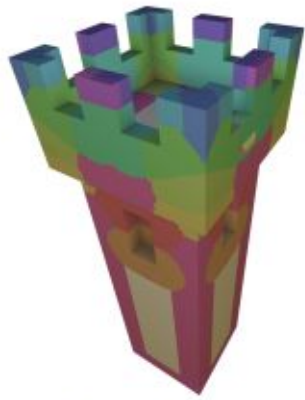


Building Construction Sets by Tiling Grammar Simplification



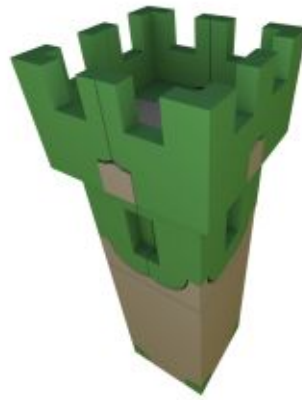
(1) input



(2) partial symmetries



(3) optimized segmentation



(4) volumetric pieces



(5) shape variations

Construction set fabrication from model

Creating “bricks”

Reassembly into varied geometry

Intro

Varied geometry

Minimize required art

Simple building blocks

Tradeoff against expressiveness

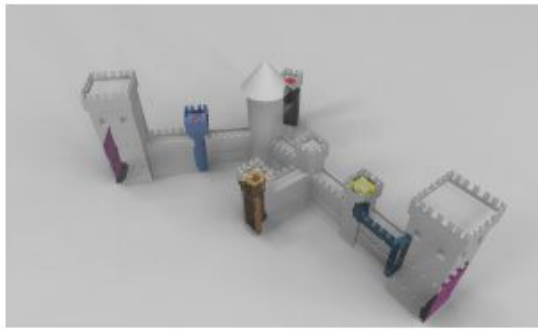
Inverse procedural modeling

Decomposition into blocks

Assembly rules

Avoid complex shapes

Avoid complex assembly rules



Simplifying tiling grammars

Start with complex tiling grammar

Minimize objective function

Complexity vs. expressiveness

Approximate shape matching to minimize building blocks

Monte Carlo search

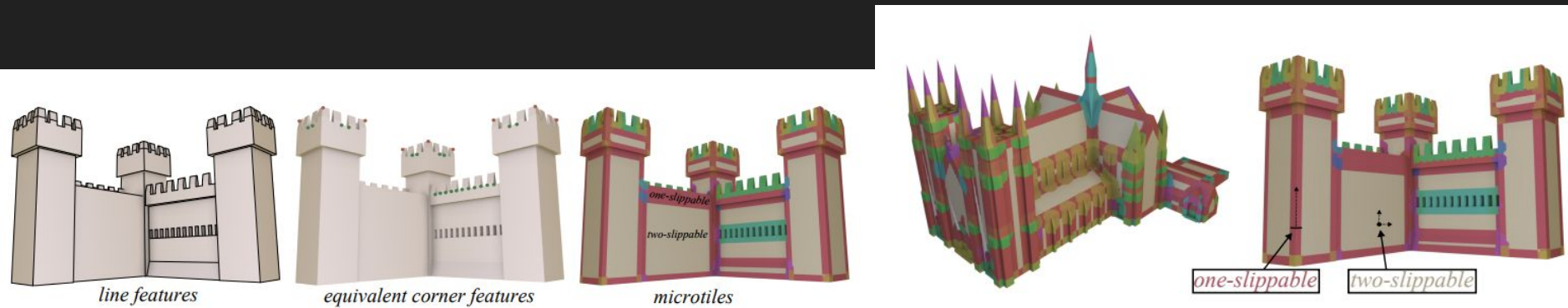
Grammar generation

Identify partial symmetries

r-symmetry - Identical spherical neighborhoods

r-similarity - Every point r-symmetric to point in another shape

Microtiles - Connected points sharing symmetry transformations

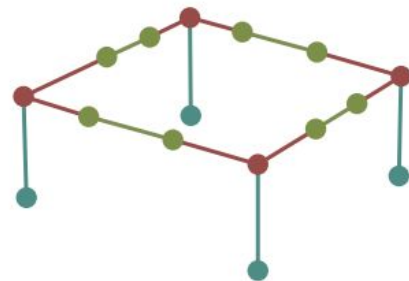
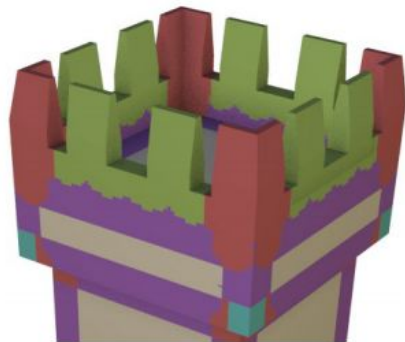


