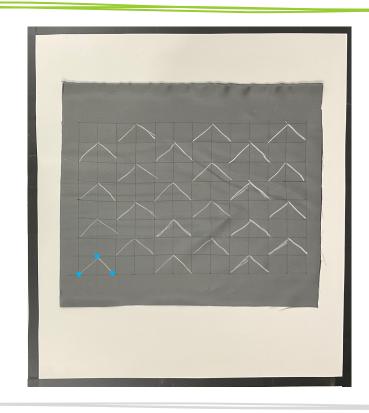
# Fabric Tessellation: Realizing Freeform Surfaces by Smocking

Aviv Segall, Jing Ren, Amir Vaxman, Olga Sorkine-Hornung

















# 3













# 5

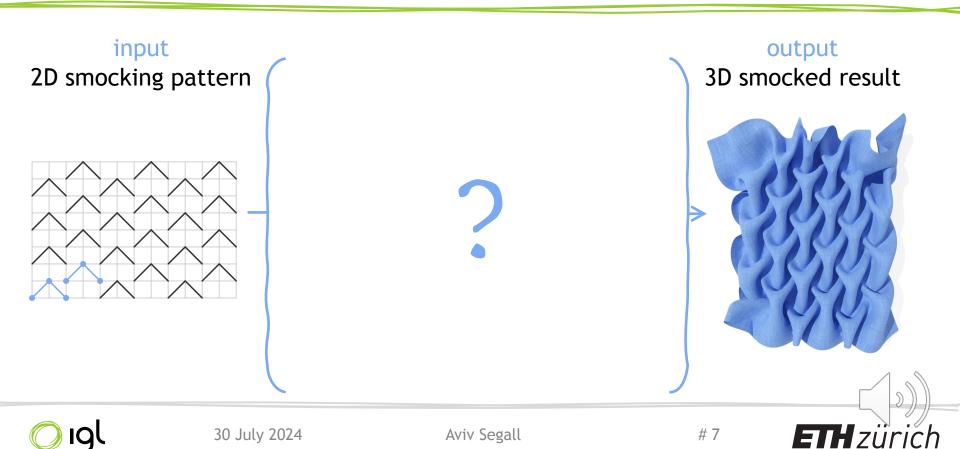






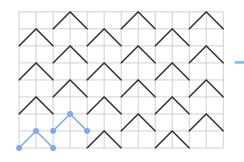


### Forward problem



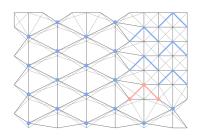
#### Forward problem

input2D smocking pattern



[1] "Digital 3D Smocking Design", Ren et al. ACM ToG 2023

forward problem solved by [1]



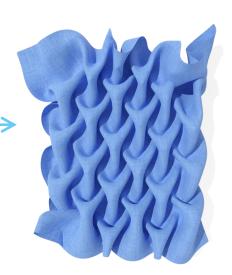
1. merge multiple points into a single one

