

MeshLab

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MeshLab

- Last version
 - <http://www.meshlab.net/>
 - <https://github.com/cnr-isti-vclab/meshlab/releases>
- Video Tutorial
 - <https://www.youtube.com/user/MrPMeshLabTutorials>

MeshLab

MeshLab doesn't have a undo.
Please save your project frequently
otherwise if MeshLab crashes or if
you apply wrongly a filter that
modifies your mesh you lose all your
works.

MeshLab – Mesh Data

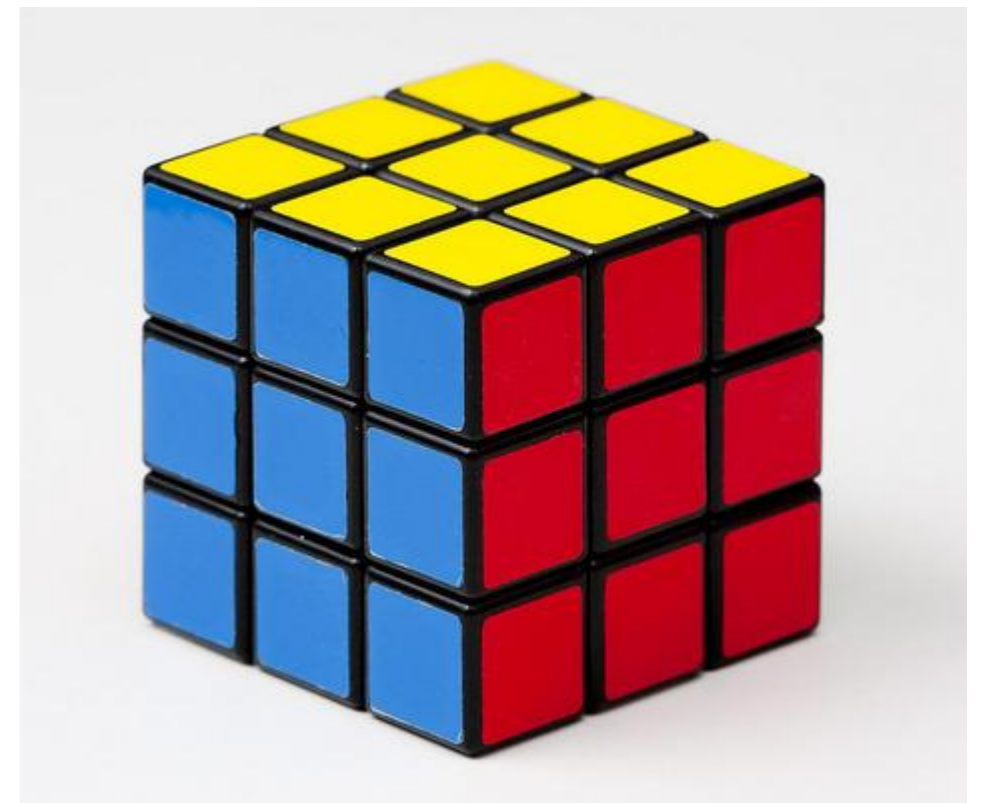
- Per-vertex attribute
 - Position
 - Normal
 - Color (VN)
 - Quality (VQ)
 - Texture Coordinate (VT)
 - Vertex Radius (VR)
 - Curvature value (VK)
 - Curvature direction (VD)

MeshLab – Mesh Data

- Per-face attribute
 - Vertex reference
 - Normal
 - Color (FC)
 - Quality (VQ)

MeshLab – Mesh Data

- Wedge – To assign a different attribute to the vertex depending on the face
 - Color (WC)
 - Texture Coordinate (WT)
 - Normal (WN)



Trackball

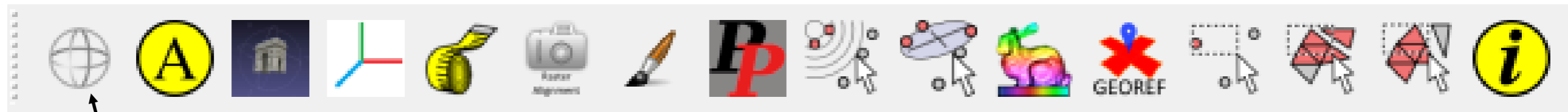
- Paradigm: Object in-hand
- Help → On screen quick help



Edit Tools

Interactive tools

- Click on the tool icon to enter
- Click again to the icon to exit
- Click on the trackball icon to temporarily suspend from the edit mode, or press ESC
- Click again to the trackball icon to reactive the edit mode, or press ESC



TRACKBALL MODE

Layers

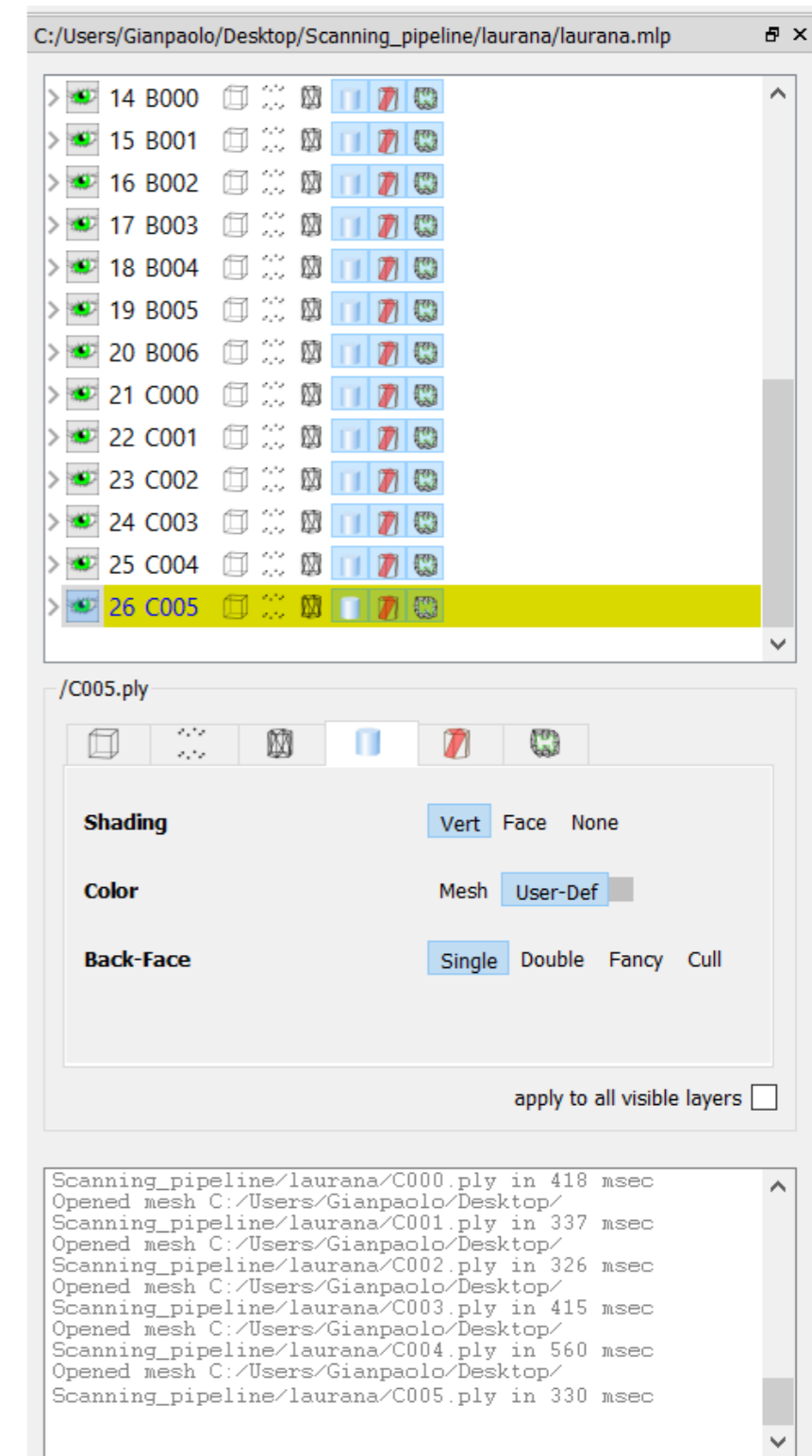


Layer icons dialog

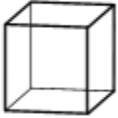





- Load different mesh on several layer
- Manage the layer visibility and rendering
- Help → On screen quick help

Layer Window

Click on eye icon: Toggle visibility status of the layer
Ctrl-Click on eye icon: Make Invisible all other layers
Alt-Click on eye icon: Make Visible all other layers
Shift-Click on eye icon: Invert visibility status of all the layers



