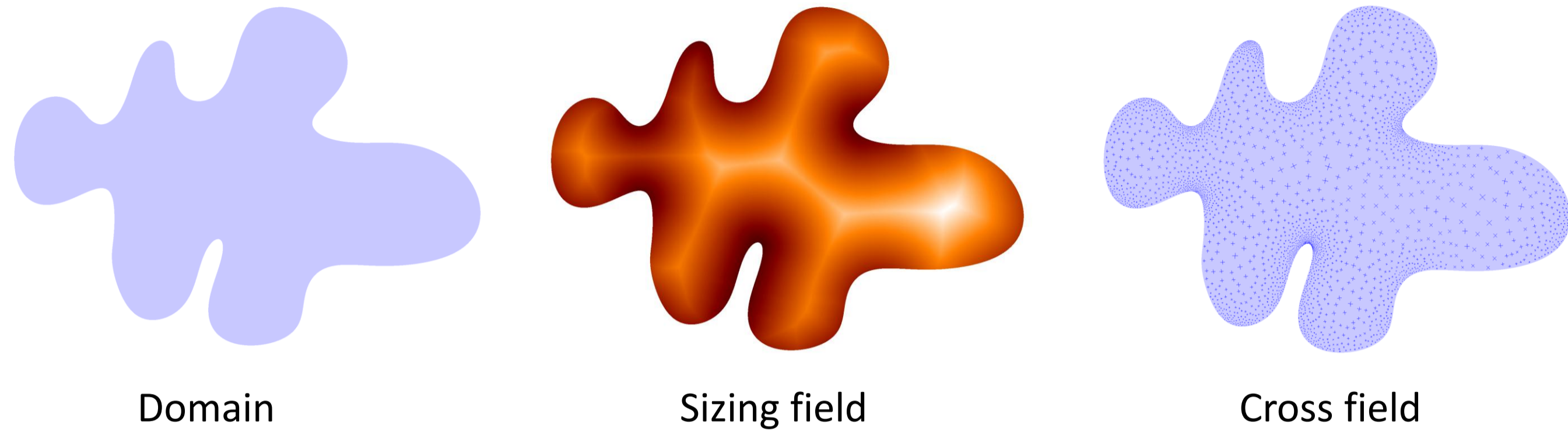


Isotropic 2D Quadrangle Meshing with Size and Orientation Control

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Abstract: we propose an approach for automatically generating isotropic 2D quadrangle meshes from arbitrary domains with a fine control over sizing and orientation of the elements. At the heart of our algorithm is an optimization procedure that, from a coarse initial tiling of the 2D domain, enforces each of the desirable mesh quality criteria (size, shape, orientation, degree, regularity) one at a time, in an order designed not to undo previous enhancements. Our experiments demonstrate how well our resulting quadrangle meshes conform to a wide range of input sizing and orientation fields.