2. the embedding is solved in 2D



3. ARAP deformation

output 3D smocked result

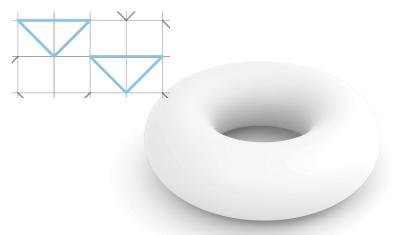






#### Inverse design for smocking

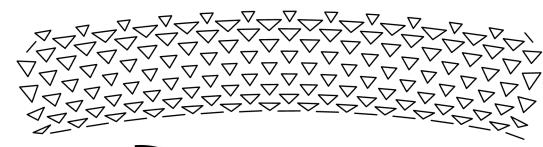
input 3D shape + smocking type



#### requirements

- approximate the input shape
- with nicely shaped pleats

#### output modified smocking pattern



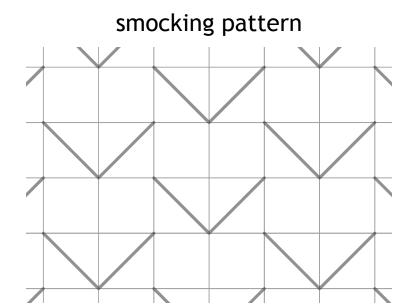


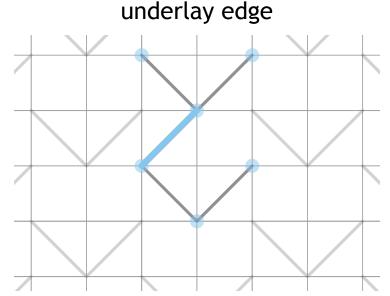






#### Methodology: extract tangram



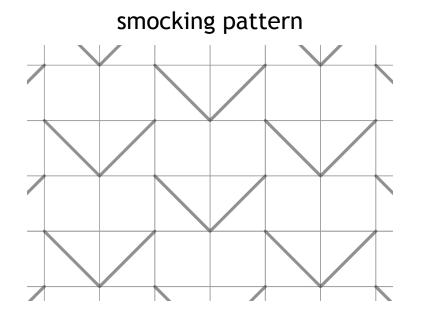


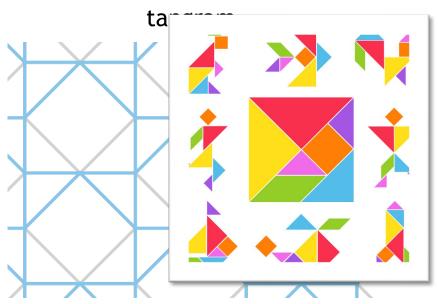
connecting two different stitching lines