Rendering Modes

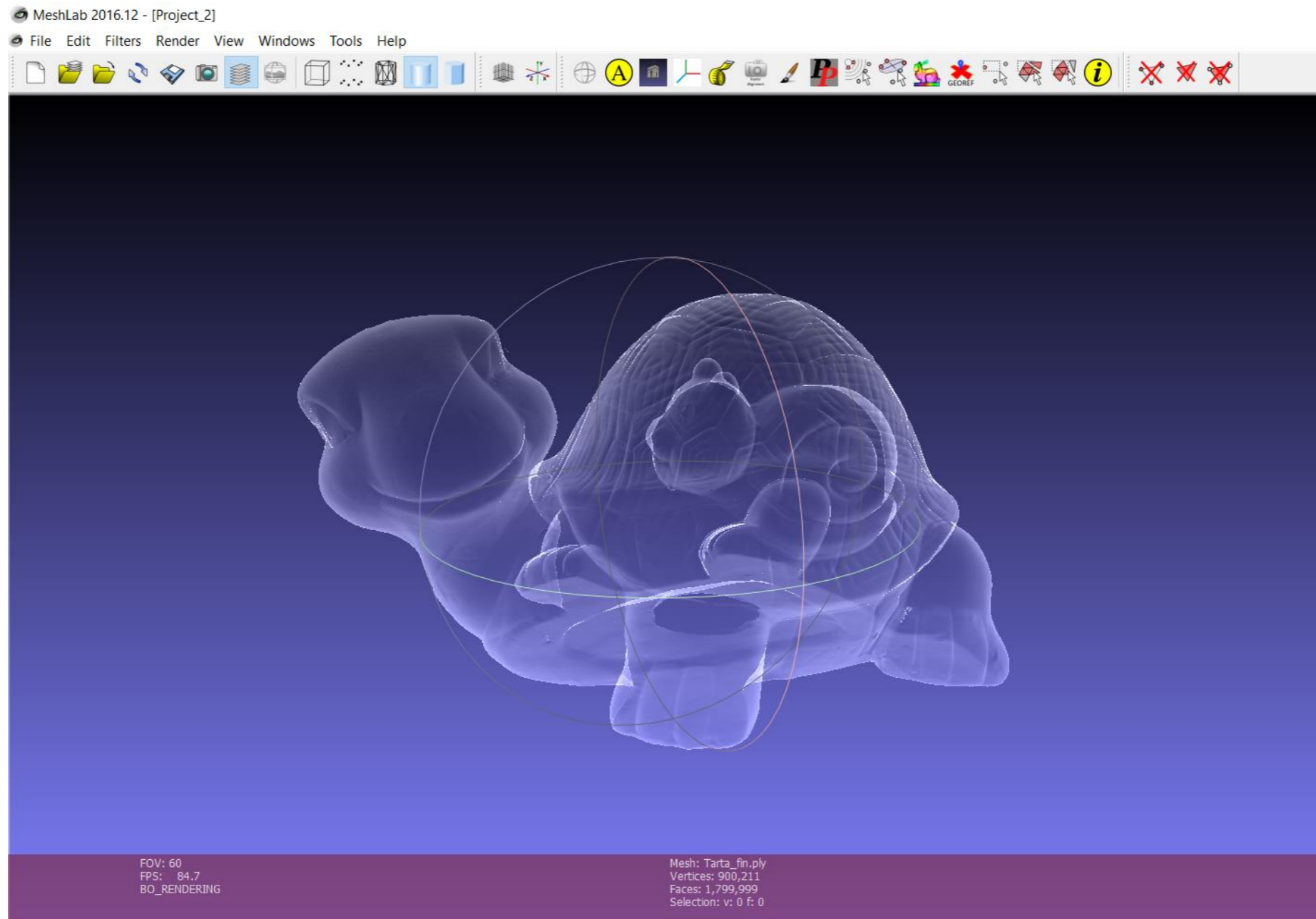
- Visualization of different data globally and for each single layer
 - Bounding box 
 - Point 
 - Edge 
 - Triangle 
 - Selection data 
 - Edge decorators 

Decorator

- Visualization of additional information
 - Normal
 - Camera position
 - Quality information
 - Axis
 - Bounding box

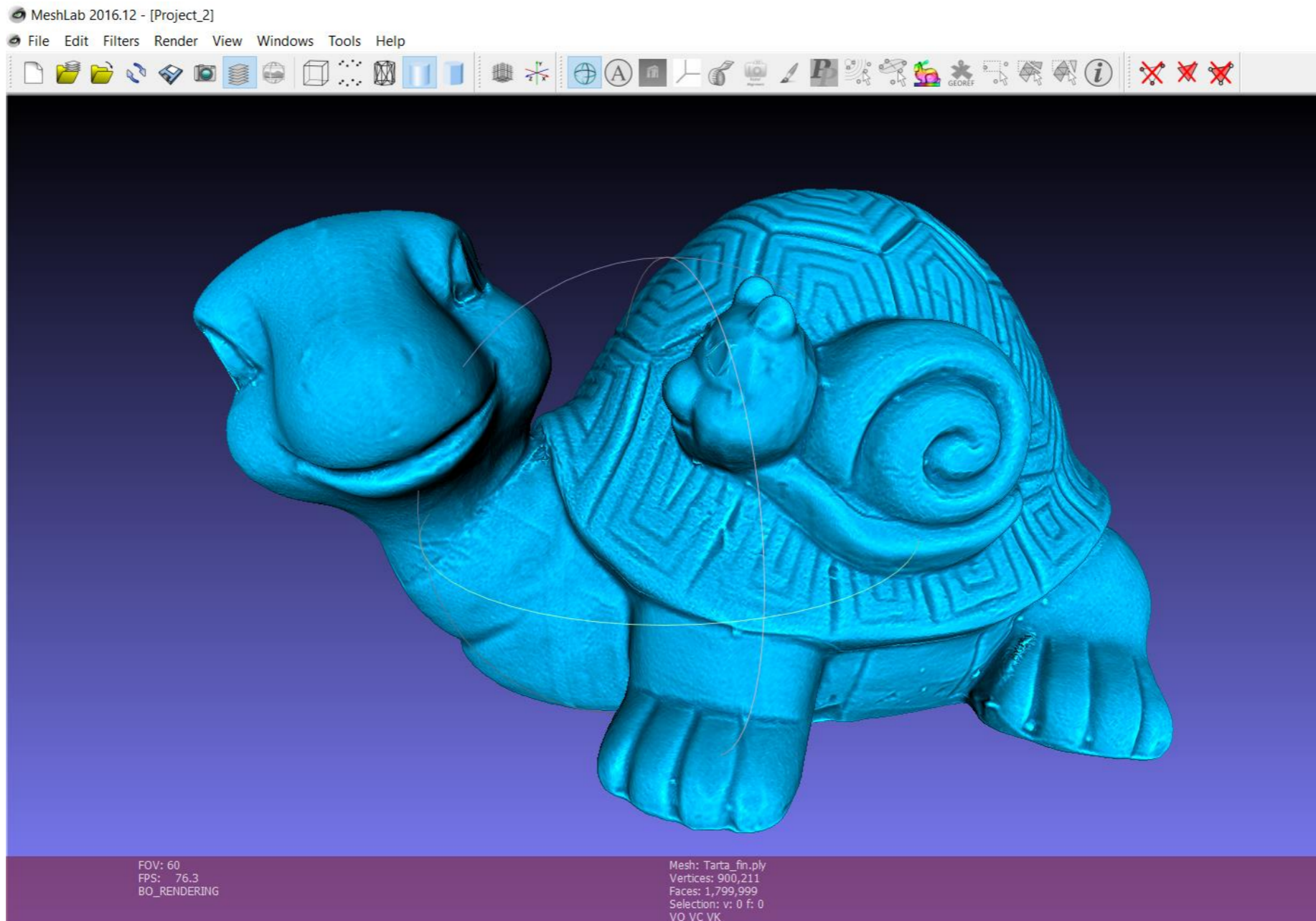
Advanced Shading

- Render → Shader → xray






Advanced Shading

- Render → Shader → Radiance Scaling






Selection

- Interactive tool to select
 - Point 
 - Triangles 
 - Connected Component 
- Selection of all the element on the frustum of the selection area
- Keep pressed CTRL to add to the current selection
- Keep pressed SHIFT to remove from the current selection
- Keep pressed ALT to select only visible elements