INPUT

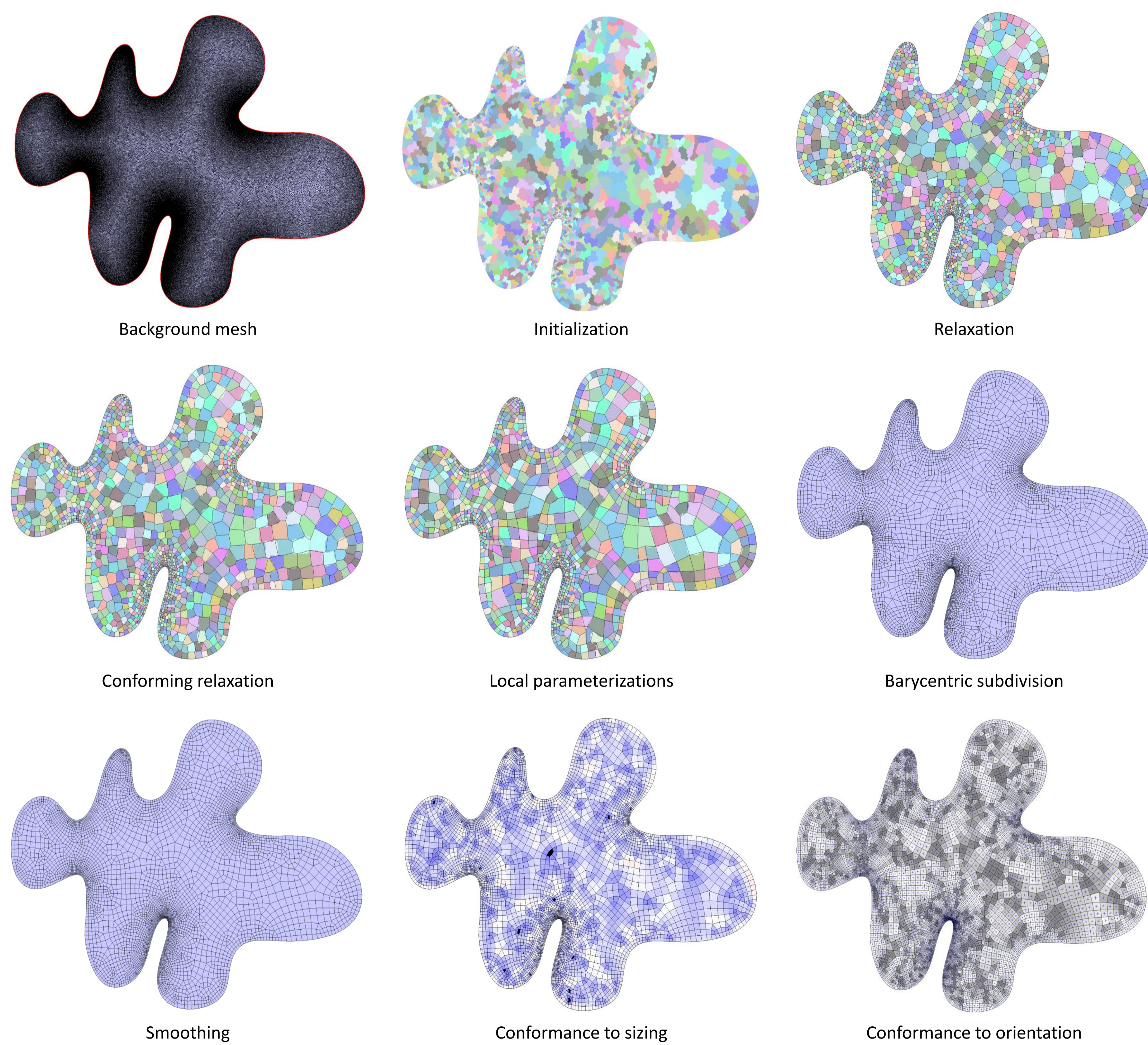


ALGORITHM

STEPS	Size	Shape	Orientation	Degree	Regularity
1 Initialization	●	○			
2 Relaxation	○	●	●		
3 Conforming relaxation	○	○	○	○	○
4 Local parameterizations	○	○	○	○	●
5 Barycentric subdivision	○	○	○	●	○
6 Smoothing	○	●	○	○	○

