

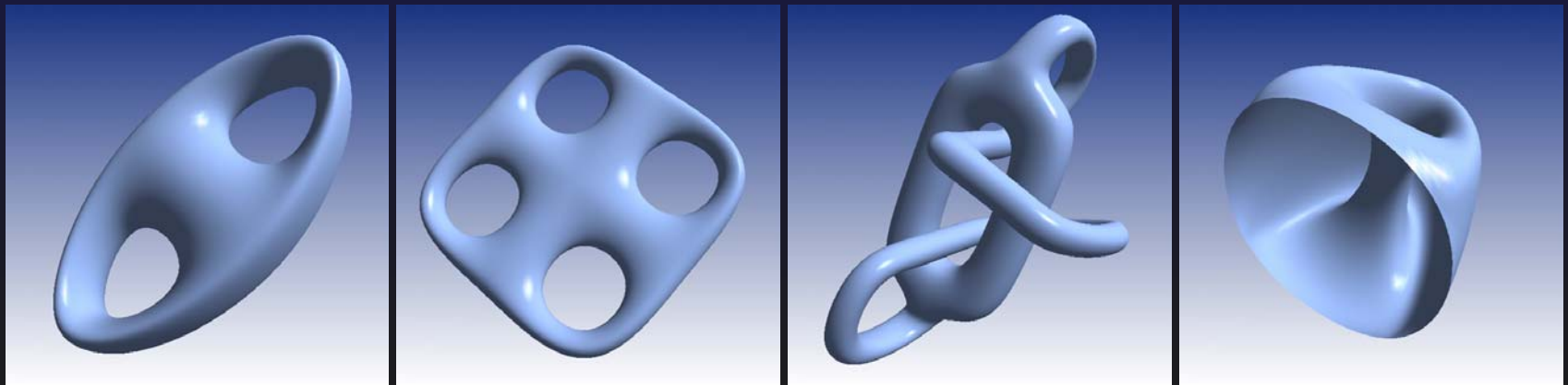
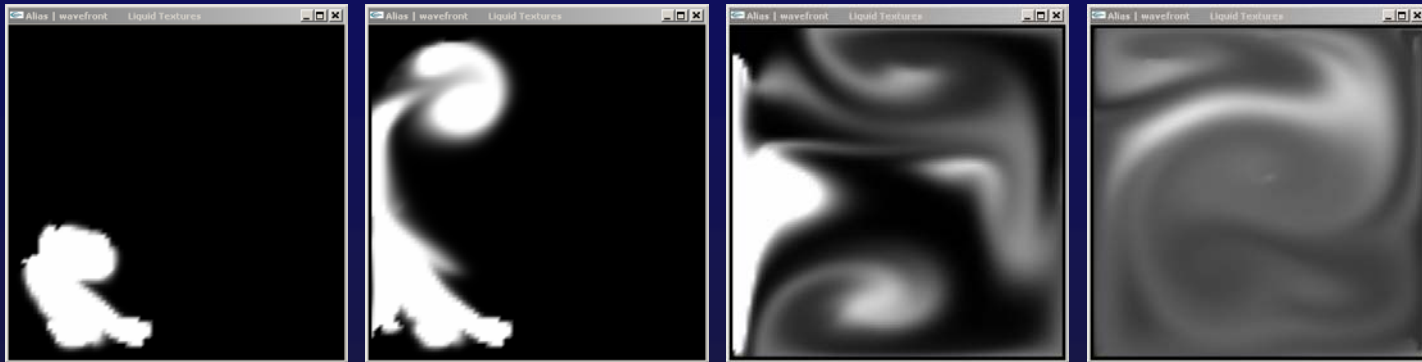
# Flows on Surfaces of Arbitrary Topology

Jos Stam

Alias

# Basic Idea

Combine two pieces of code



# Flow Model

$$\frac{\partial \mathbf{u}}{\partial t} = -(\mathbf{u} \cdot \nabla) \mathbf{u} + \nu \nabla^2 \mathbf{u} + \mathbf{f}$$

$$\nabla \cdot \mathbf{u} = 0$$

**Incompressible Navier-Stokes**

**Stable Fluids (SIGGRAPH'99)**

**Demo**

# Catmull-Clark Surfaces

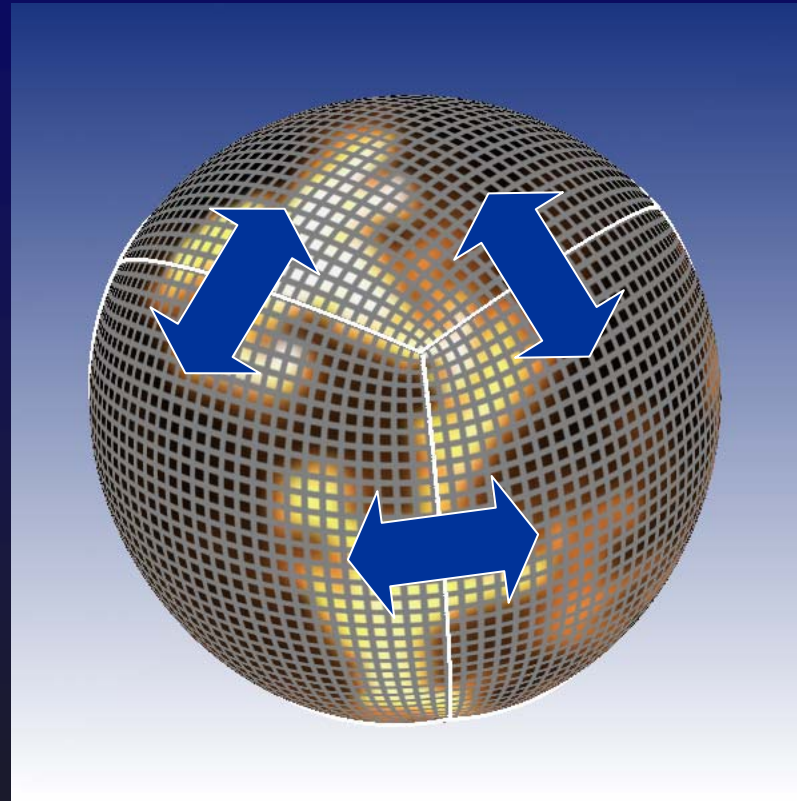
Catmull and Clark 1978.

**Properties:**

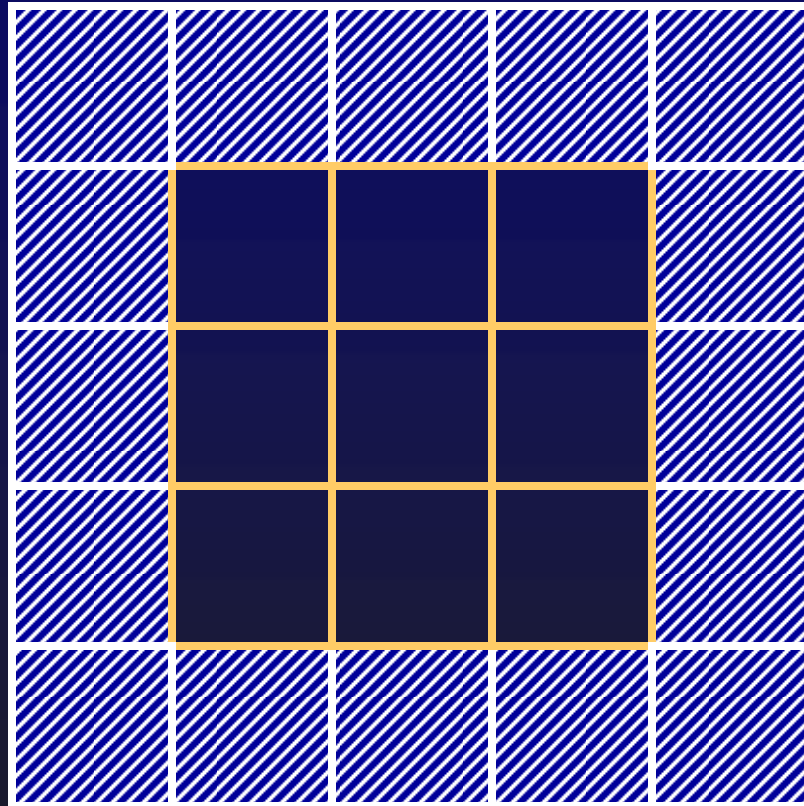
- **Arbitrary Topology**
- **Smooth (C1) [Reif,Zorin,Peters]**
- **Exact Evaluation [siggraph'98]**