Selection

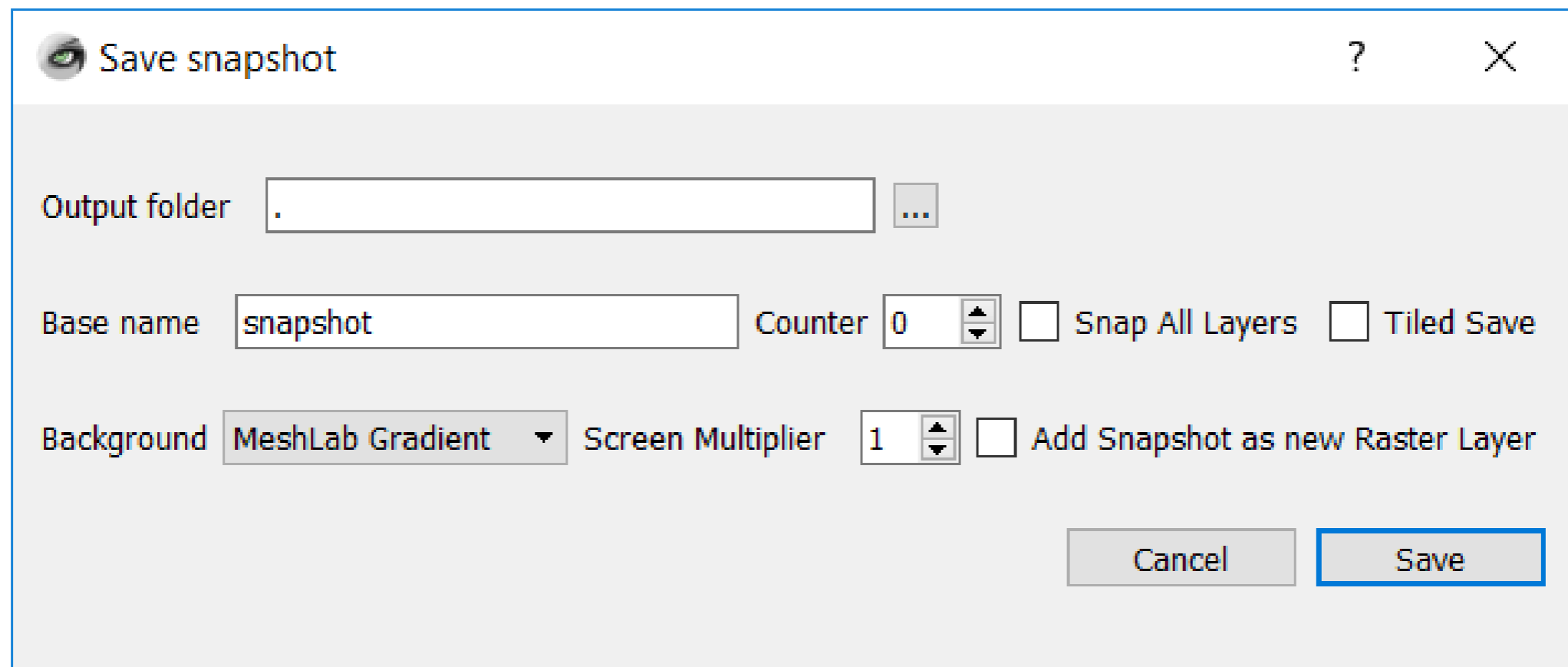
- Automatic filter (Filter->Selection)
 - Dilate
 - Erosion
 - Invert, None, All
 - Border
 - By view angle
 - By quality

Delete Selection

- Delete the current selection
- Only selected points and the incident faces 
- Only the selected faces but no the unreferenced vertices 
- The selected faces and the referenced vertices by the selected faces 

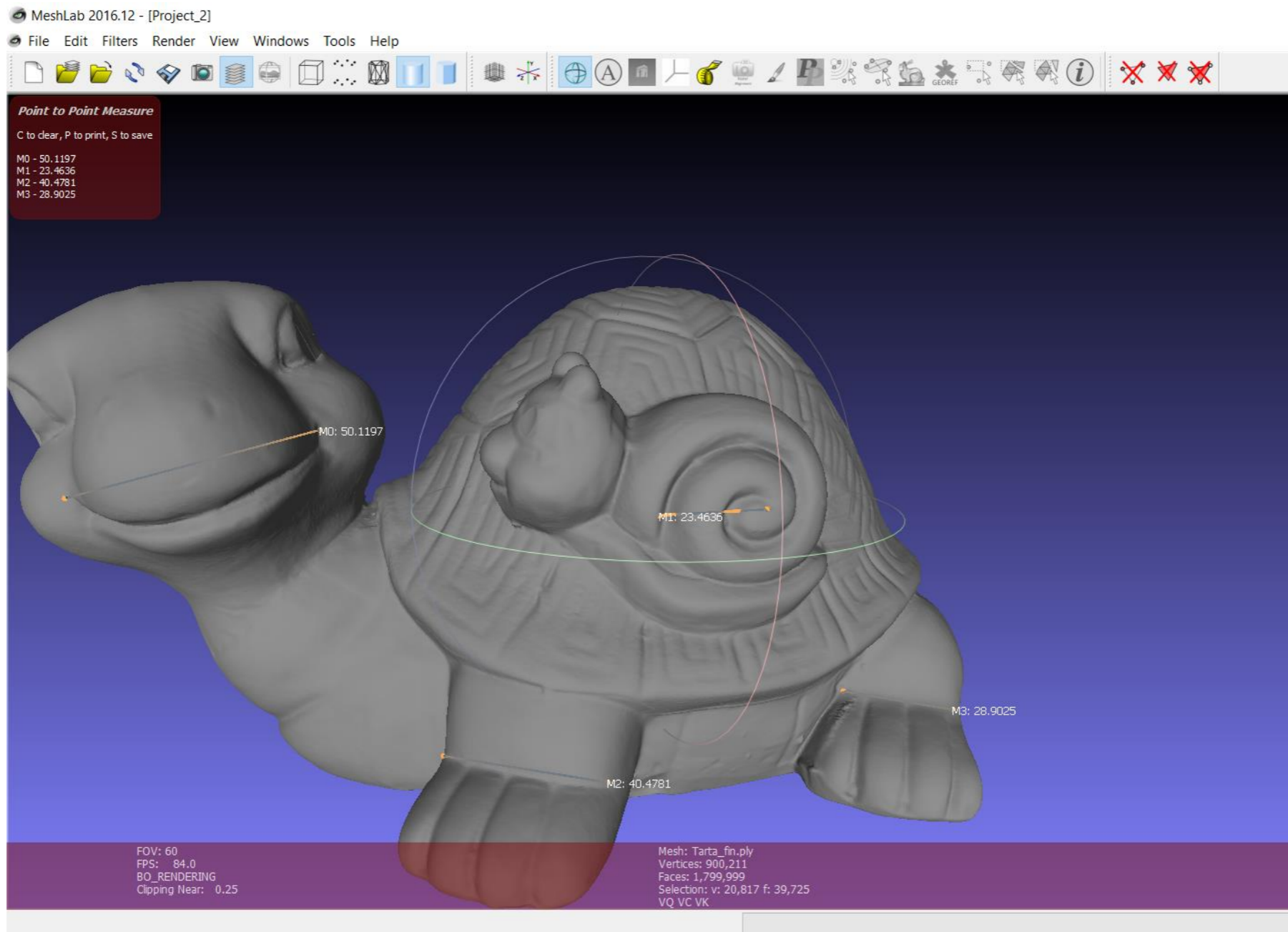
Snapshot

- Save the current rendering as png image
- Save high resolution images using tiling