● met ○ preserved ◐ partially met

OVERVIEW



2 \mathcal{L}_∞ relaxation

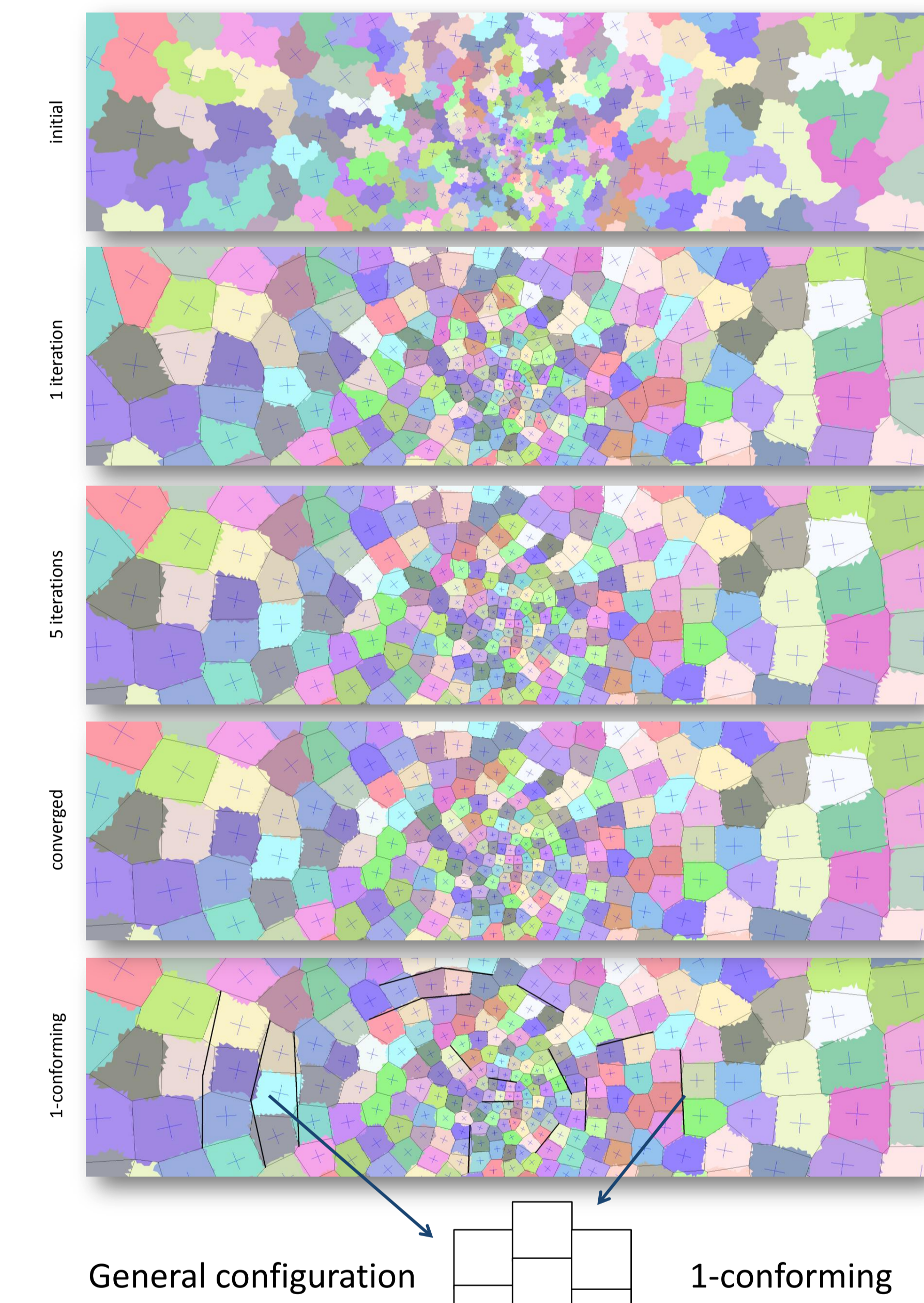
Minimize (continuous/discrete)

$$E(g_1, \dots, g_n, V_1, \dots, V_n) = \sum_{i=0}^n \int_{V_i} \rho(x) d_\infty(x, g_i) dx$$

$$\mathcal{H}(\{g_i\}_{i=1}^n, \{T_i\}_{i=1}^n) = \sum_{i=1}^n \left(\sum_{t_j \in T_i} \rho(c(t_j)) \text{area}(t_j) d_\infty^2(c(t_j), c(\mu(T_i))) \right)$$

$\{g_i\}_{i=1}^n$: triangle generators
 $\{T_i\}_{i=1}^n$: tiling
 $c(t)$: triangle t centroid
 μ : triangle containing tile centroid
 ρ : density