#### Methodology: extract tangram



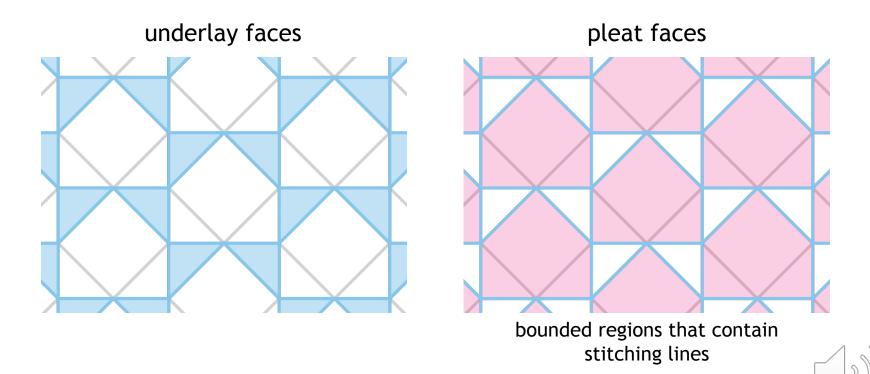


subgraph consisting of all underlay edges



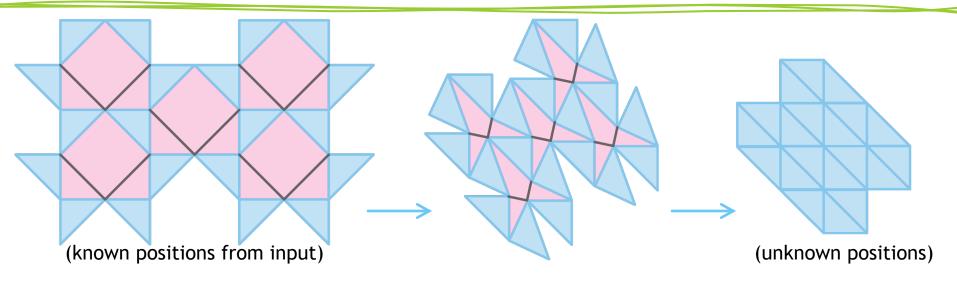


#### Methodology: extract tangram



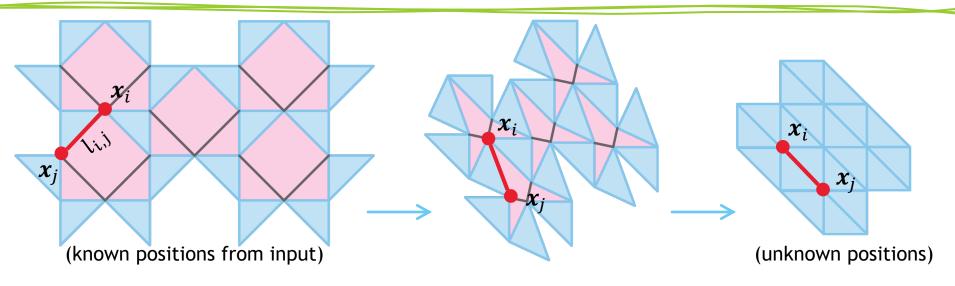








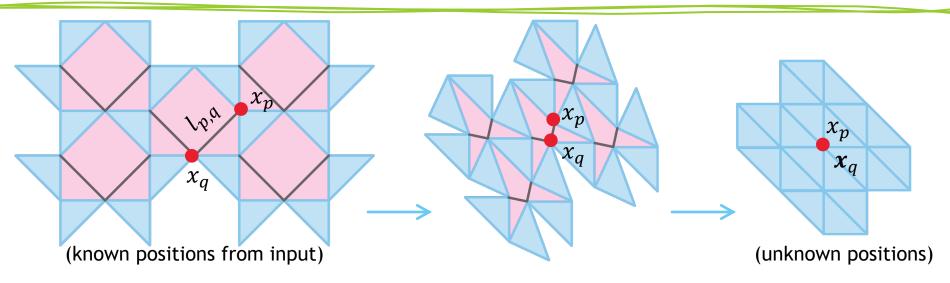




$$E_{\text{rigid}} = \sum_{(i,j)\in\mathcal{E}_r} (\|\mathbf{x}_i - \mathbf{x}_j\| - l_{i,j})^2$$





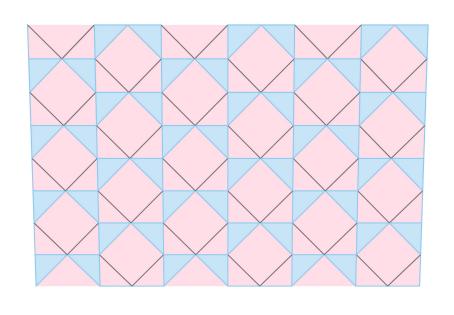


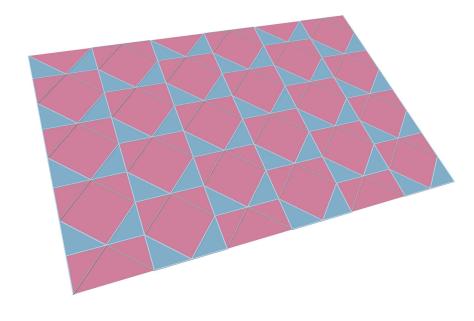
$$E_{\text{rigid}} = \sum_{(i,j)\in\mathcal{E}_x} (\|\mathbf{x}_i - \mathbf{x}_j\| - l_{i,j})^2$$

$$E_{\text{stitch}} = \sum_{(p,q)\in\mathcal{L}} (\|x_p - x_q\| - \eta l_{p,q})^2$$