Measuring Tools

- Take measure on your mesh 



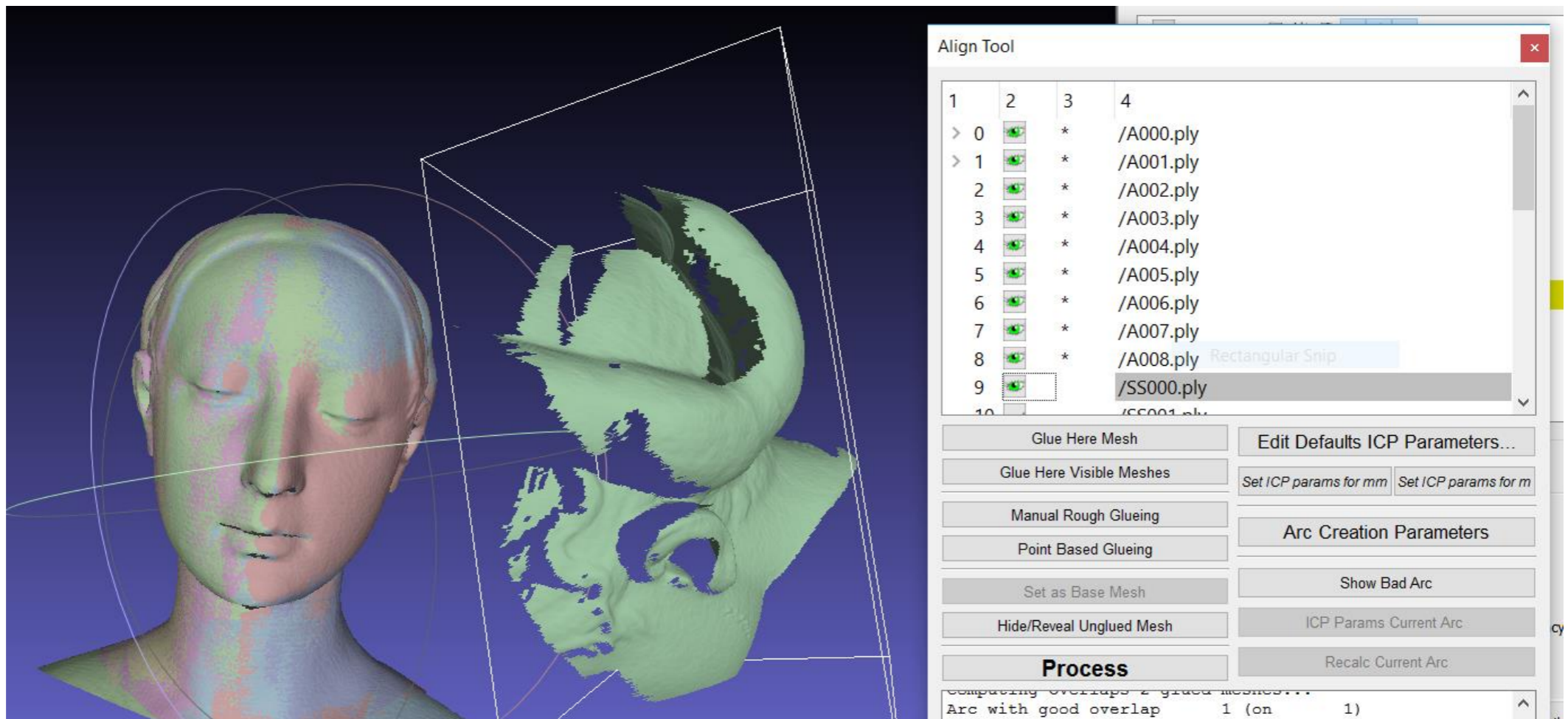
Smoothing

- Filter → Smoothing, Fairing, Deformation →
 - Laplacian smooth
 - Scale dependent laplacian smooth
 - Taubin smooth
 - Laplacian smooth (surface preserve)

Alignment Tools



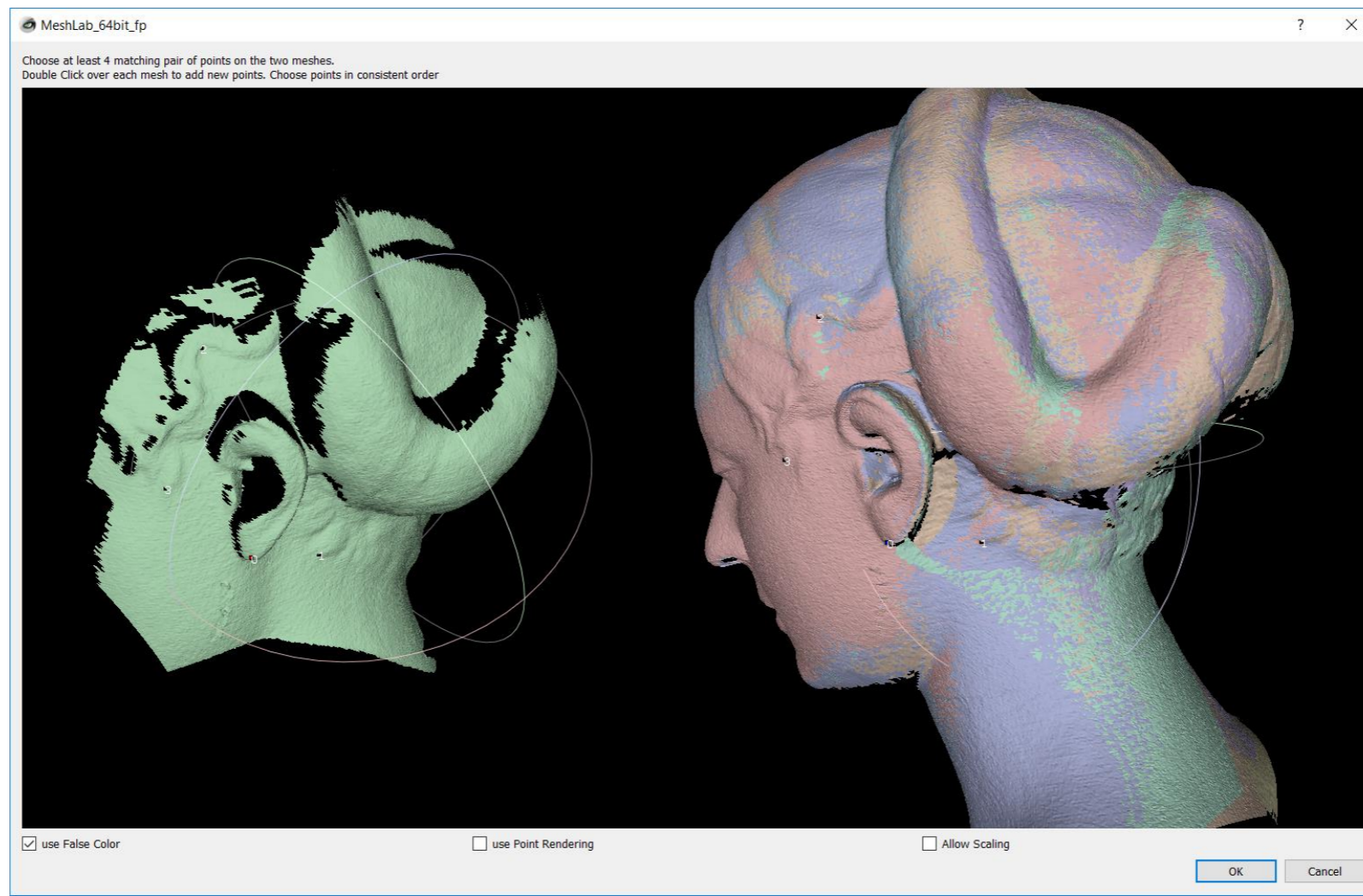
- Glue the first mesh
- For each other mesh, use Point Based Glueing to find the rough alignment
- Launch Process



Alignment Tools

Point based Glueing

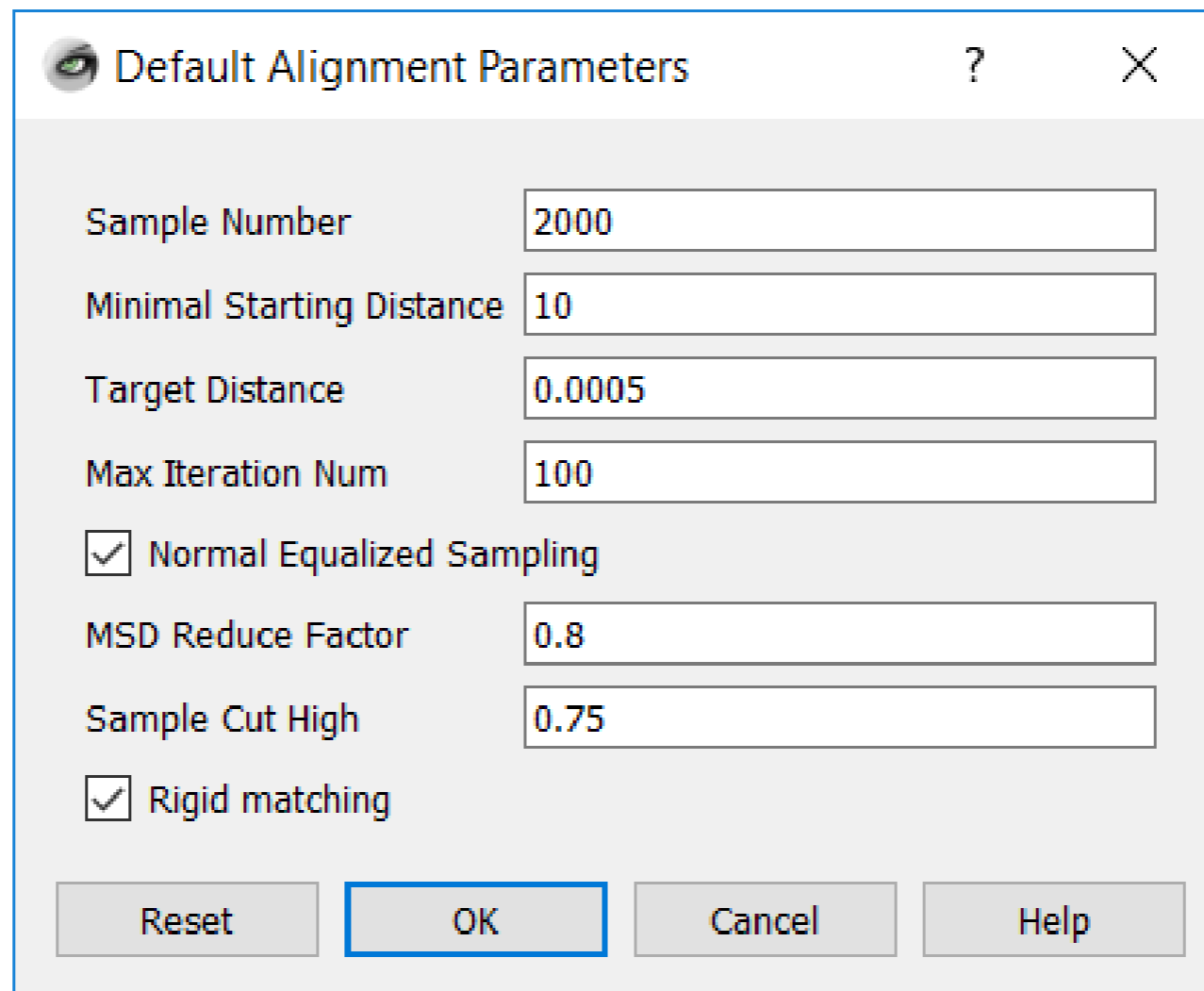
- Select by double click the correspondences, the order is important
- Keep pressed CTRL to remove a point