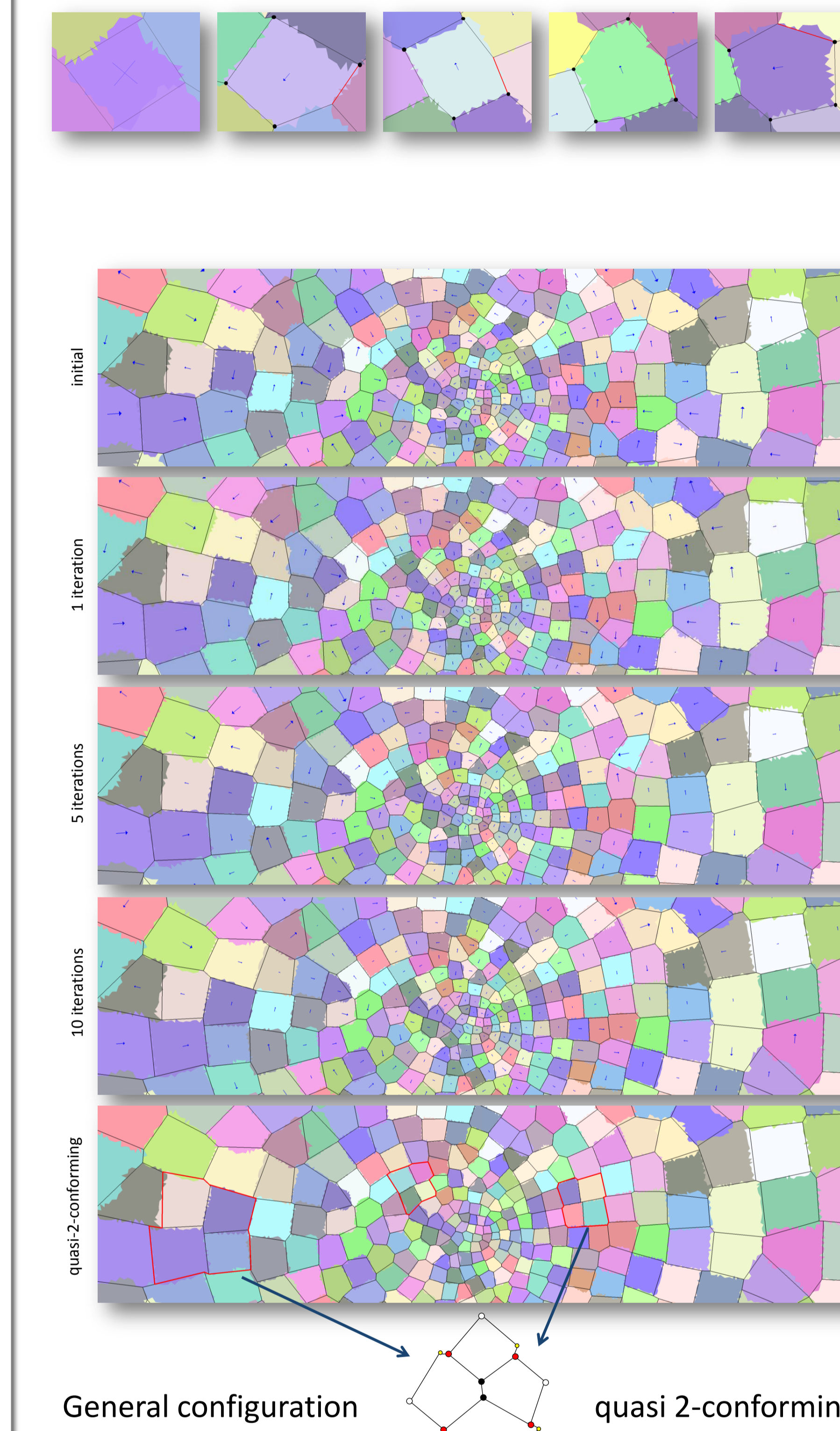
While no convergence do
 Discrete partitioning
 Relocate generators to centroids



3 \mathcal{L}_∞ conforming relaxation

General: 1-conforming Target: 2-conforming

While no convergence do
 Discrete partitioning
 Relocate generators to *shifted* centroids



4 Local conformal parameterizations [Floater & Hormann]