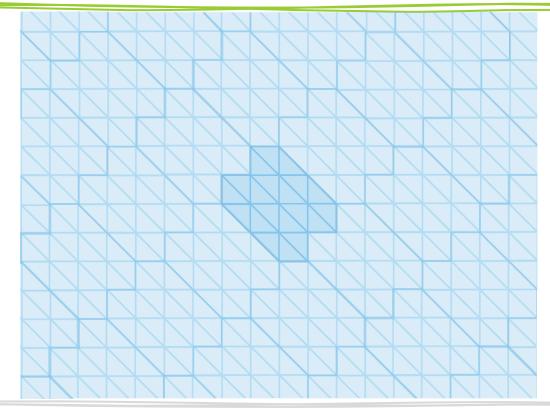








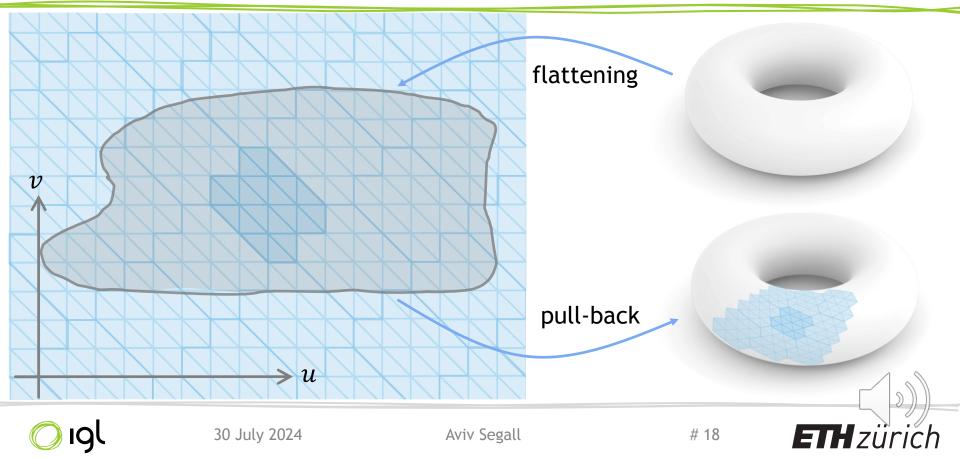
# Methodology: plane tiling



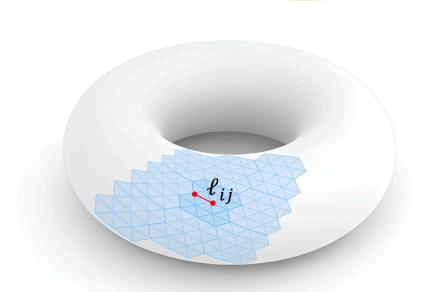


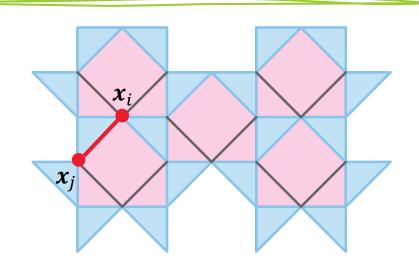


### Methodology: pull-back



#### Methodology: optimize Tangram





$$E_{\text{shape}}(X) = \sum_{(i,j)\in\mathcal{E}_u} \left(\frac{\|\mathbf{x}_i - \mathbf{x}_j\|}{\ell_{ij}} - 1\right)^2$$





### Methodology: pleat regularity





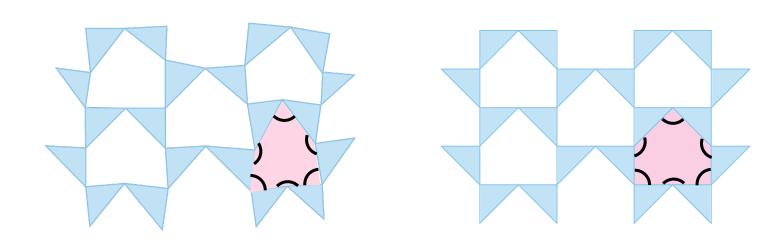
Output: modified pattern





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#### Methodology: pleat regularity

