

<m55366> Mesh generation script update

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<Abstract>

- In this contribution we regenerated textured mesh and high dense mesh content using updated scripts. The difference from the last meeting is the change in the Poisson surface reconstruction filter, now we are using parameters indicated by Samsung in their contribution [m54688].

Low resolution mesh with high-resolution texture maps



m53533 with new normal generation

filter surface reconstruction

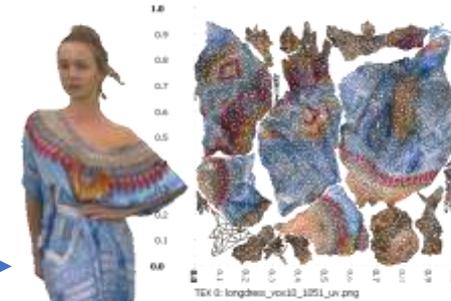
Quantize Mesh

filter cleaning



filter transfer color

21,268 vertices
39,971 faces
1280 x 1280 texture map



```
<!DOCTYPE FilterScript><FilterScript>  
<xmlfilter name="Surface Reconstruction: Screened Poisson">  
<xmlparam value="0" name="cgDepth"/>  
<xmlparam value="false" name="confidence"/>  
<xmlparam value="10" name="depth"/>  
<xmlparam value="5" name="fullDepth"/>  
<xmlparam value="8" name="iters"/>  
<xmlparam value="4" name="pointWeight"/>  
<xmlparam value="false" name="preClean"/>  
<xmlparam value="1.5" name="samplesPerNode"/>  
<xmlparam value="1" name="scale"/>  
<xmlparam value="false" name="visibleLayer"/>  
</xmlfilter>  
</FilterScript>
```

