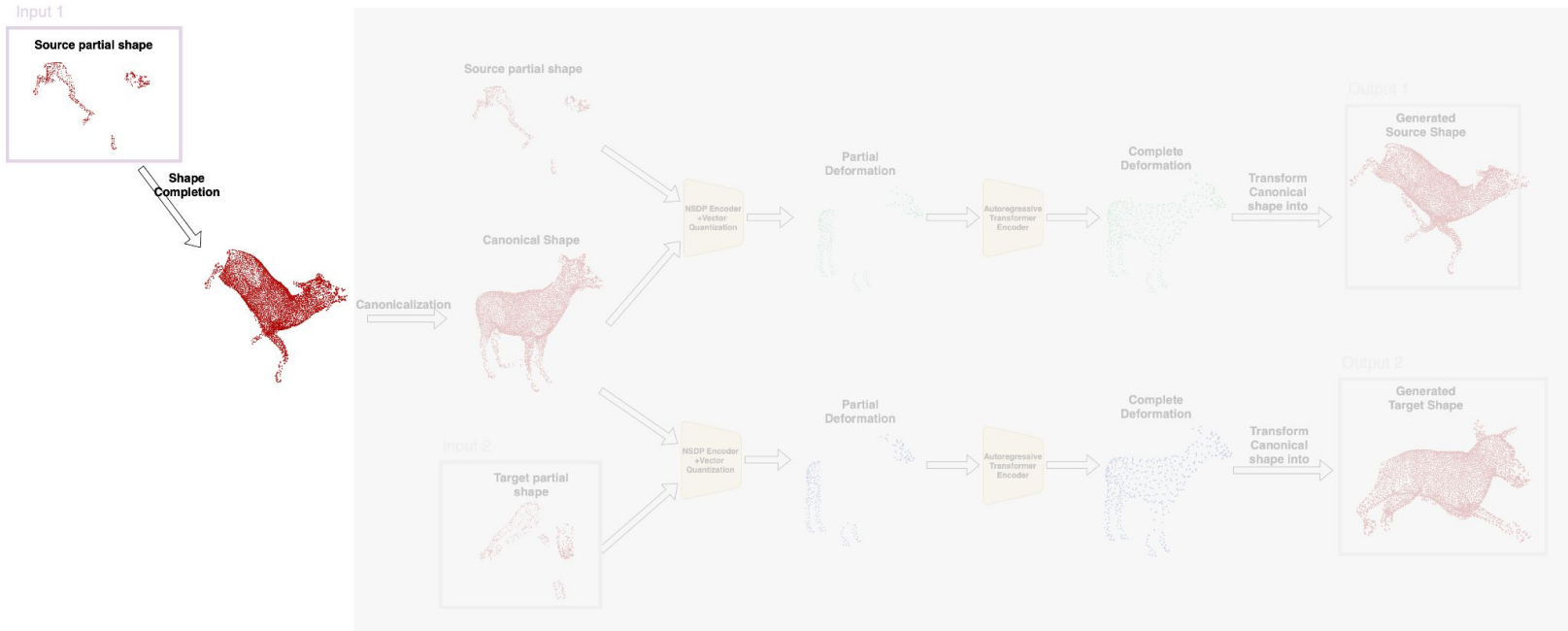
Shape Canonicalization

NSDP + VQ

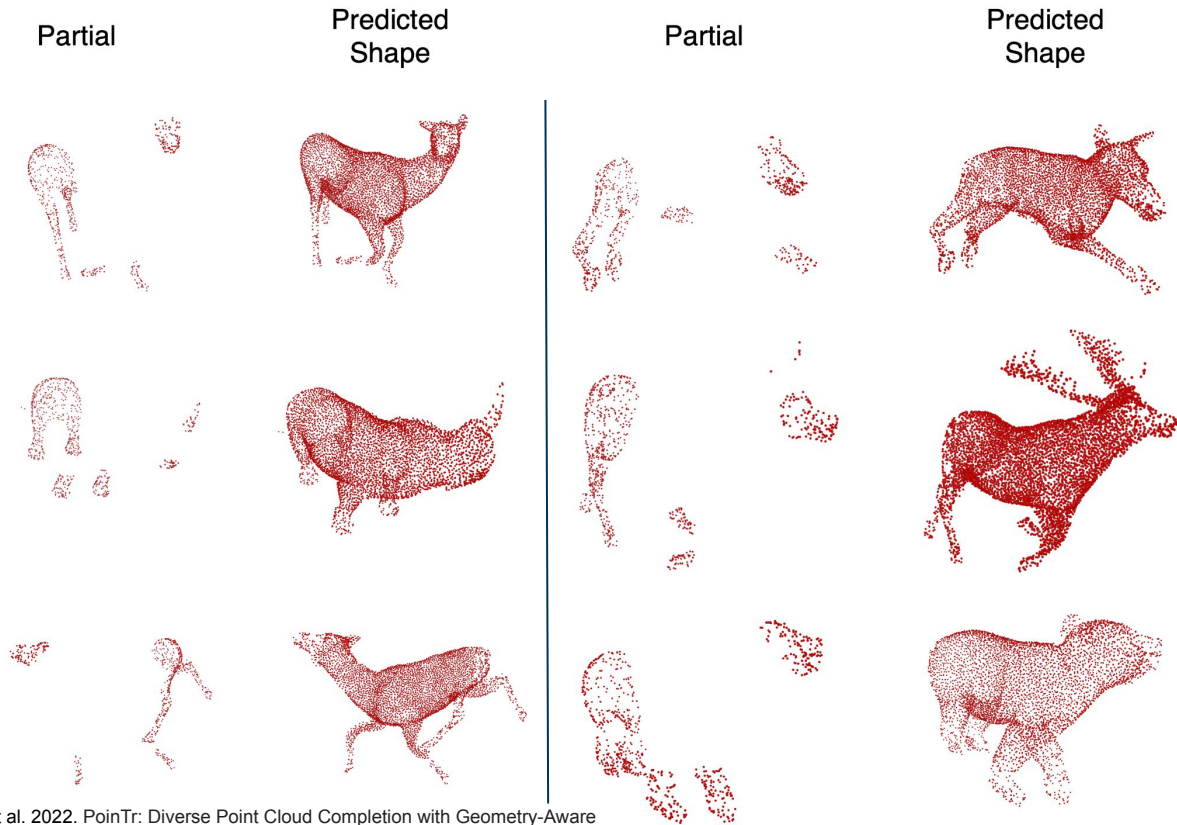
Results: Shape Completion

Input: Arbitrary partial shape

