

Polygonizing Skeletal Sheets of CT-Scanned Objects by Partition of Unity Approximations

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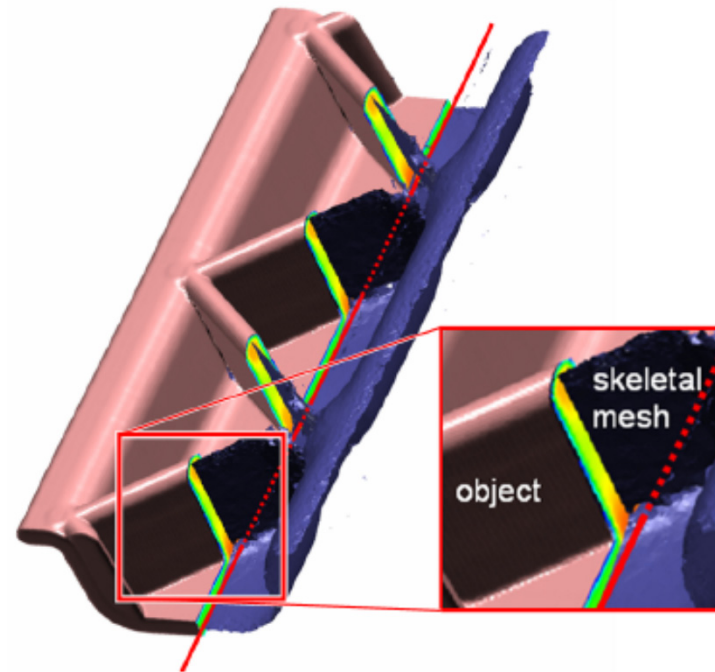
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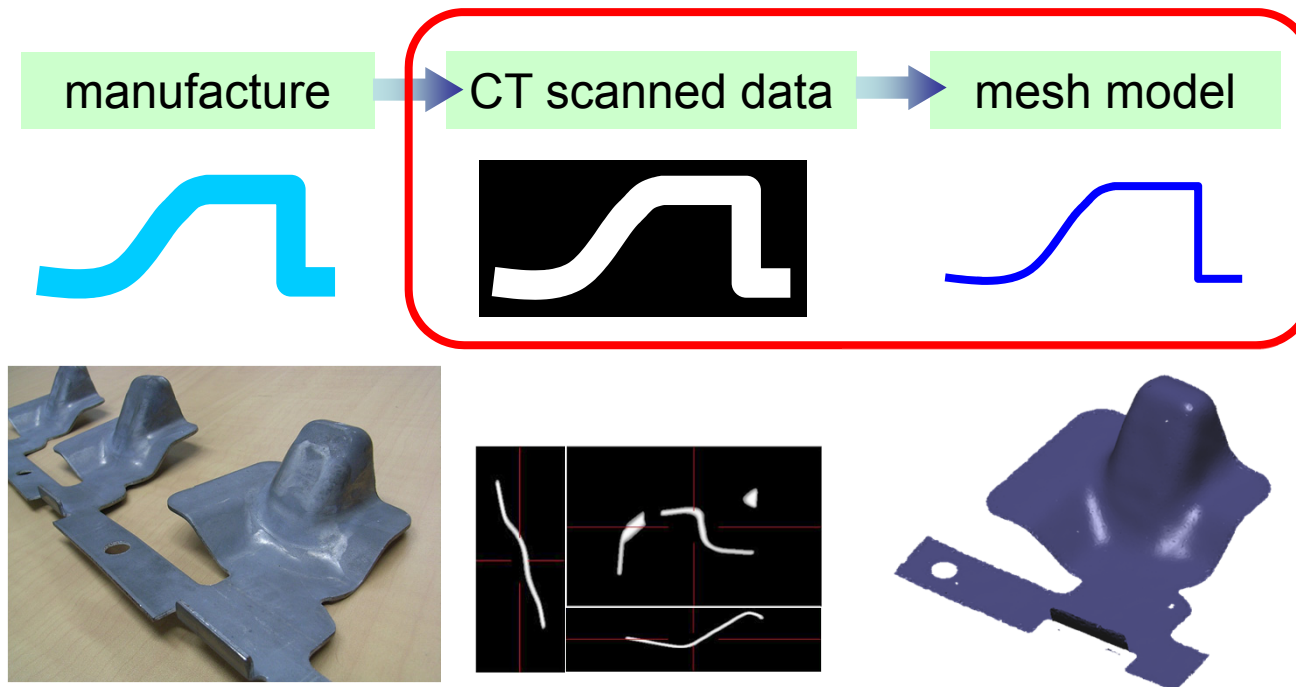
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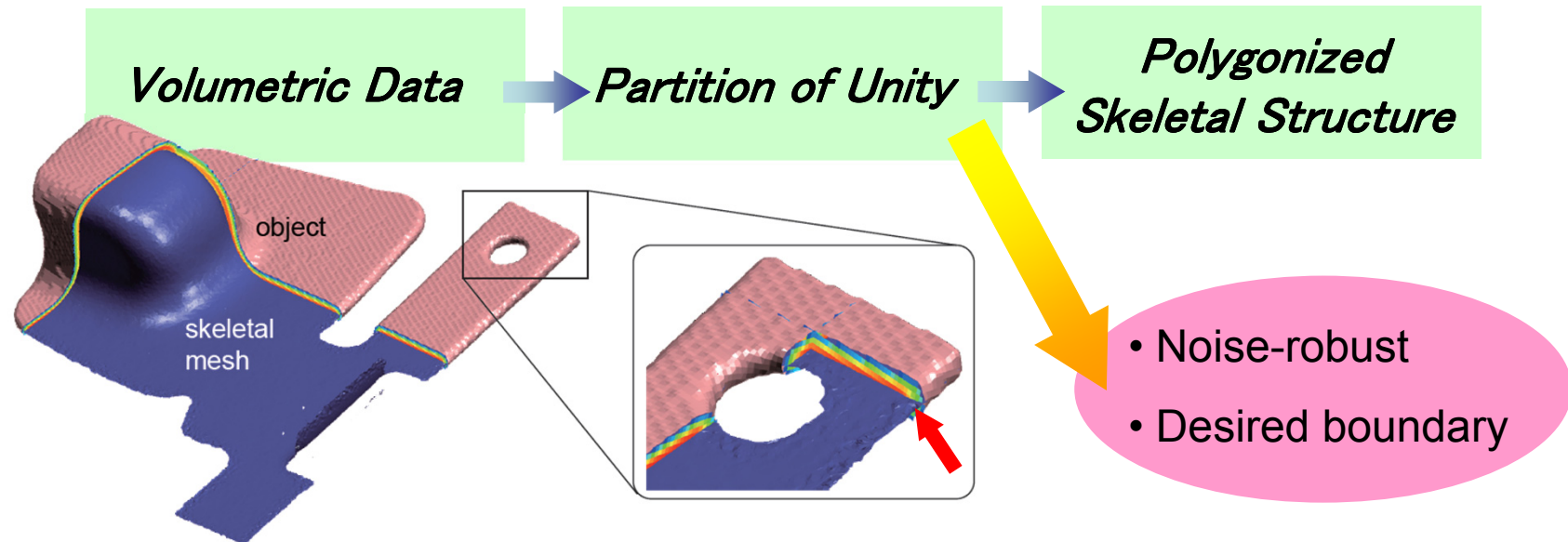