Tiling graphs

Show adjacency

Implicit grammar encoding

Object valid if all connections exist in graph



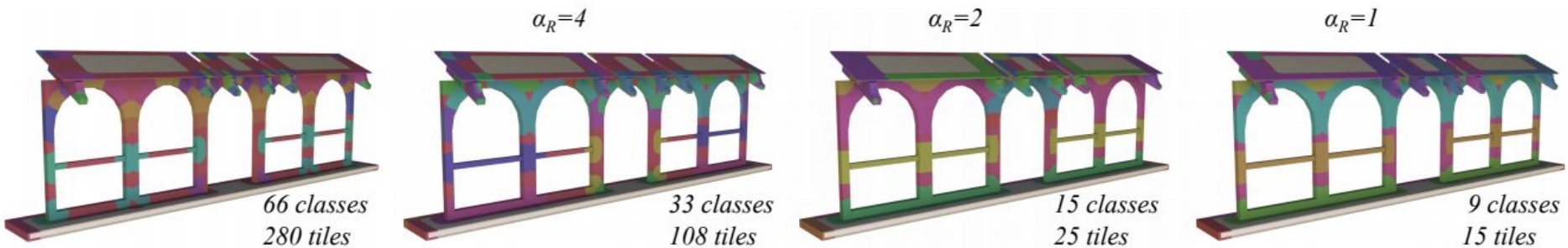
Grammar simplification

Cost function - Suitability for 3D manufacturing

Reduce # of pieces

Simplify tiling graph; grammar implicitly updated

Redundancy - Minimize # of times a piece of geometry is repeated

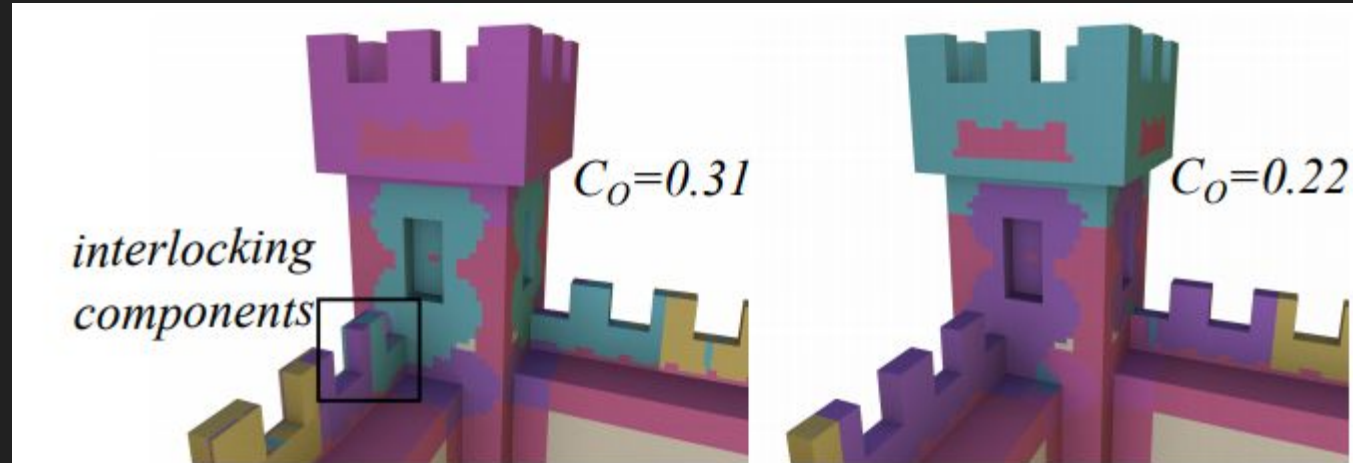


Grammar simplification

Simplicity - Minimize the # of different piece types

Assemblability - Minimize bounding box overlap

Shape variability - Minimum number of global symmetric cuts



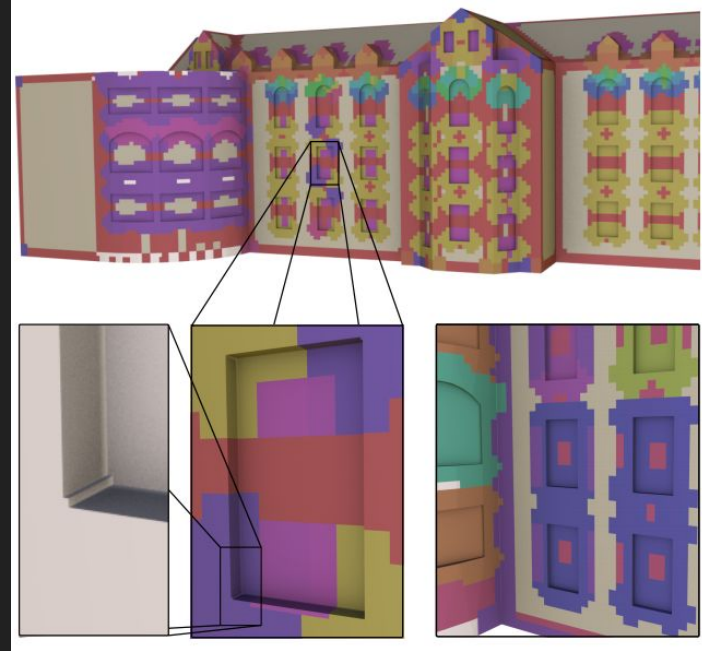
Grammar simplification

Edge collapses - Merging two tiles

Tile replacement - Making two similar tiles equivalent