**Demo**

# Cross-Patch Interactions

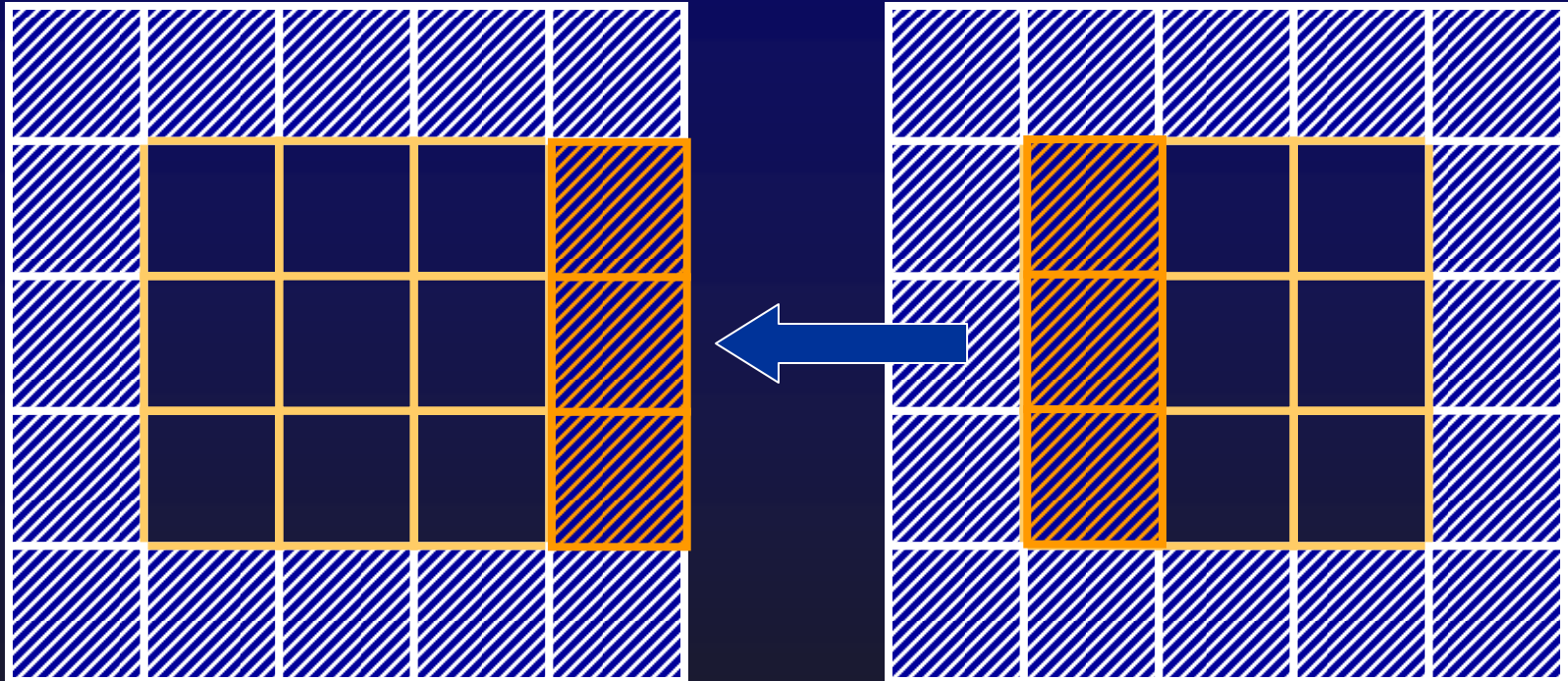


# Cross-Patch Interactions



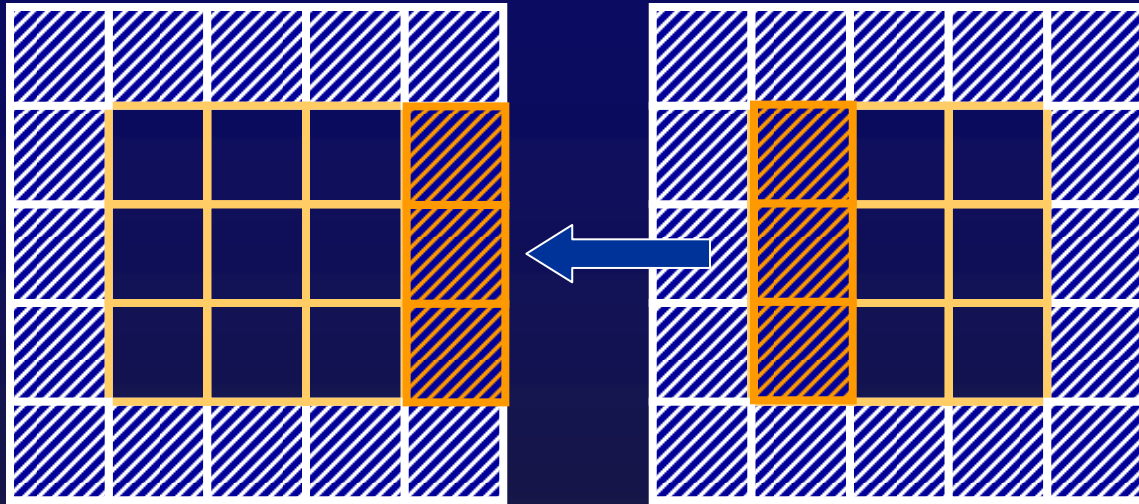
**Add another layer of cells around each grid**

# Cross-Patch Interactions



**Fill in boundary cells from neighbor patch  
after each update**

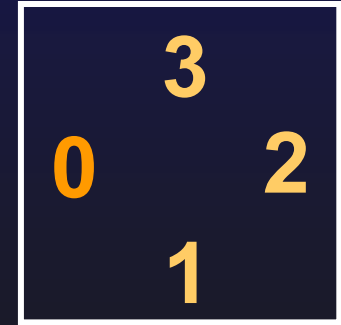
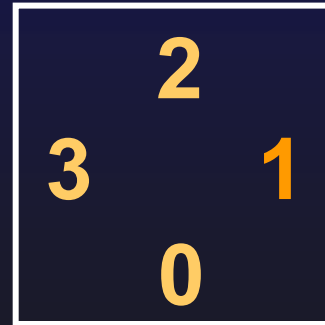
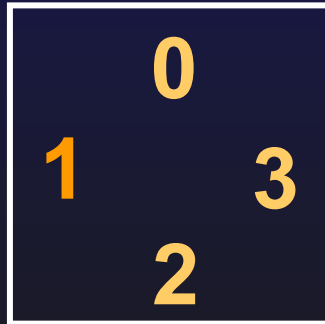
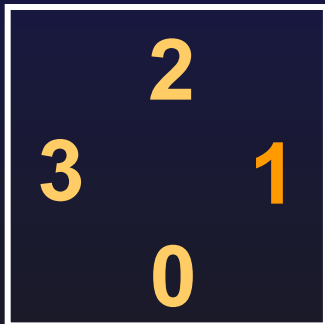
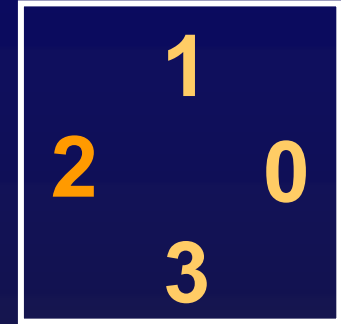
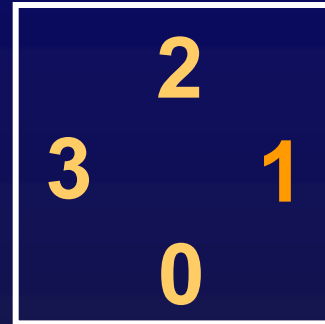
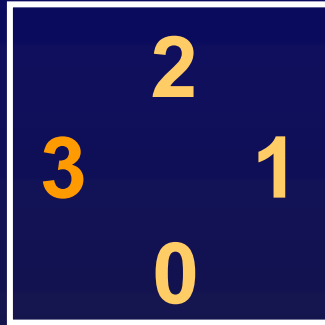
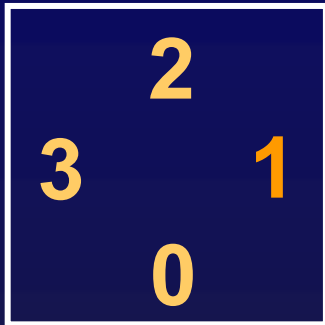
# Cross-Patch Interactions



```
for ( i=1 ; i<=N ; i++ ) {  
    A[N+1,i] = An[1,i];  
}
```