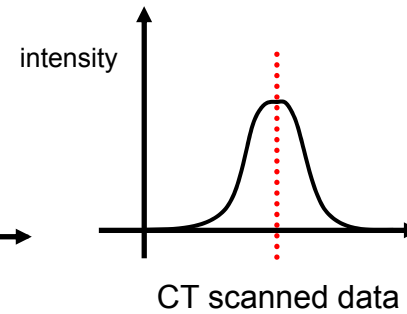
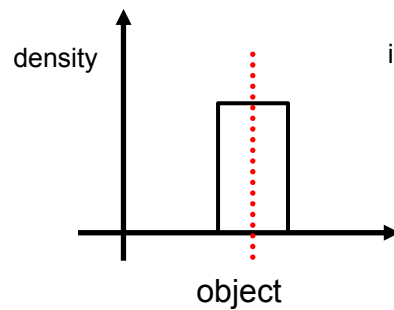
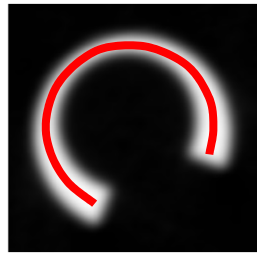
Objectives

- Extracting a skeletal sheet of a thin plate structure
 - input: CT-scanned data of an object
 - output: a skeletal mesh
- Applications
 - Reverse engineering, Defect analysis etc.



Our approach

skeletal sheet \approx the maxima of the intensity field



Algorithm overview