Alignment Tools

Launch Process

- Adjust the parameters (Edit Default ICP Parameters)



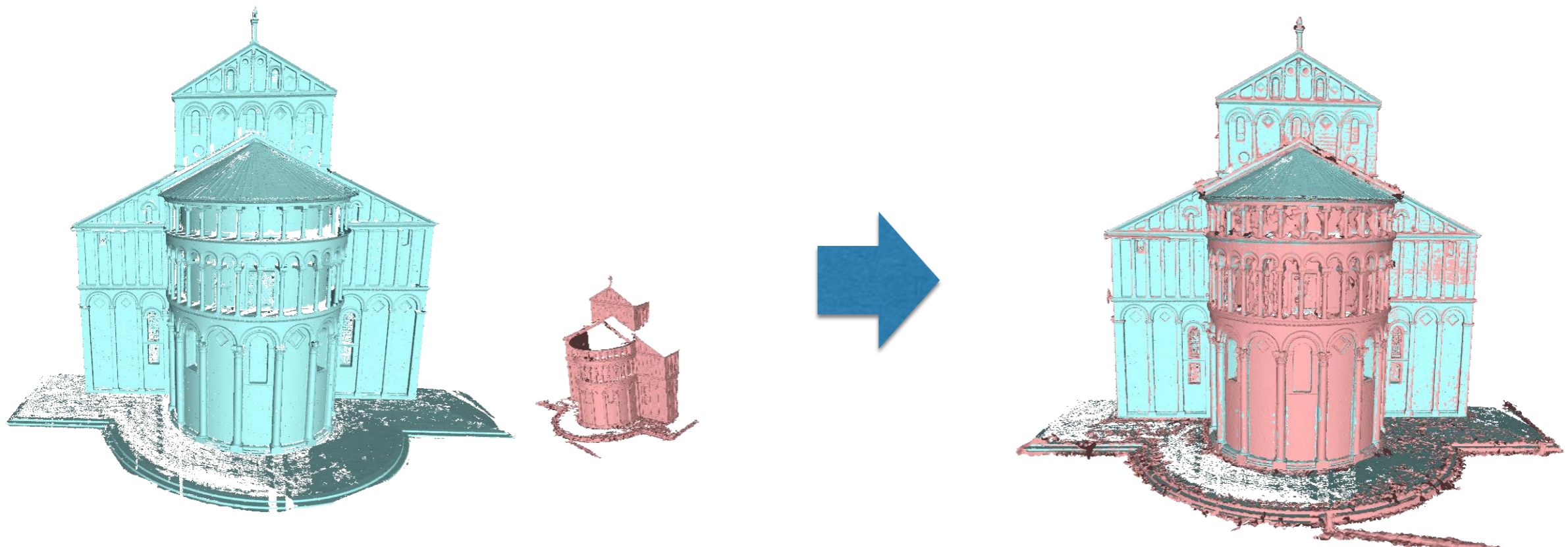
Default Alignment Parameters

Sample Number	<input type="text" value="2000"/>
Minimal Starting Distance	<input type="text" value="10"/>
Target Distance	<input type="text" value="0.0005"/>
Max Iteration Num	<input type="text" value="100"/>
<input checked="" type="checkbox"/> Normal Equalized Sampling	
MSD Reduce Factor	<input type="text" value="0.8"/>
Sample Cut High	<input type="text" value="0.75"/>
<input checked="" type="checkbox"/> Rigid matching	

Reset OK Cancel Help

Alignment with scale

- Measure a common feature between the mesh
- Compute the scale and apply the scale
Filter → Normal, Curvature, Orientation → Transform: Scale, Normalize (uniform scale)
- Run the alignment procedure with no-rigid-option



3D Reconstruction

- Weighted average of per-scan distance field
Filter →
Remeshing, Simplification,
Reconstruction →
Surface
reconstruction:VCG

Surface Reconstruction: VCG

The surface reconstruction algorithm that have been used for a long time inside the ISTI-Visual Computer Lab. It is mostly a variant of the Curless et al. e.g. a volumetric approach with some original weighting schemes, a different expansion rule, and another approach to hole filling through volume dilation/relaxations.

*The filter is applied to **ALL** the visible layers. In practice all the meshes/point clouds that are currently visible are used to build the volumetric distance field.*

Voxel Side (abs and %)	<small>world unit</small> 2.5028	<small>perc on(0 .. 250.281)</small> 1.000	<small>VoxelSide</small>
SubVol Splitting	1 <small>The level of recursive splitting of the subvolume reconstruction process. A value of '3' means that a 3x3x3 regular space subdivision is created and the reconstruction process generate 8 matching meshes. It is useful for reconstruction objects at a very high resolution. Default value (1) means no splitting.</small>		
Geodesic Weighting	2 <small>The influence of each range map is weighted with its geodesic distance from the borders. In this way when two (or more) range maps overlaps their contribution blends smoothly hiding possible misalignments.</small>		
<input checked="" type="checkbox"/> Show Result	<small>if not checked the result is only saved into the current directory</small>		
Volume Laplacian iter	1 <small>How many volume smoothing step are performed to clean out the eventually noisy borders</small>		
Widening	3 <small>How many voxel the field is expanded. Larger this value more holes will be filled</small>		
<input type="checkbox"/> Vertex Splatting	<small>This option use a different way to build up the volume, instead of using rasterization of the triangular face it splat the vertices into the grids. It works under the assumption that you have at least one sample for each voxel of your reconstructed volume.</small>		
<input type="checkbox"/> Post Merge simplification	<small>After the merging an automatic simplification step is performed.</small>		
PreSmooth iter	3 <small>How many times, before converting meshes into volume, the normal of the surface are smoothed. It is useful only to get more smooth expansion in case of noisy borders.</small>		