Output: Arbitrary complete shape



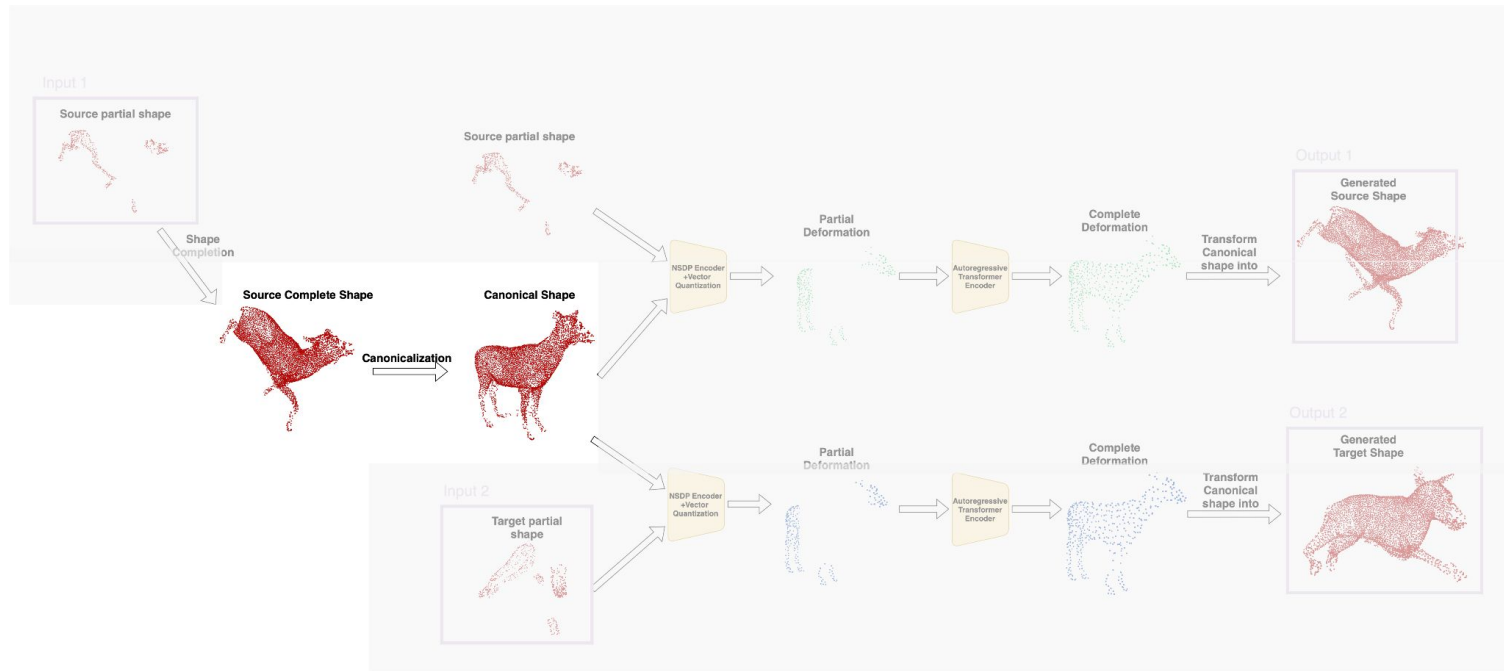
Results: Shape Completion



Visual: arbitrary pose to canonical (pretrained NSDP)