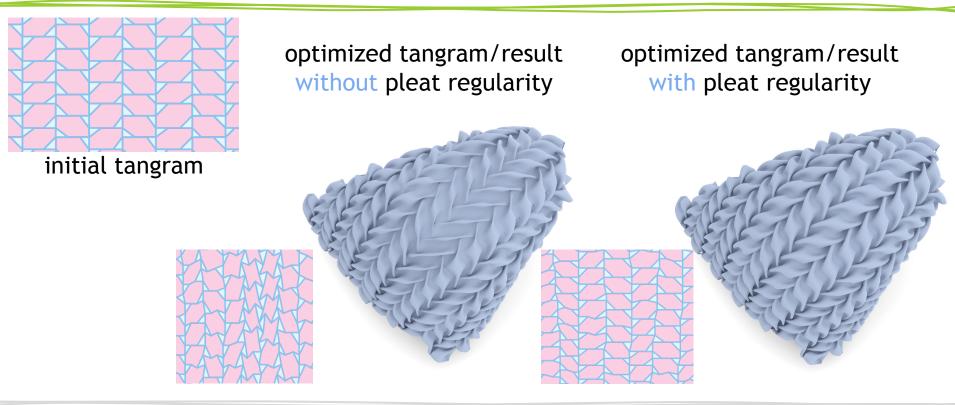


$$E_{\text{pleat}}(X) = \sum_{(i,j),(j,k)\in F_p} \left(\frac{\angle(x_i,x_j,x_k) - \angle(\hat{x}_i,\hat{x}_j,\hat{x}_k)}{2\pi}\right)^2$$





