

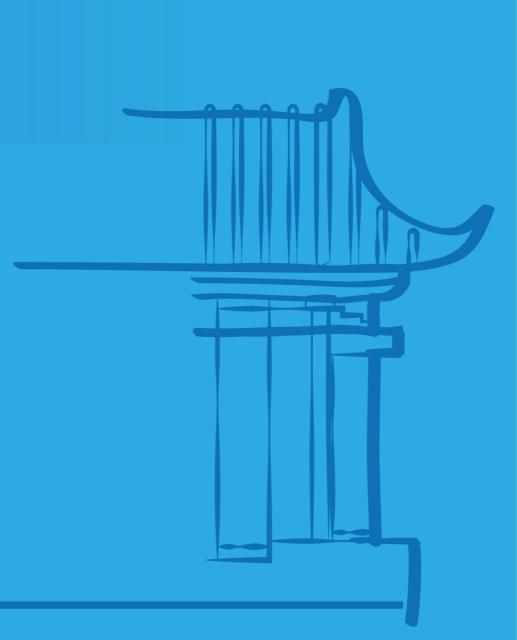


Surface maps and layouts



Prof. Leif Kobbelt
RWTH Aachen University

- ↓ Host: 陈宝权 教授
- 2020年12月11日 星期五 16:00-17:30
- ② 北京大学静园五院102室



Abstract

Mapping a 2-manifold surface to a 2D domain is a crucial ingredient for many geometry processing tasks. Such a map enables, e.g., the transfer of layout structures and other data from one surface to another. The requirements and quality criteria for the map differ depending on the application scenario. It can range from local distortion and alignment to global bijectivity and topological constraints. In this talk, I will discuss a number of current techniques to compute these maps. I will focus on two main scenarios: (1) the generation of high quality quad meshes and quad layouts by mapping a given surface to the plane and (2) the general setting of mapping one freeform surface to another freeform surface with the same topology while minimizing distortion.

Biography

Leif Kobbelt is distinguished professor of Computer Science at RWTH Aachen University and head of the Institute for Computer Graphics and Multimedia. After his PhD in 1994 from Karlsruhe Institute of Technology he worked at University of Wisconsin in Madison, University of Erlangen-Nuremberg, and the Max Planck Institute of Computer Science before he moved to RWTH in 2001. His major research interests include 3D reconstruction and efficient geometry processing. He received a number of academic awards including an ERC Advanced Grant in 2013 and the Gottfried Wilhelm Leibniz Prize in 2014. He has been named a Fellow of the Eurographics Association (2008) as well as a Distinguished Professor (2013) and a Fellow (2019) of RWTH Aachen University. In 2015 he became a member of the Academia Europaea and in 2016 a member of the North Rhine Westphalian Academy of Sciences.

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