Input: Source complete shape

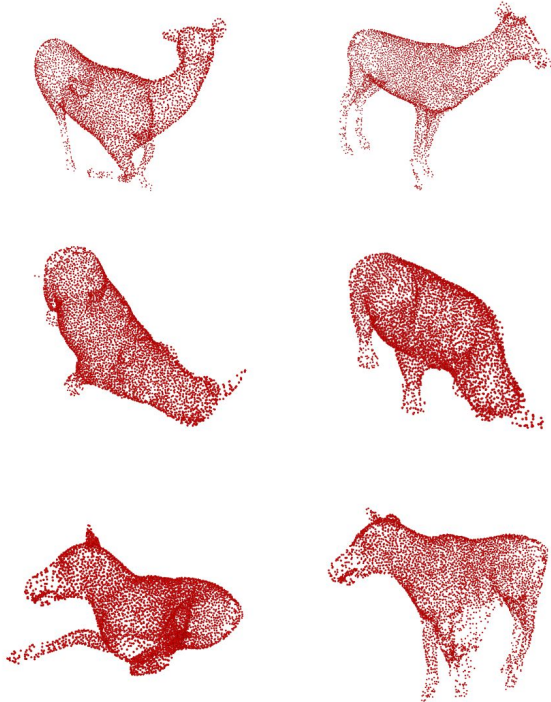
Output: Canonical complete shape



Visual: arbitrary pose to canonical (pretrained NSDP)