**Easy if Grids aligned**

# 4 Cases / Edge = 16 Cases



# 4 Cases Enough !



Transition code only depends on

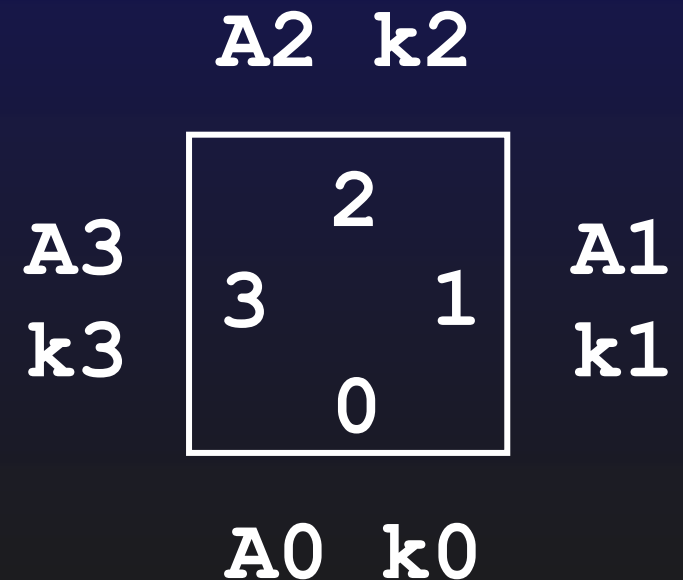
$$k = (4 + e - (f + 2) \% 4) \% 4$$

# Simple code

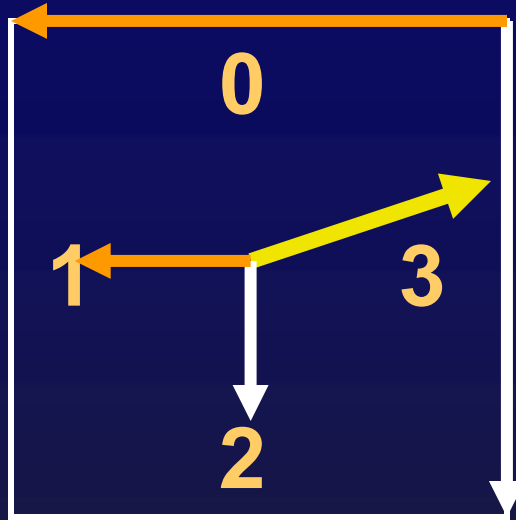
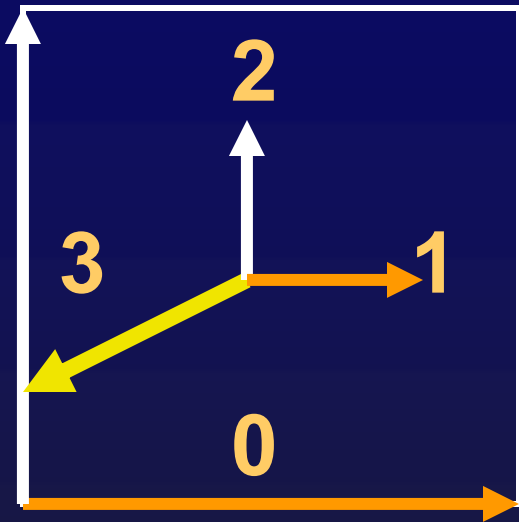
Get neighbor arrays: A0, A1, A2, A3

Compute: k0, k1, k2, k3

```
for ( i=1 ; i<=N ; i++ ) {  
    A[i,0]    = A0[idx(k0,i,N)];  
    A[N+1,i] = A1[idx(k1,1,i)];  
    A[i,N+1] = A2[idx(k2,i,1)];  
    A[0,i]   = A3[idx(k3,N,i)];  
}
```

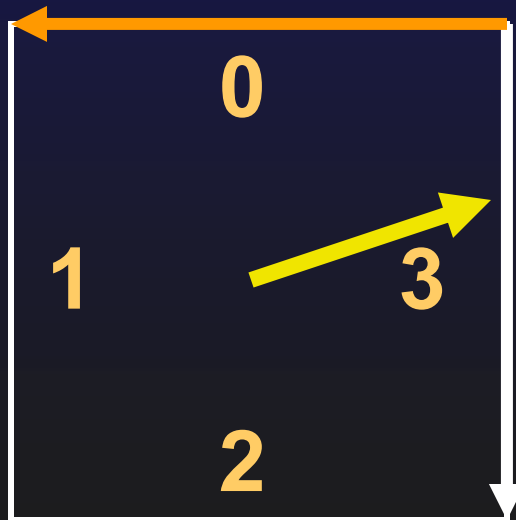
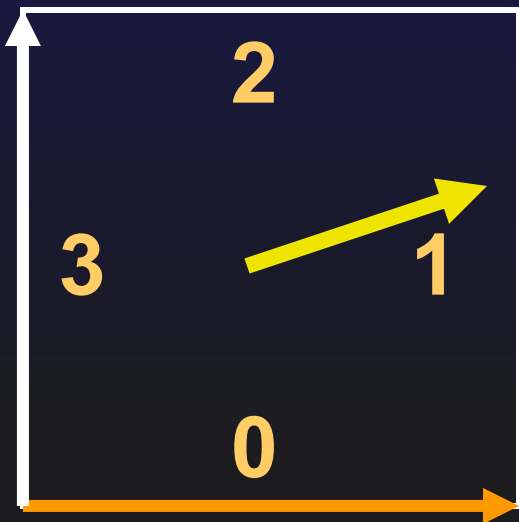


# VELOCITY



incorrect

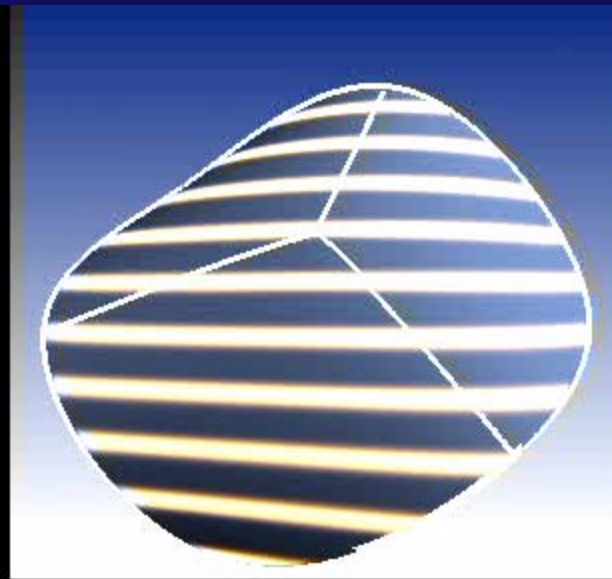
( -1, -0.5 )