Default

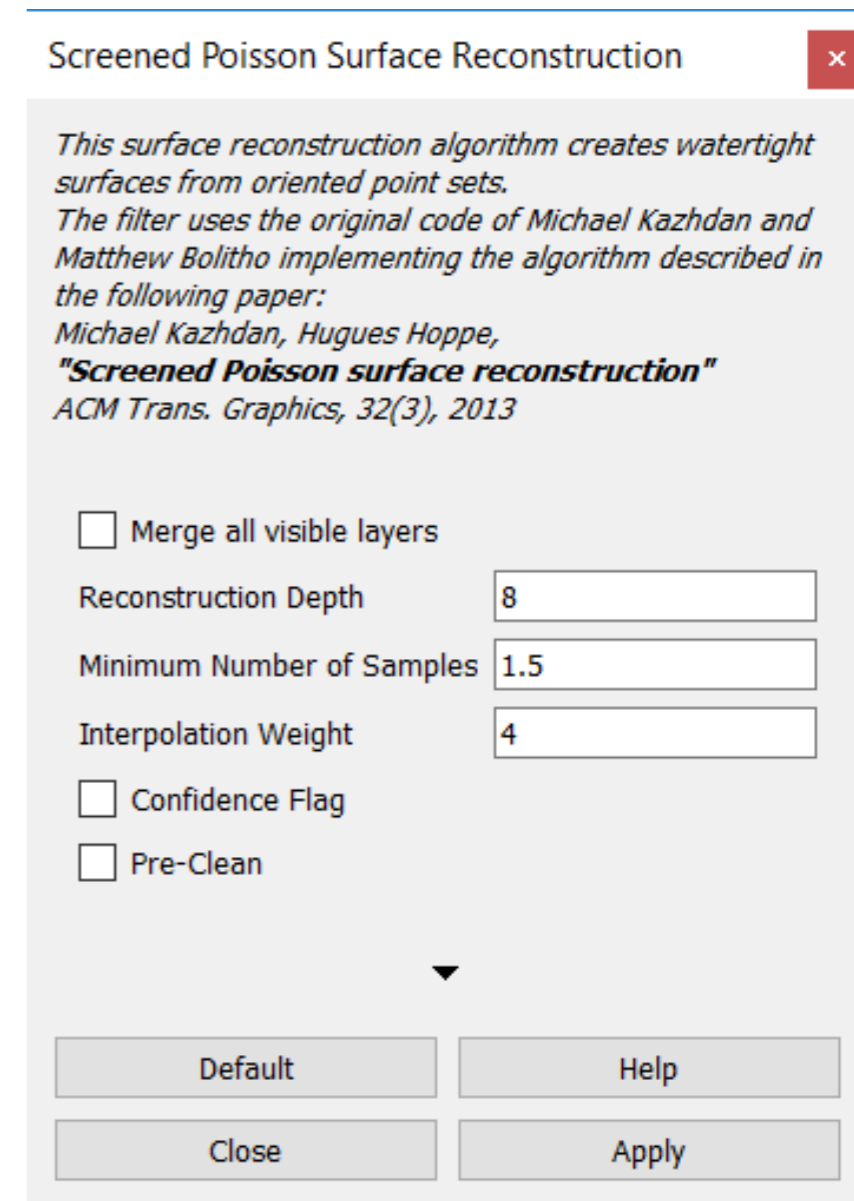
Help

Close

Apply

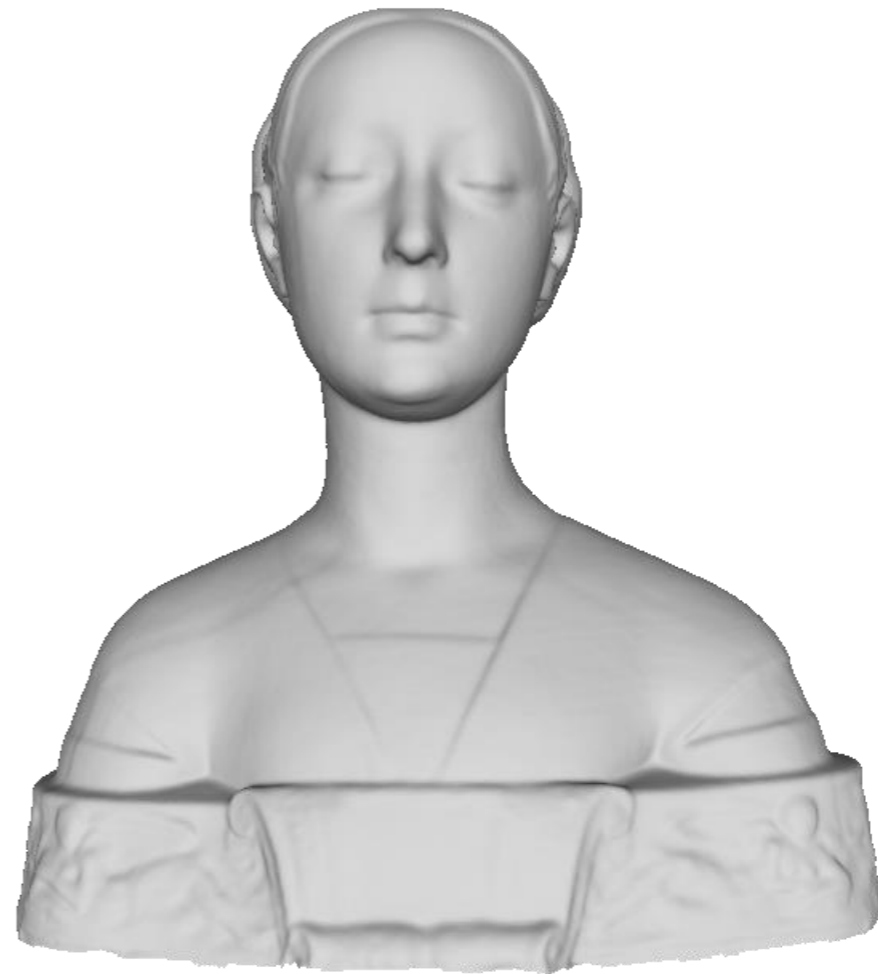
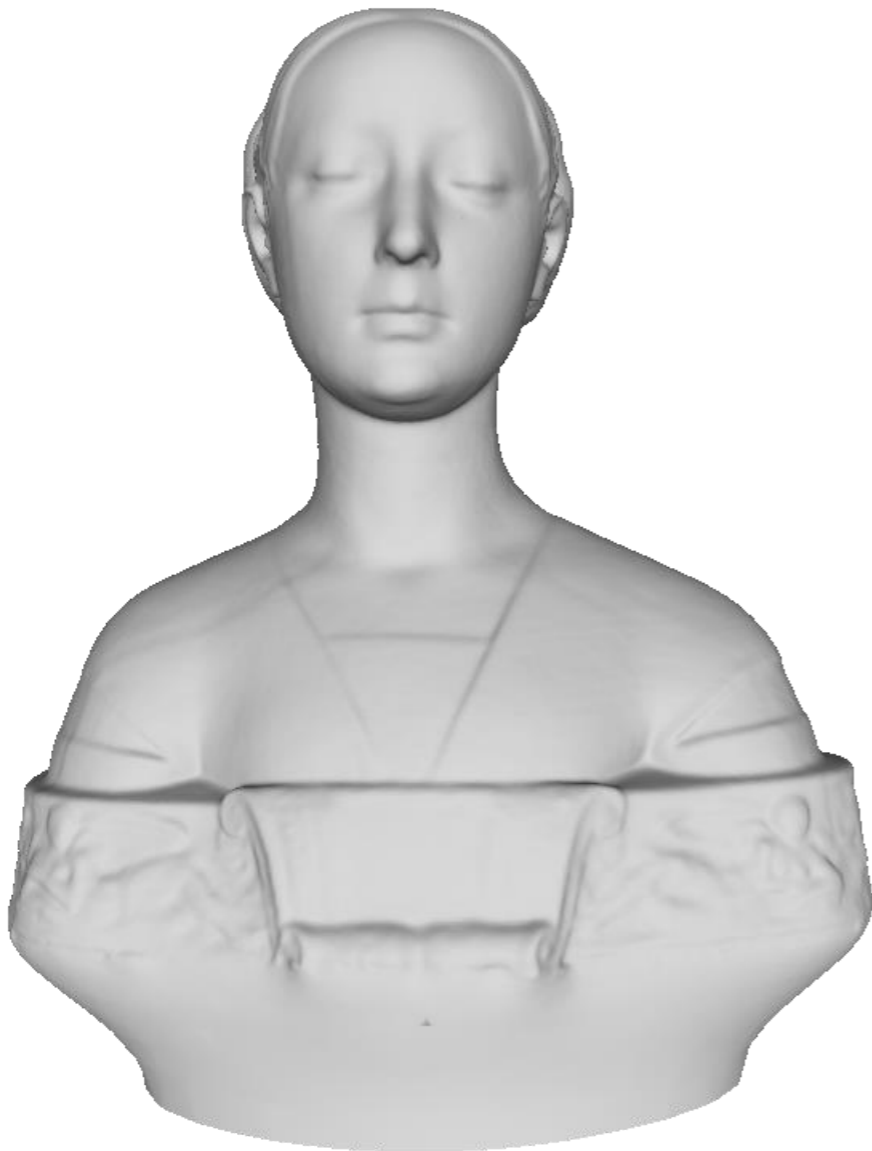
3D Reconstruction

- Screened Poisson Surface Reconstruction
Filter → Remeshing, Simplification,
Reconstruction → Screened
Poisson Surface reconstruction
- If “Interpolation Weight” is zero then
Classical Poisson reconstruction
- “Reconstruction Depth”, maximum
level of the octree