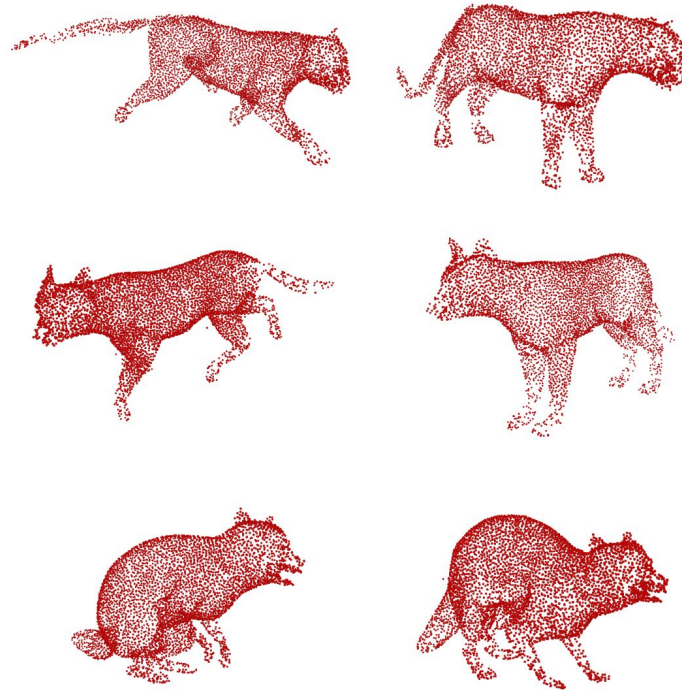
RandomPose

CanonicalPose



RandomPose

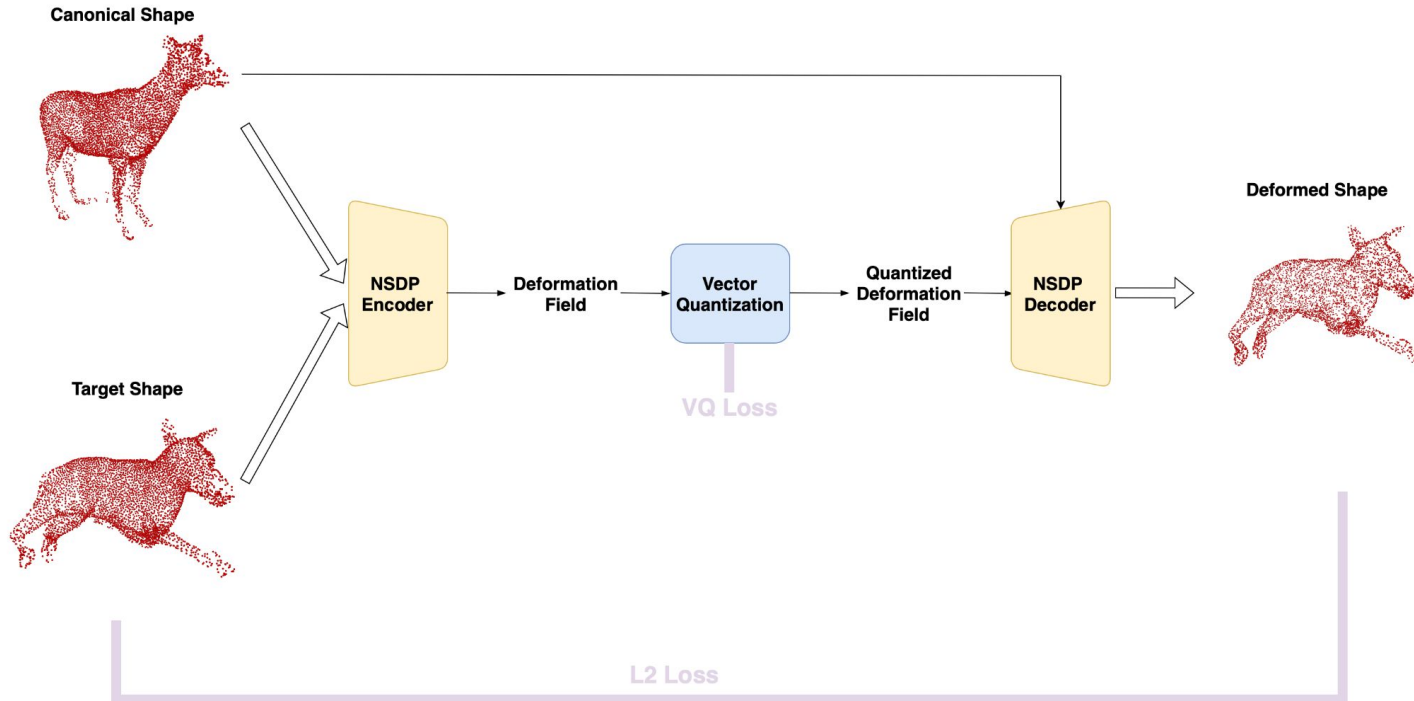
CanonicalPose



Results: NSDP + Vector Quantization

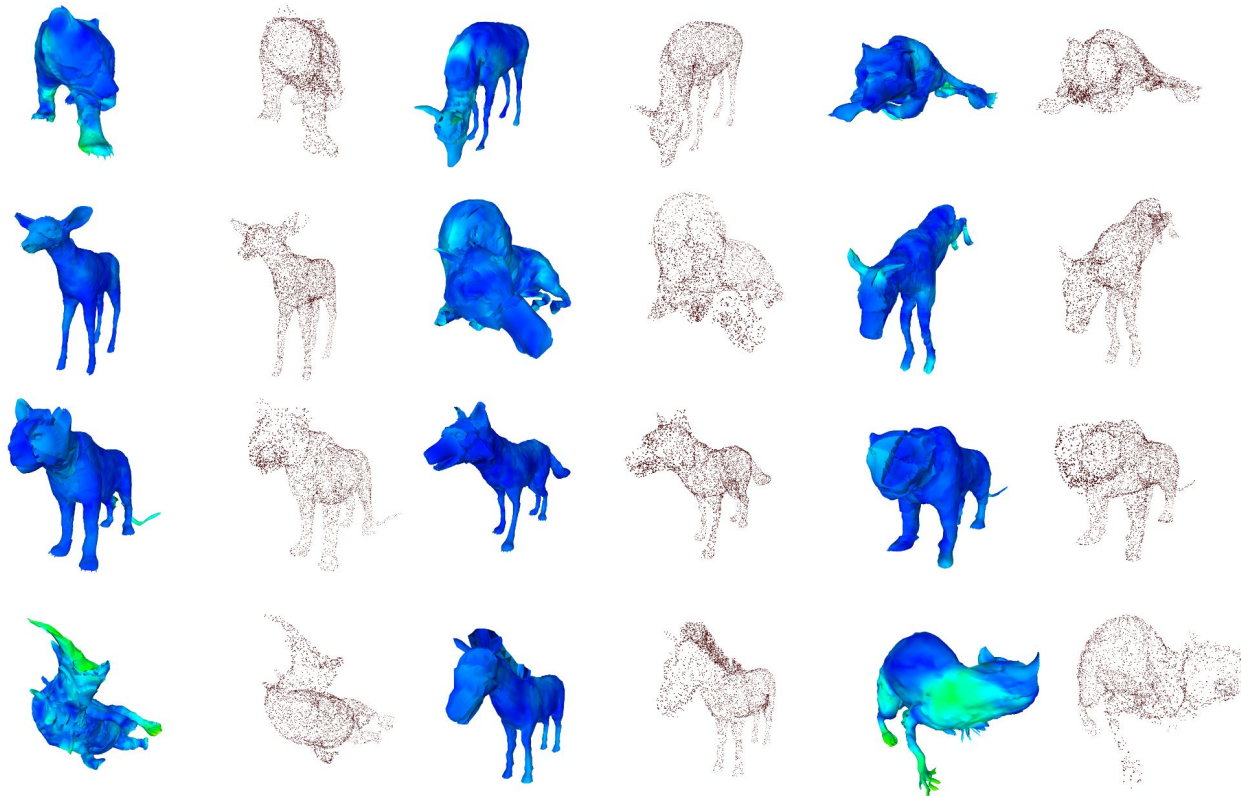
Input: Canonical + Target Shape

Output: Reconstructed target shape

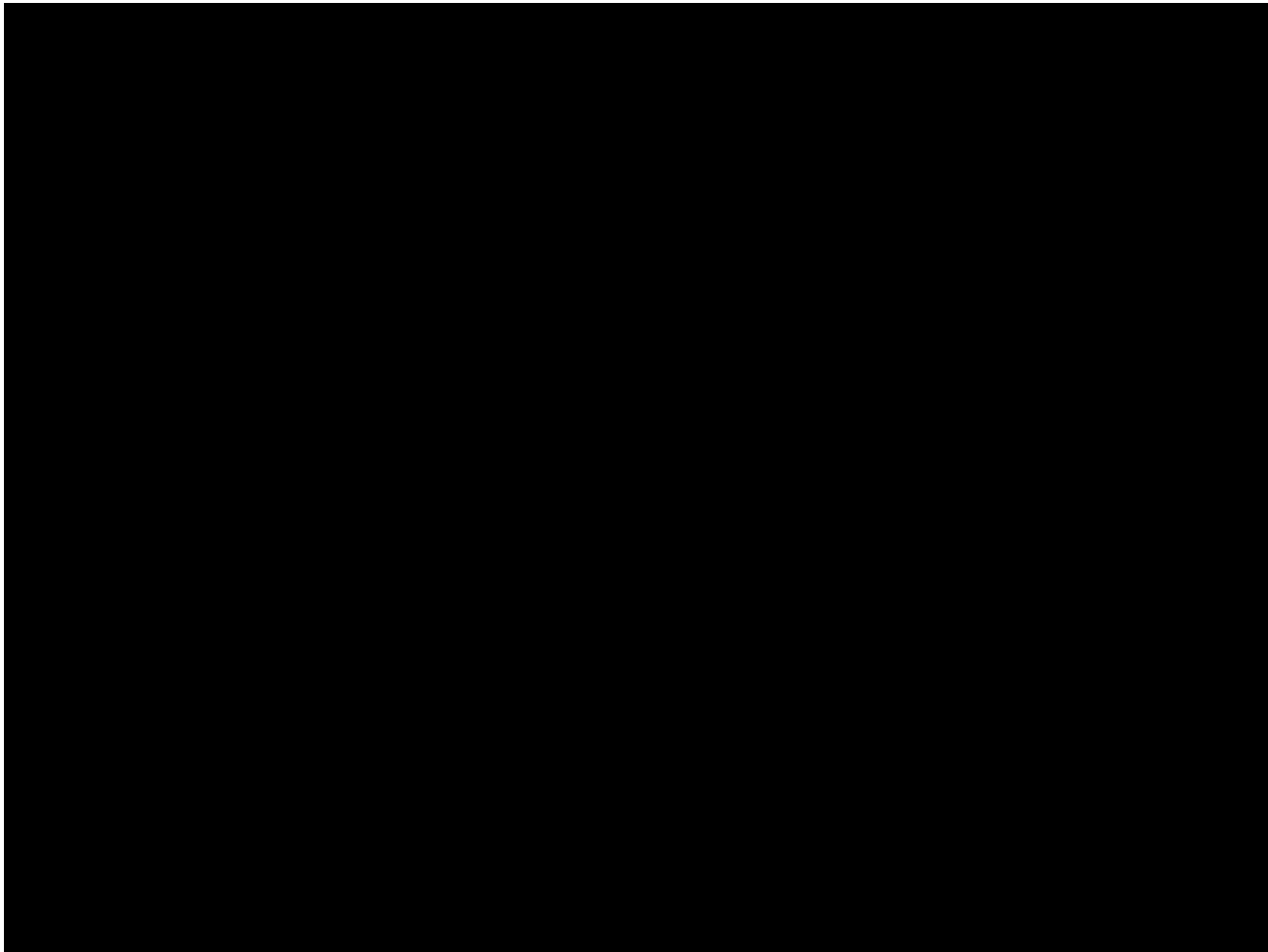


Results: NSDP + VQ

Reconstructed Meshes Reconstructed Pointclouds



Results: NSDP + VQ



Results: NSDP + VQ

	L2 x 0.001 (low)	CD x 0.01 (low)	FNC x 0.01 (high)
NSDP*	0.752	0.948	96.59
NSDP **	TBD	TBD	TBD
NSDP + VQ **	0.783	1.048	92.06
3DCNN + VQ **	1.39	1.131	94.97

*Complete Shape + Partial Deformation as input, tested on unseen motion

**Complete Shape + Complete Deformation as input, tested on unseen motion

Discussion

Vector Quantization

Autoregressive Model

- condition information
- number of transformer blocks
- geometry meaning of partial sequence

Next Steps

QnA

Thank you!