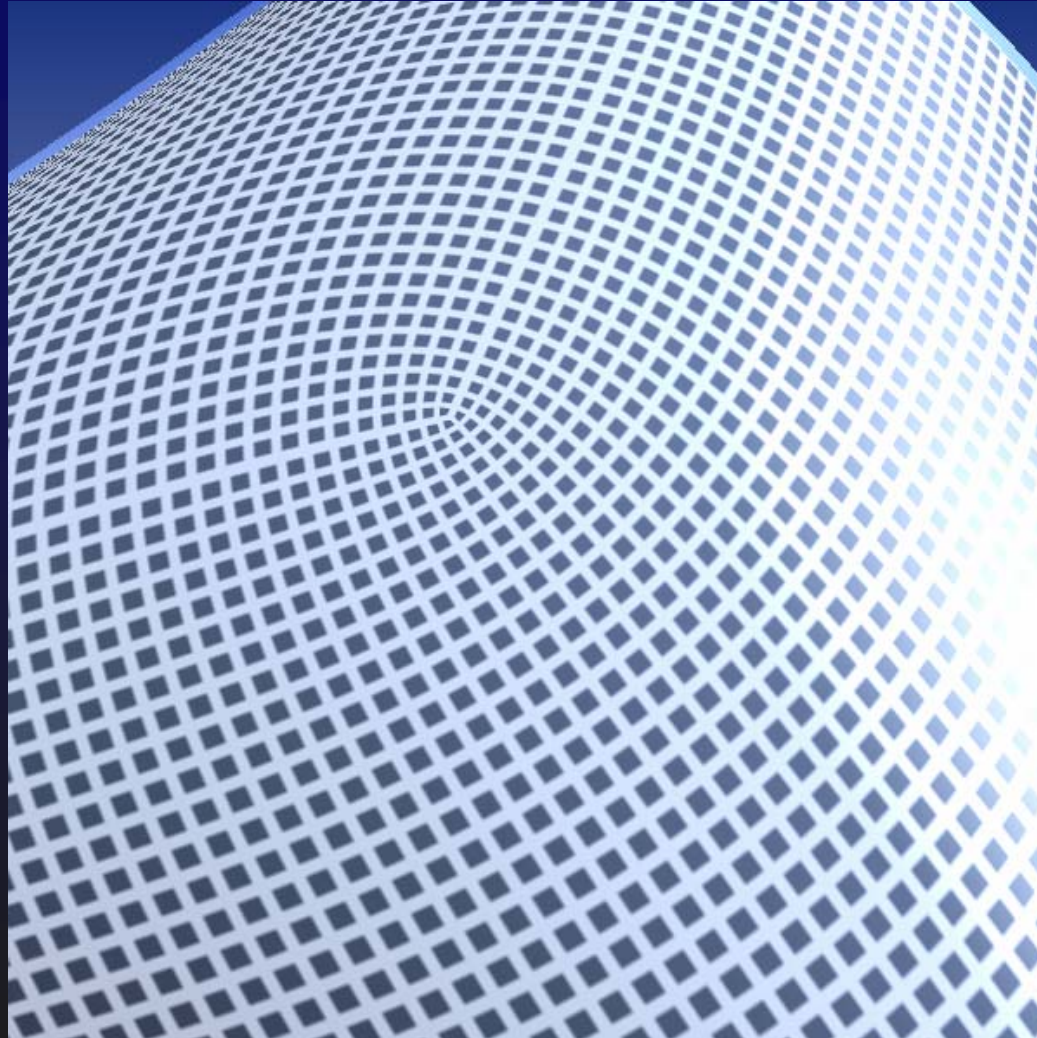
correct

( 1, 0.5 )

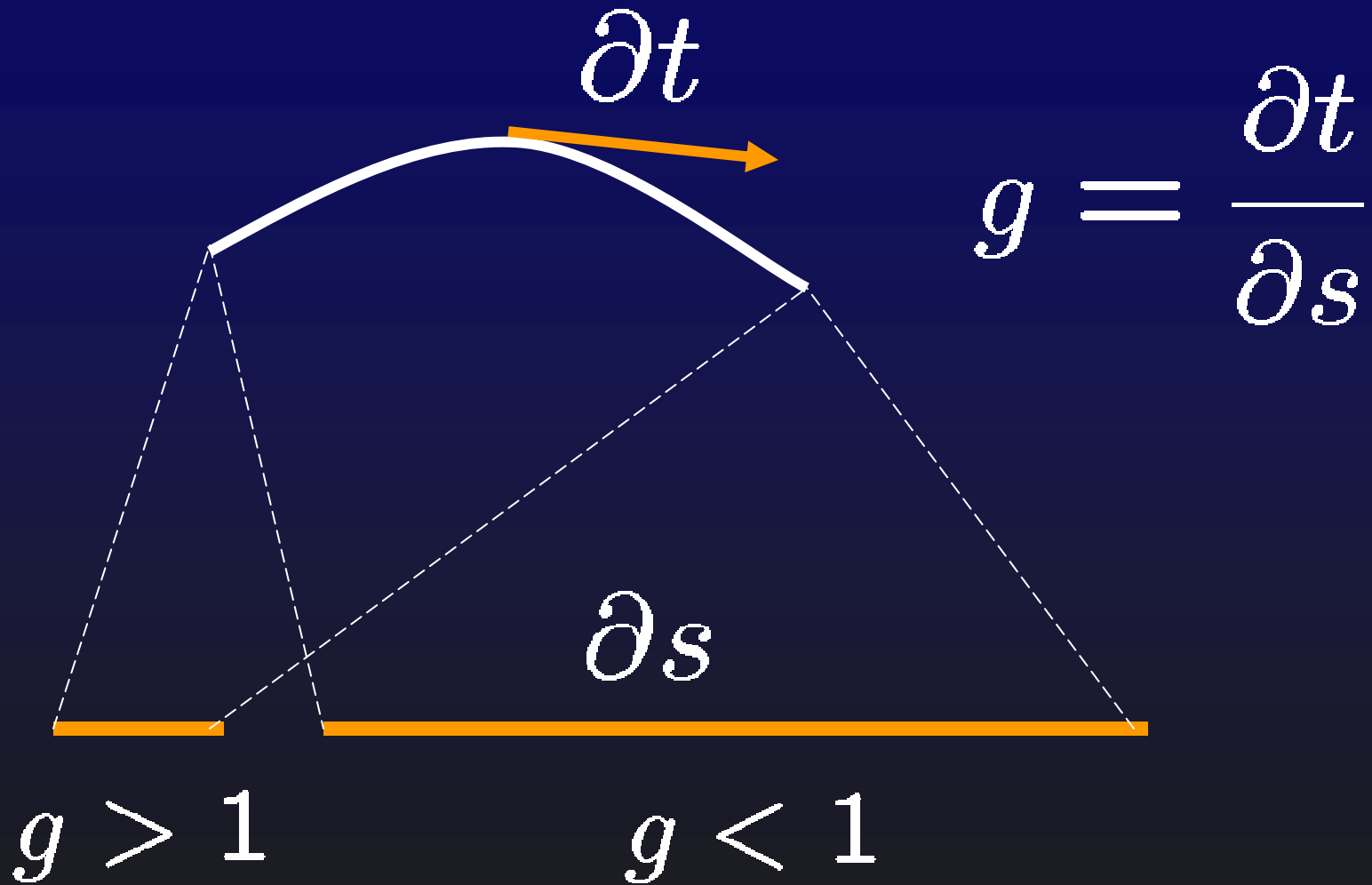
# Are we Done ?