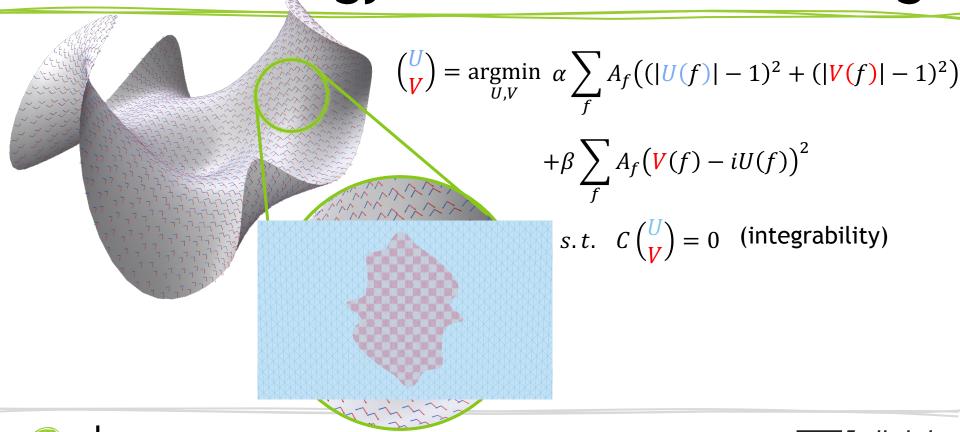
### Methodology: pleat regularity







#### Methodology: isometric flattening

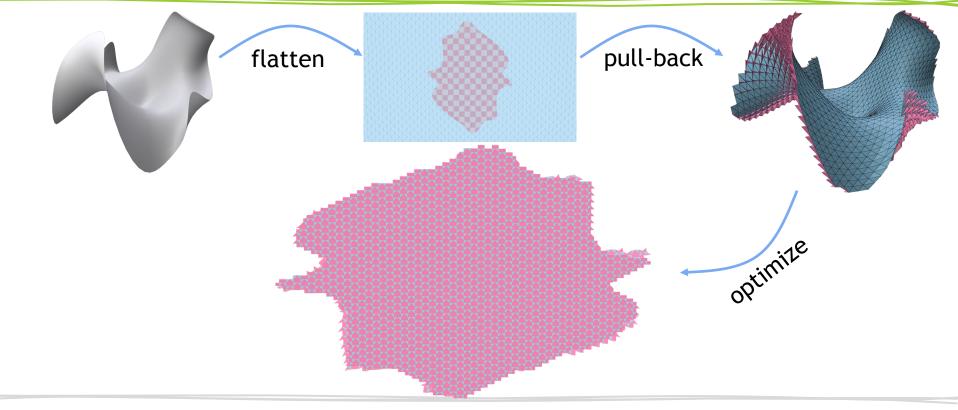






# 23

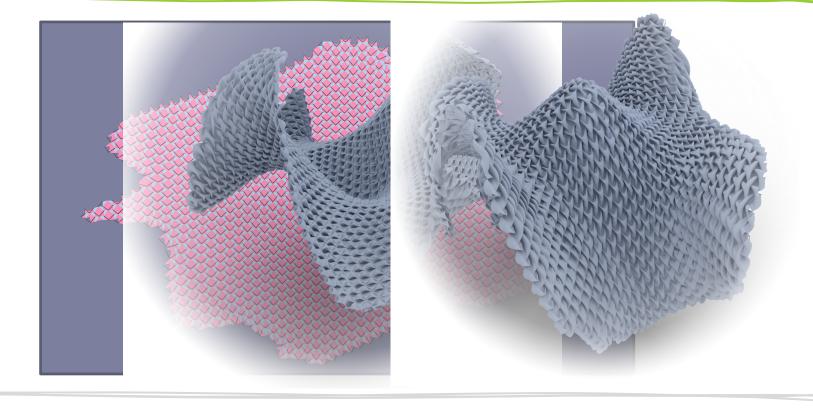
# Methodology: recap







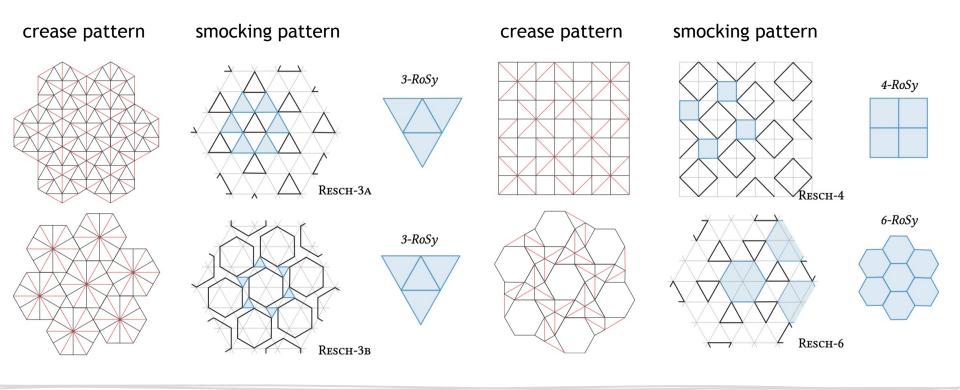
#### Methodology: extract stitching







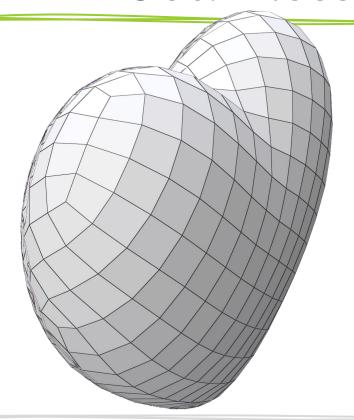
# Resch pattern for seamless smocking







#### Seamless Parameterization



Follow [1] to optimize for:  $Y = (y_1, y_2, ..., y_N)$ 

$$\sum_{f} A_{f} \sum_{i=1}^{N} \left| |y_{i}(f)| - 1 \right|^{2}$$

$$\sum_{f} A_{f} \sum_{i=2}^{N} \left| y_{i}(f) - e^{\frac{2\pi}{N}} y_{i-1}(f) \right|^{2}$$

s.t. 
$$C_1Y = 0$$

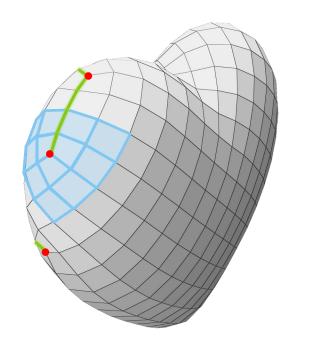
[1] "Unconventional patterns on surfaces.", Meeks and Vaxman 2021