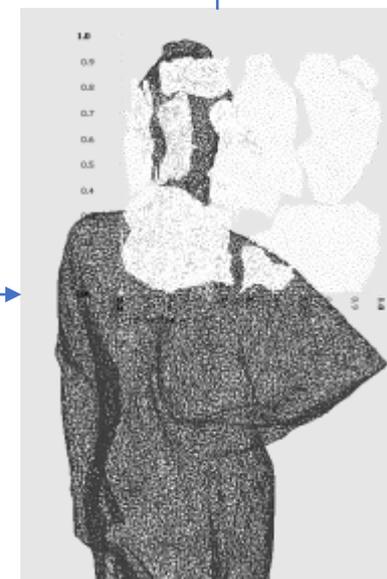
filter 40k triangles

Quantize Mesh

filter cleaning

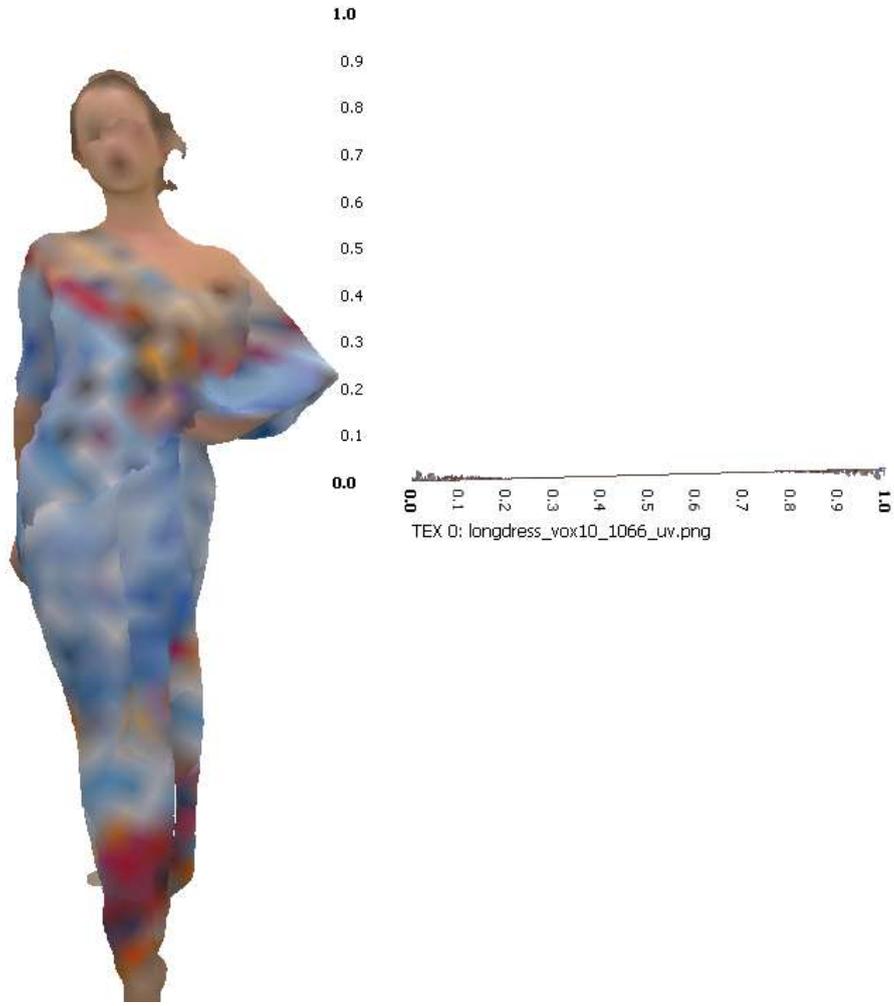


UVAtlas



<EXPERIMENTAL RESULTS>

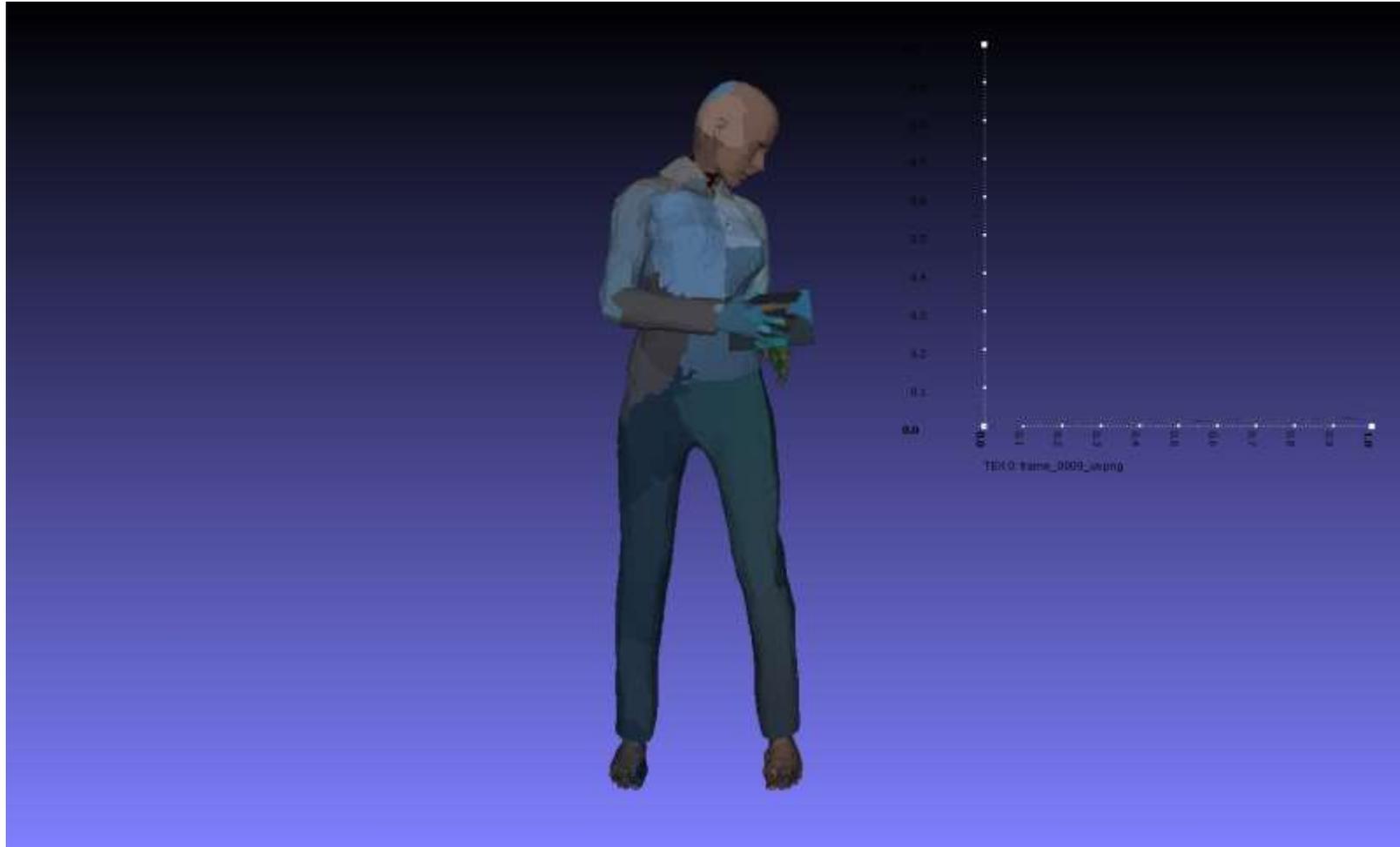
- No issues with the updated script for 32 frames longdress, redandblack, loot and soldier



Still some issues with 300 frames, doing some more investigation.

<EXPERIMENTAL RESULTS>

- Same UV issue with Queen sequence (frames 9 and 21)



<Conclusion>

- The content generated for 8i sequences does not present any visible artifacts for the first 32 frames. We suggest to use the generated content for further mesh coding exploration experiments and review the script for queen sequence.
- We suggest the group to add the PCCNormalGeneratorApp in the TMC2 software and generate content for 300 frame following the suggested script and storing it for further investigation, once the issue with UV map creation is solved.