# Distortions



# Distortions (1D)

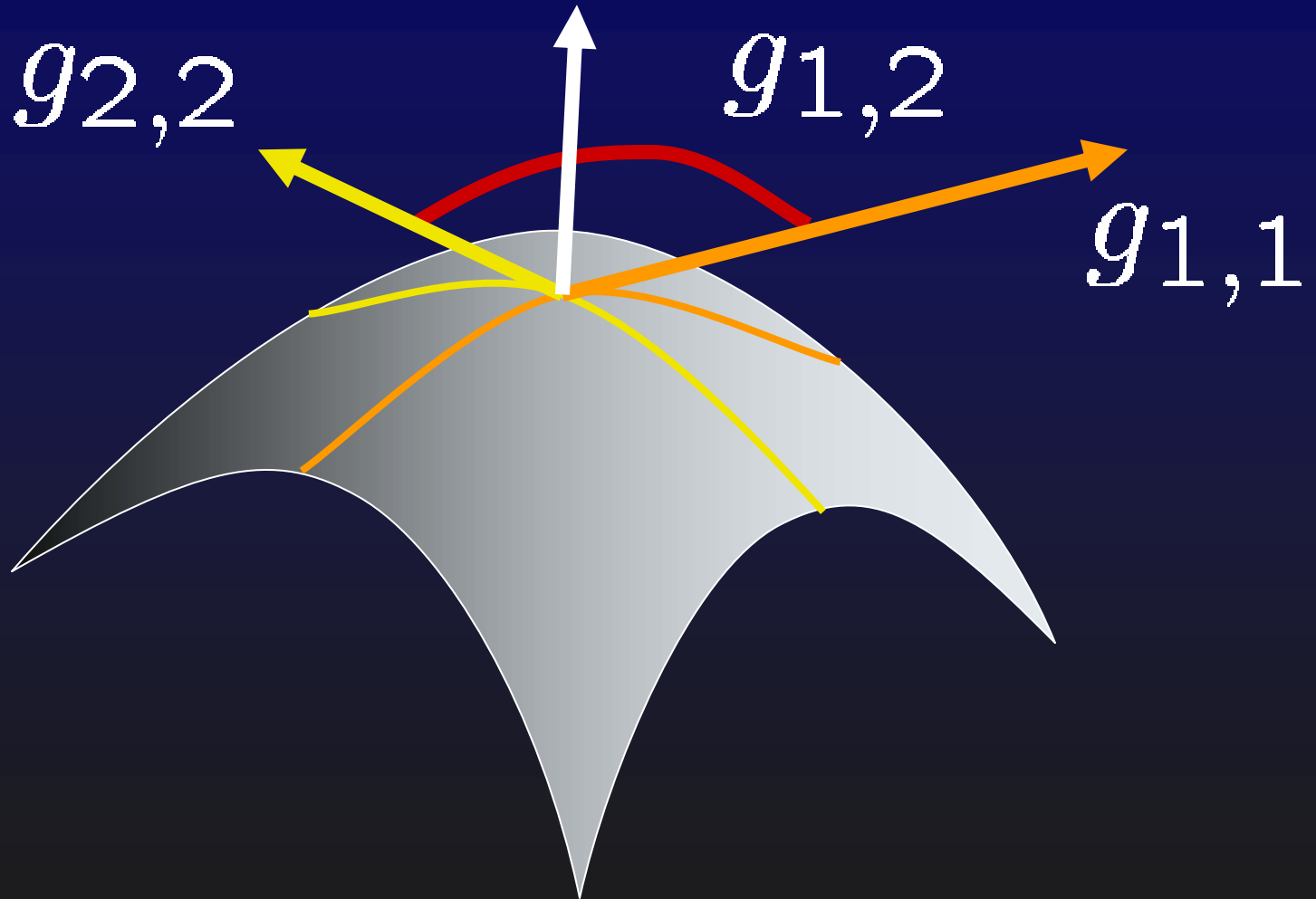


## Distortions (1D)

$$\frac{\partial}{\partial t} = \frac{\partial_s \partial}{\partial t \partial s} = g^{-1} \frac{\partial}{\partial s}$$

$$\frac{\partial^2}{\partial t^2} = g^{-2} \frac{\partial^2}{\partial s^2}$$

# Distortions (2D)



# Distortions (2D)

Matrix instead of a scalar:

$$\mathbf{M} = \begin{pmatrix} g_{1,1} & g_{1,2} \\ g_{2,1} & g_{2,2} \end{pmatrix}$$

$$\mathbf{M}^{-1} = \begin{pmatrix} g^{1,1} & g^{1,2} \\ g^{2,1} & g^{2,2} \end{pmatrix}$$

# Distortions (2D)

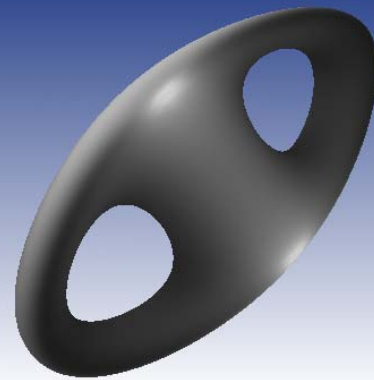
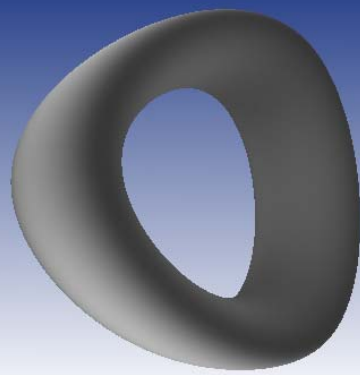
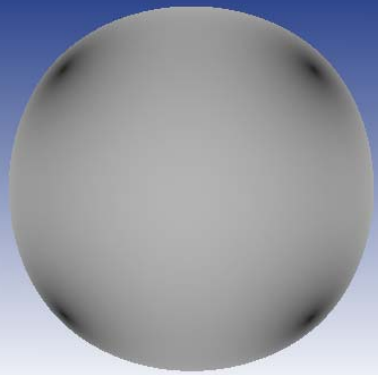
Operators in “Einstein Notation”:

$$\nabla^i = g^{i,j} \frac{\partial}{\partial x^j}$$

$$\nabla^2 = \frac{1}{\sqrt{g}} \frac{\partial}{\partial x^i} \left( \sqrt{g} g^{i,j} \frac{\partial}{\partial x^j} \right)$$