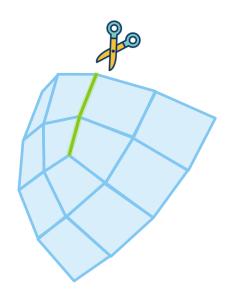


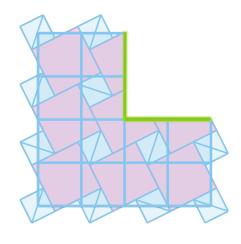


### Seamless smocking

#### Pull-back result



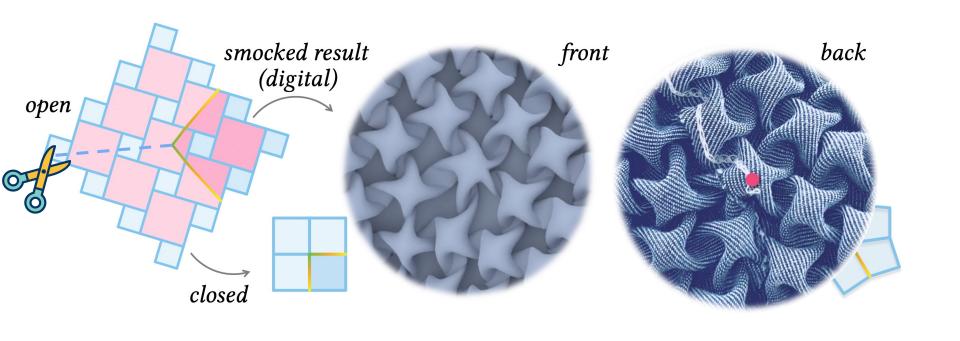








#### Resch pattern for seamless smocking







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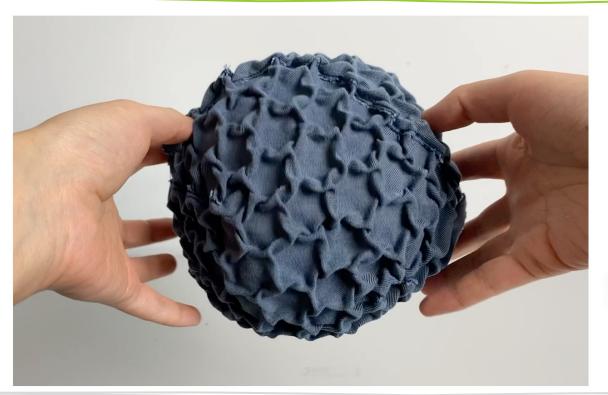
# Results: physical fabrigations

