Abstract:

We introduce a 3D shape generative model based on deep neural networks. A new image-like (i.e.,
tensor) data representation for genus-zero 3D shapes is devised. It is based on the observation that
complicated shapes can be well represented by multiple parameterizations (charts), each focusing on
a different part of the shape.

The new tensor data representation is used as input to Generative Adversarial Networks for the task
of 3D shape generation. The 3D shape tensor representation is based on a multichart structure that
enjoys a shape covering property and scale-translation rigidity. Scale-translation rigidity facilitates
high quality 3D shape learning and guarantees unique reconstruction. The multi-chart structure uses
as input a dataset of 3D shapes (with arbitrary connectivity) and a sparse correspondence between
them.

The output of our algorithm is a generative model that learns the shape distribution and is able to
generate novel shapes, interpolate shapes, and explore the generated shape space. The effectiveness
of the method is demonstrated for the task of anatomic shape generation including human body and
bone (teeth) shape generation.