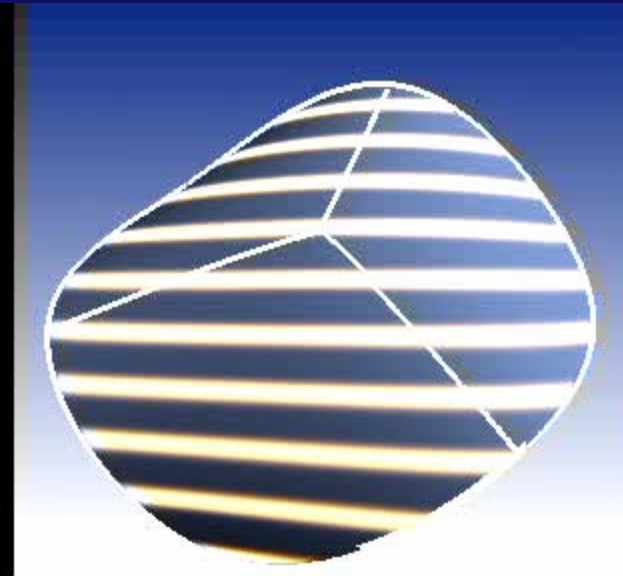
where  $g = \det(M)$

# Distortions (2D)

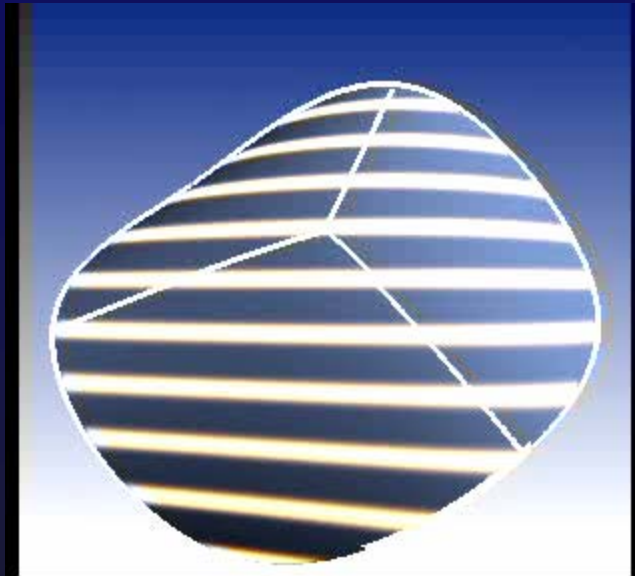


$$g = \det(M)$$

# Distortions

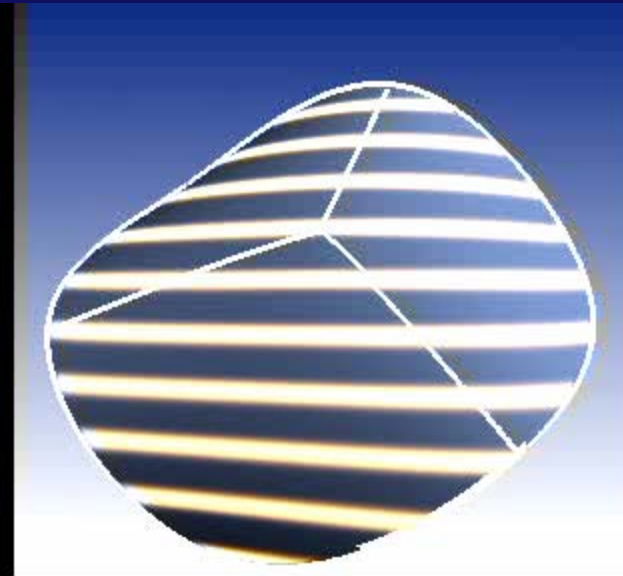


**No metric**

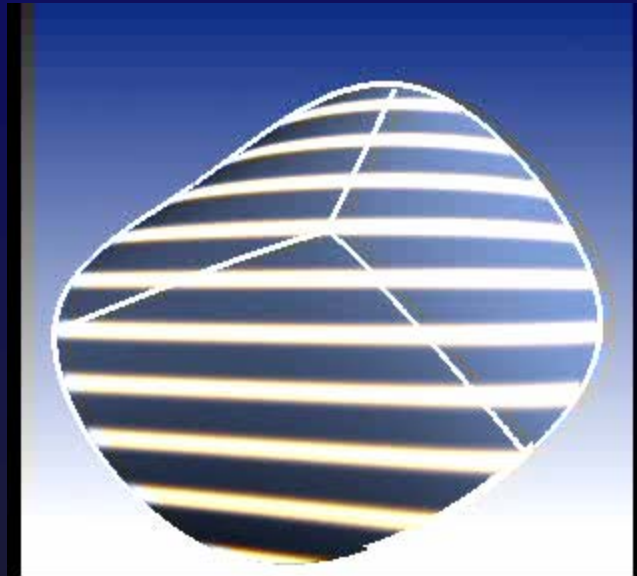


**With metric**

# Distortions

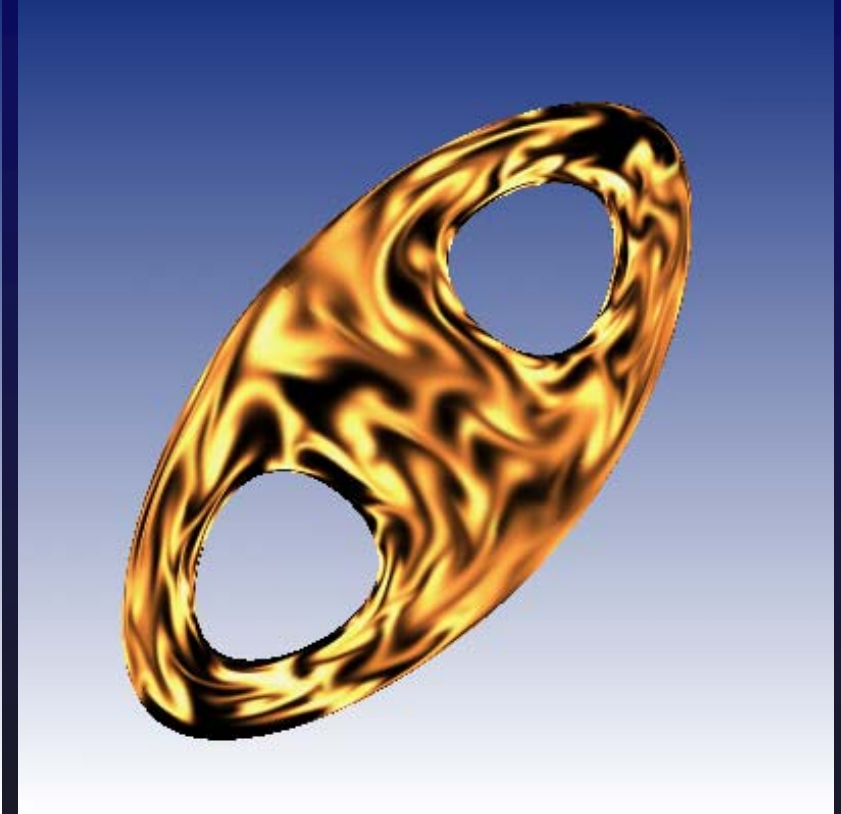
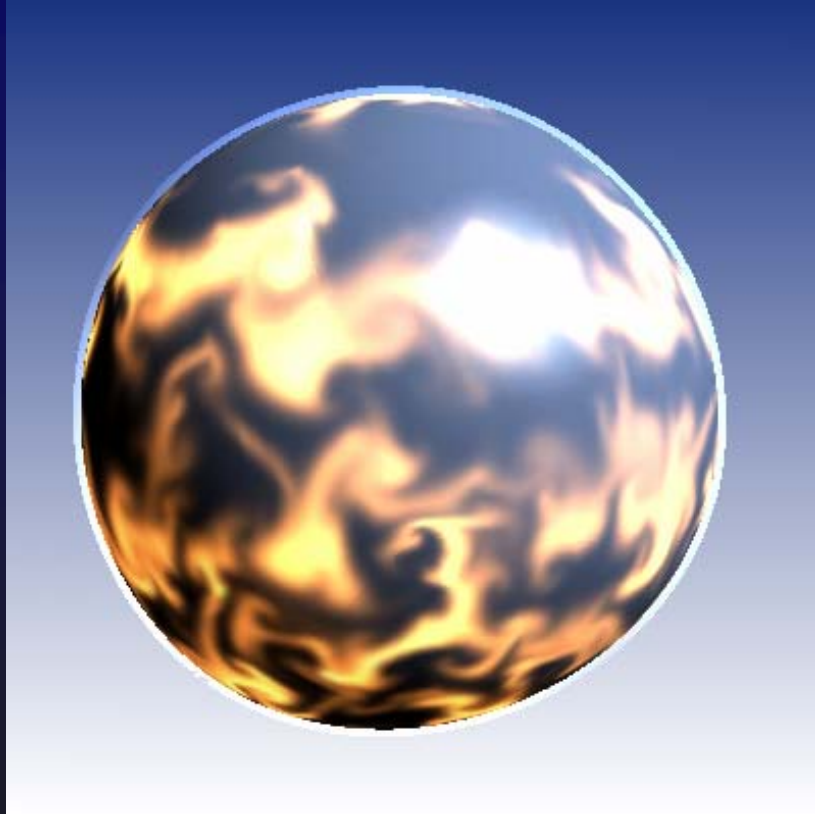