Cleaning Poisson Reconstruction

- Filter → Selection → Selection by vertex quality

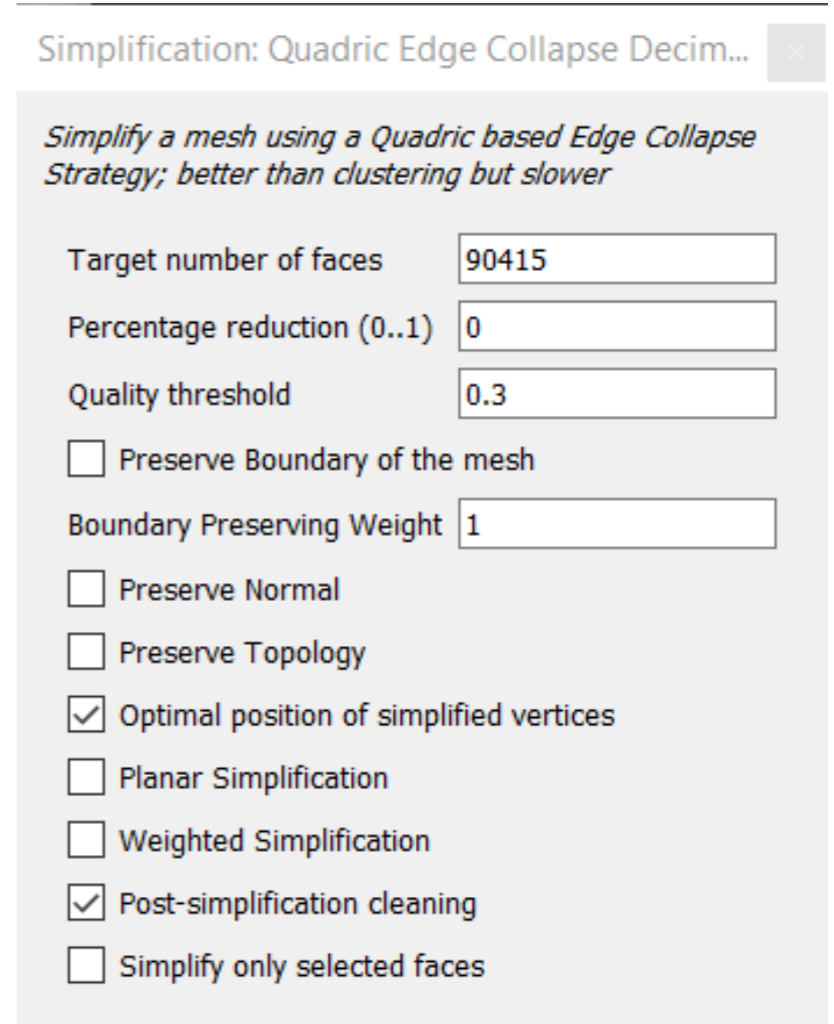
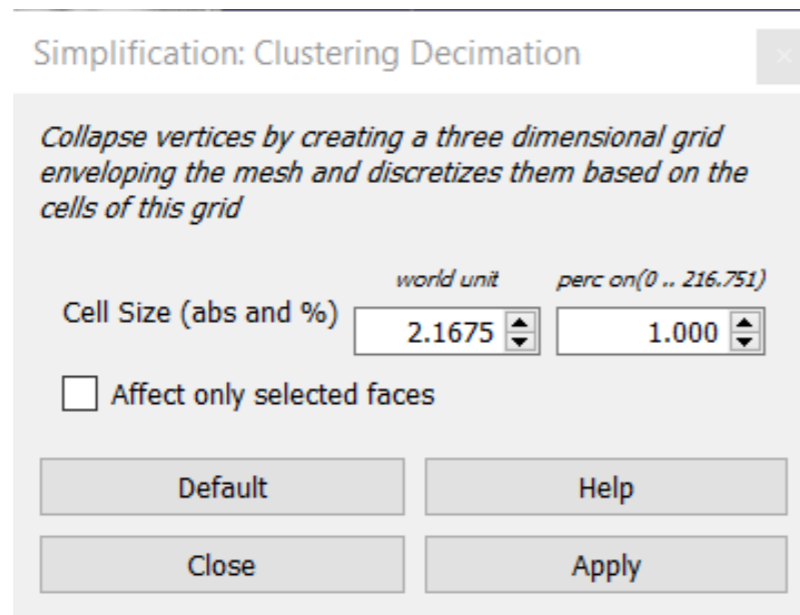


Cleaning and Repairing

- Filter → Cleaning and Repairing
- Filter → Selection

Simplification

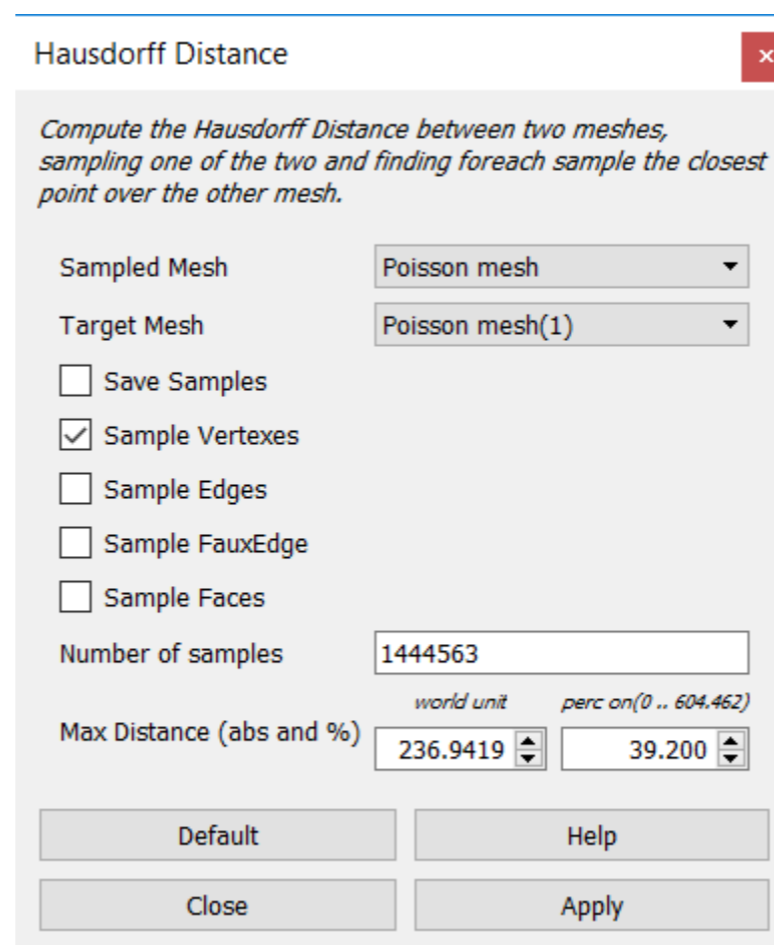
- Filter → Remeshing, Simplification, Reconstruction → Simplification: Clustering Decimation
- Filter → Remeshing, Simplification, Reconstruction → Simplification: Quadric Edge Collapse



Surface Comparison

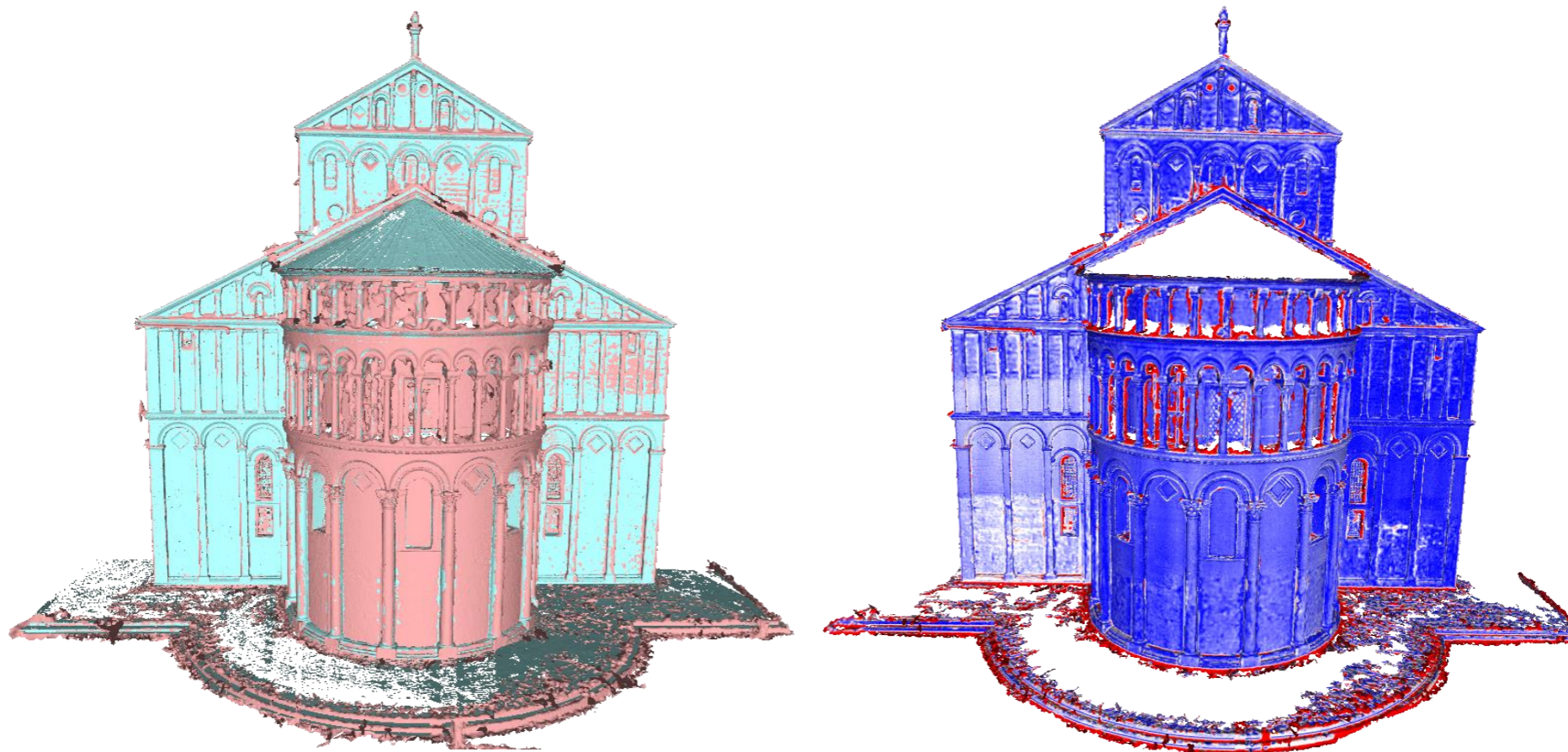
- Hausdorff distance – Measure distance between two meshes