Counters artist errors

Monte Carlo search of transformation series



Evaluation

Order of magnitude improvement to cost function

Improvement on manual decomposition

3D-printable

Variable complexity

Reasonably fast

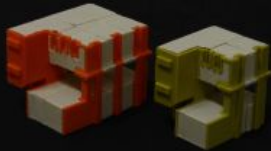


Limitations

Assumes planar cuts are ideal

Structural strength

Requires symmetry

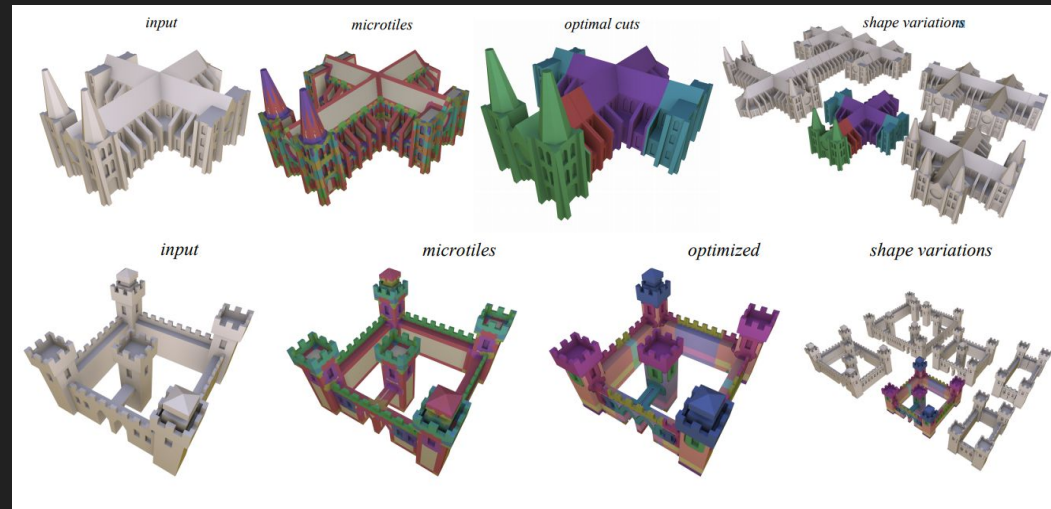


Further work

Structural strength

Human reception

Arbitrarily shaped cuts



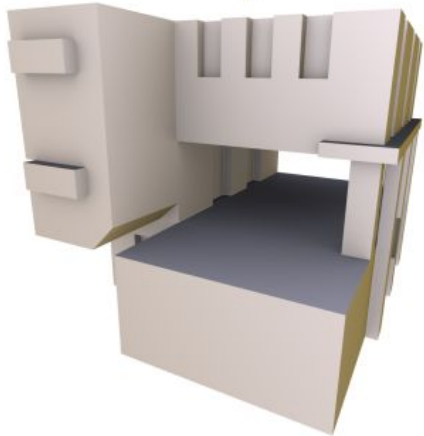
Applications

Construction game

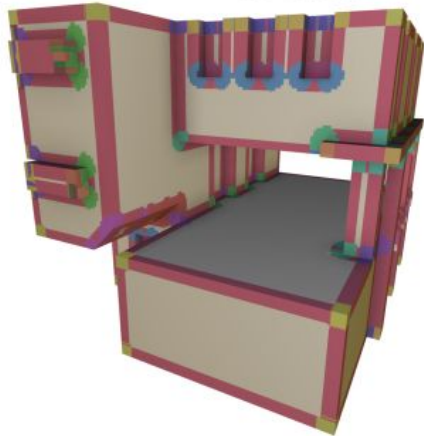
Procedural generation

Modeling tool

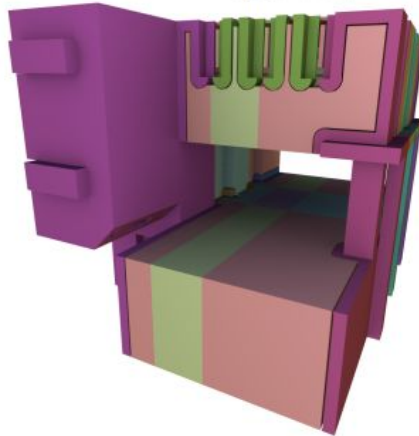
input



microtiles



optimized



shape variations