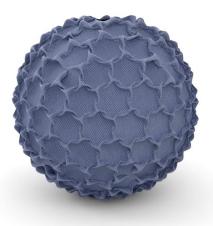






#### Results: physical fabrications



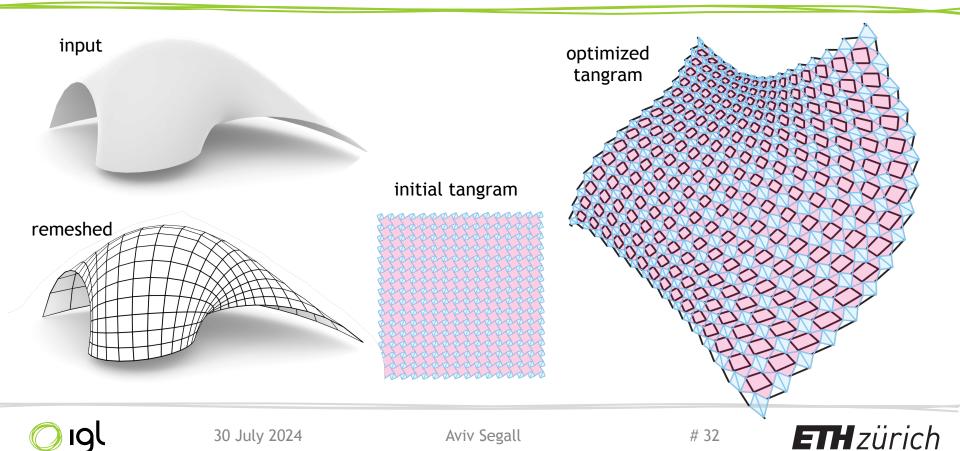


# 31

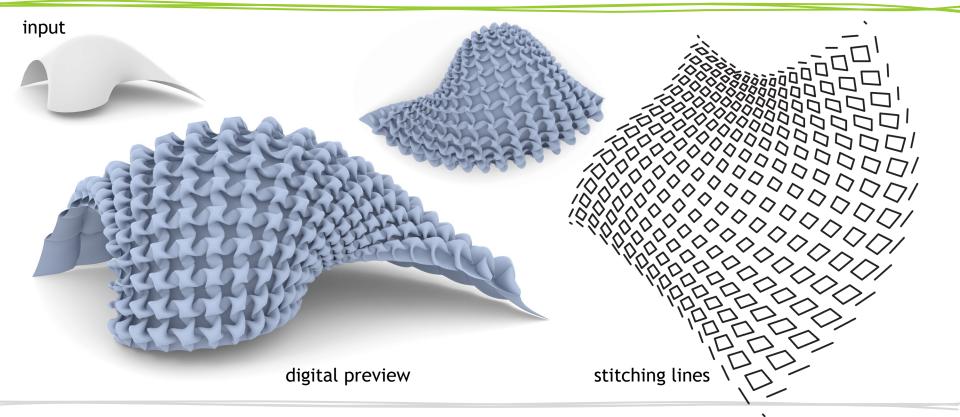




### Results: architectural design



#### Results: architectural design







# 33

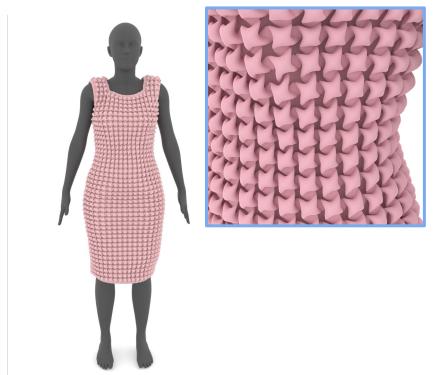
#### Results: architectural design

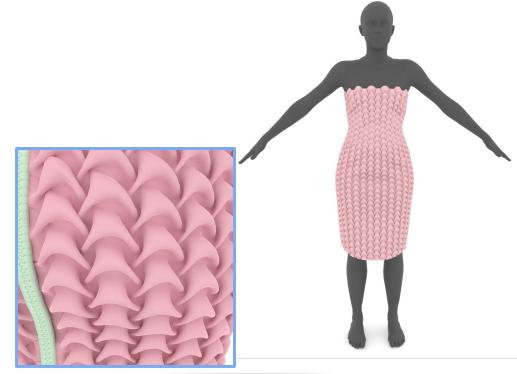






#### Results: garment design









#### Fabric Tessellation: Realizing Free-form Surfaces by Smocking

#### Thanks for your attention







The authors would like to thank the anonymous reviewers for their valuable feedback. This work was supported in part by the ERC Consolidator Grant No. 101003104 (MYCLOTH). Special thanks to Ningfeng Zhou for her assistance in fabricating the heart and cloud shapes, and to all members of IGL for the insightful discussions and kind support.