Filter → Sampling → Hausdorff Distance



Quality Mapper

- Colorize the mesh according the quality value

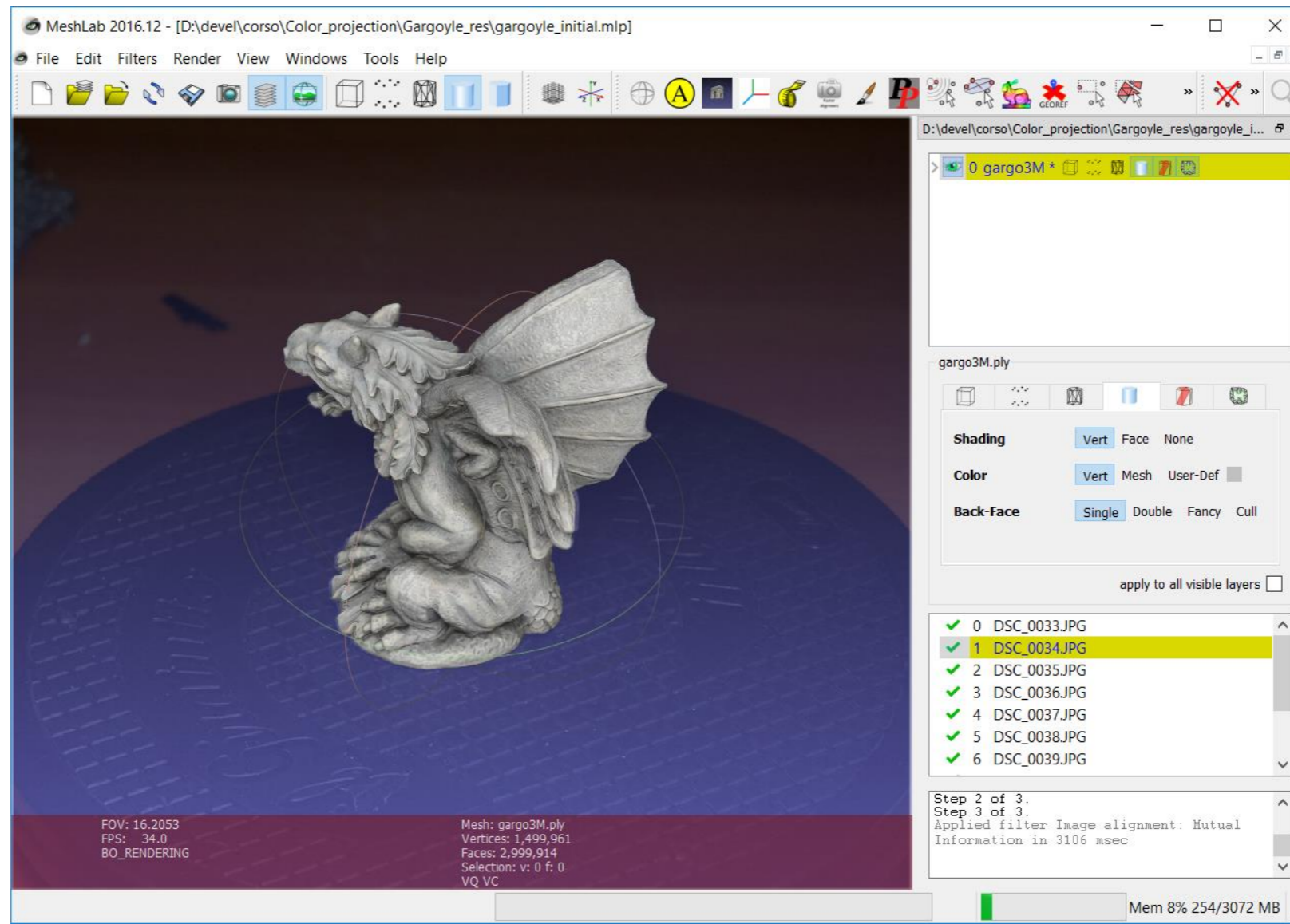


0mm

10mm

Camera Calibration

- Raster Layers 
- View mesh from the point of view of the current raster



Camera Calibration

- Filter → Camera → Image Alignment: Mutual Information

Image alignment: Mutual Information ✕

Register an image on a 3D model using Mutual Information. This filter is an implementation of Corsini et al. 'Image-to-geometry registration: a mutual information method exploiting illumination-related geometric properties', 2009, [Get link](#)

Rendering Mode:

Starting shot:

Estimate focal length

Fine Alignment

Max iterations:

Tolerance:

Expected Variance:

BackgroundWeight:

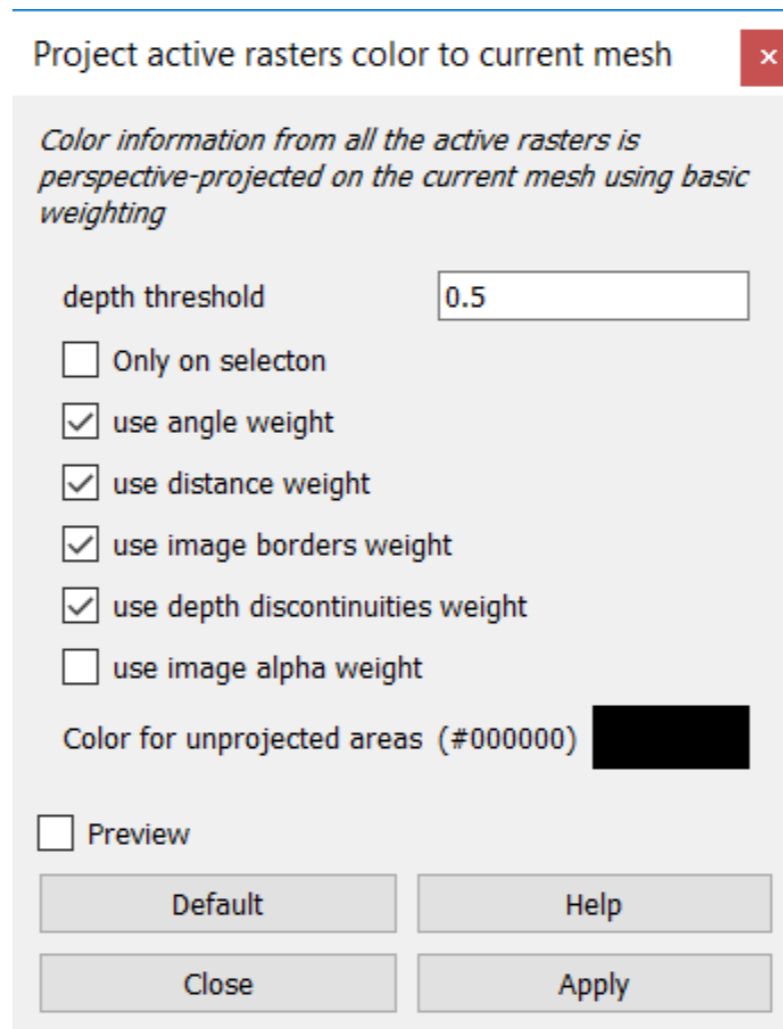
Color Projection

- Render \rightarrow Raster-to-Geometry projection



Color Projection

- Per-vertex color
- Filter → Camera → Project active raster color to current mesh



Color Projection

- Texture
- Filter → Texture → Parametrization + texturing from registered rasters

Parameterization + texturing from registered rasters ✕

The mesh is parameterized and textured by creating some patches that correspond to projection of portions of surfaces onto the set of registered rasters.

Texture size	<input type="text" value="1024"/>	Specifies the dimension of the generated texture
Texture name	<input type="text" value="texture.png"/>	Specifies the name of the file into which the texture image will be saved
<input checked="" type="checkbox"/> Color correction		If true, the final texture is corrected so as to ensure seamless transitions
Color correction filter	<input type="text" value="1"/>	It is the radius (in pixel) of the kernel that is used to compute the difference between corresponding texels in different rasters. Default is 1 that generate a 3x3 kernel. Highest values increase the robustness of the color correction process in the case of strong image-to-geometry misalignments
<input checked="" type="checkbox"/> Use distance weight		Includes a weight accounting for the distance to the camera during the computation of reference images
<input checked="" type="checkbox"/> Use image border weight		Includes a weight accounting for the distance to the image border during the computation of reference images
<input type="checkbox"/> Use image alpha weight		If true, alpha channel of the image is used as additional weight. In this way it is possible to mask-out parts of the images that should not be projected on the mesh. Please note this is not a transparency effect, but just influences the weighing between different images
<input checked="" type="checkbox"/> Clean isolated triangles		Remove all patches compound of a single triangle by aggregating them to adjacent patches
<input type="checkbox"/> UV stretching		If true, texture coordinates are stretched so as to cover the full interval [0,1] for both directions
Texture gutter	<input type="text" value="4"/>	Extra boundary to add to each patch before packing in texture space (in pixels)

Texture

- Render → Show UV Tex Param