**No metric**

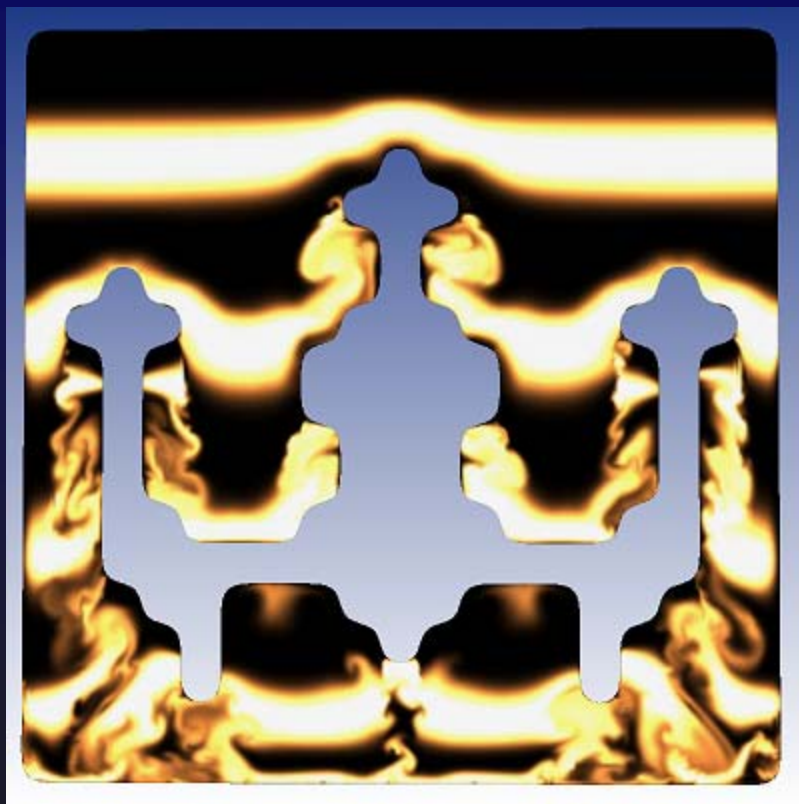


**With metric**

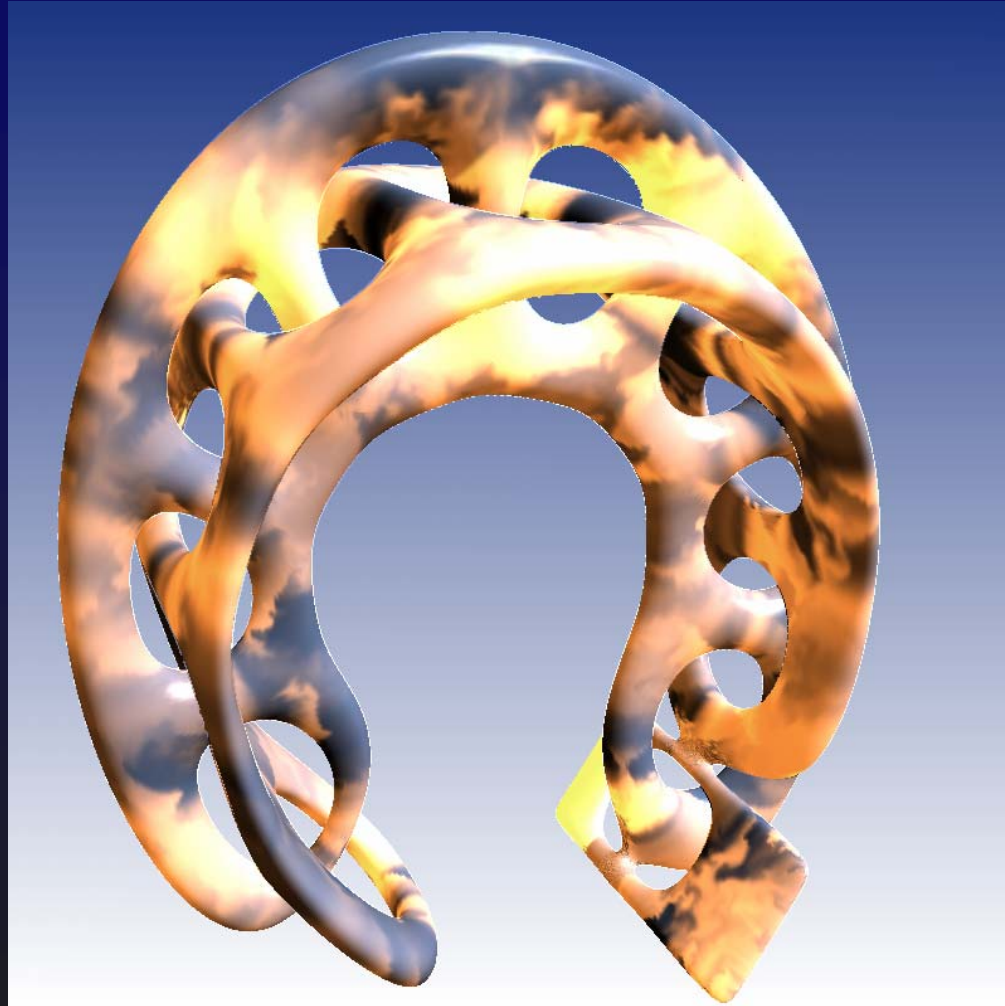
# Results



# Results



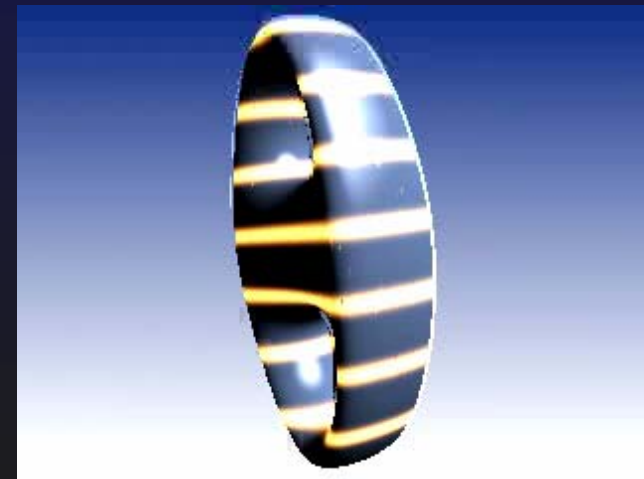
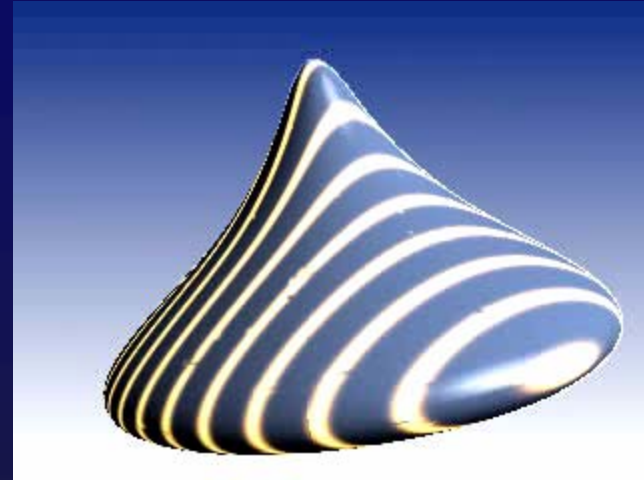
# Results



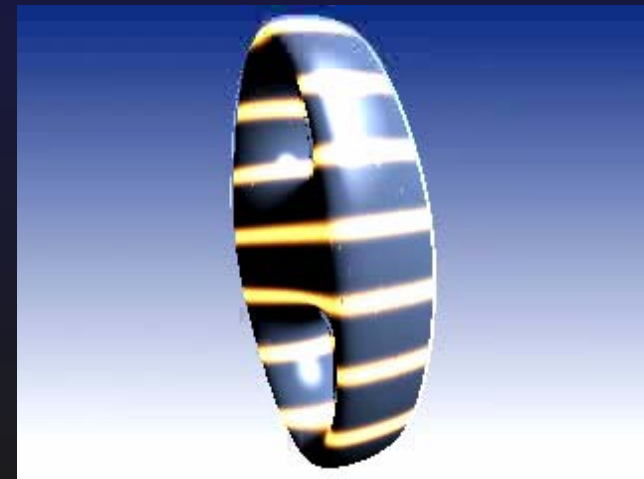
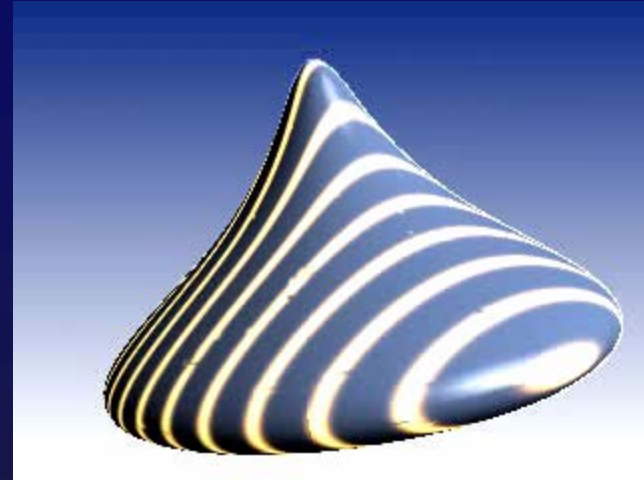
# Results

Real-Time Demo

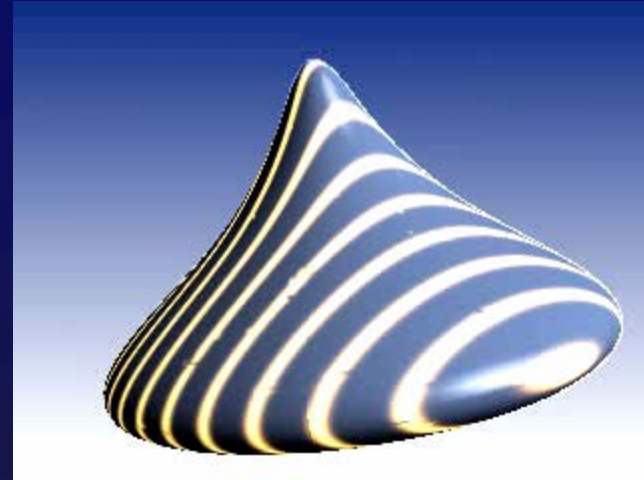
# Results



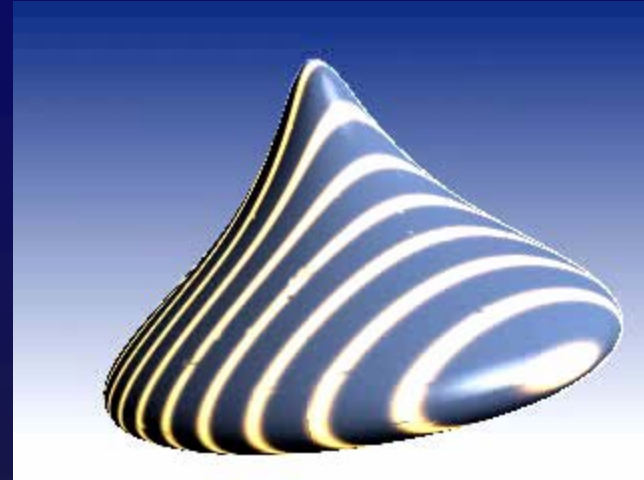
# Results



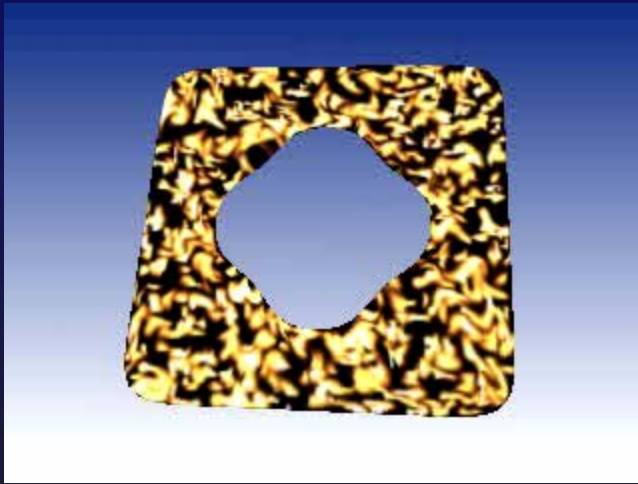
# Results



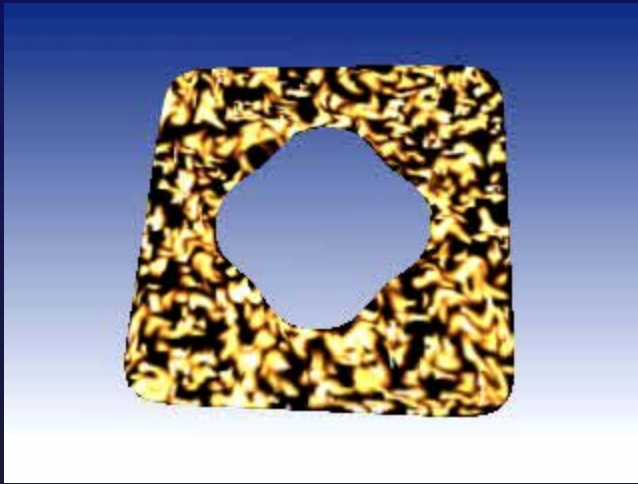
# Results



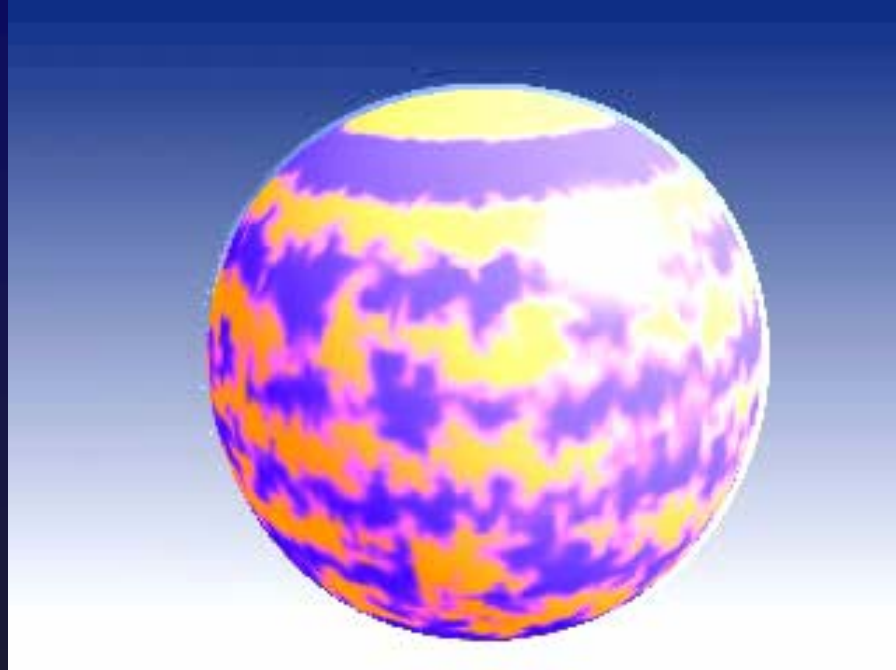
# Results



# Results



# Results



**+ Reaction-Diffusion**

# Other Surfaces

## Loop Subdivision Surfaces

Bajaj (2003)

## Implicit/Level Set

Bertalmio + Osher + Shapiro (2001-3)

## Meshes

Desbrun, Alliez, Schroeder, CalTech, etc.

# Future Work

**Distortions still a problem**

**Other PDEs, processes, ...**

**Extensions to 3D...**