



# **Learning Anchor Transformations for 3D Garment Animation**

Fang Zhao<sup>1</sup>, Zekun Li<sup>1</sup>, Shaoli Huang<sup>1</sup>, Junwu Weng<sup>1</sup>, Tianfei Zhou<sup>2</sup>, Guo-Sen Xie<sup>3</sup>, Jue Wang<sup>1</sup>, Ying Shan<sup>1</sup>

<sup>1</sup> Tencent AI Lab <sup>2</sup> ETH Zurich <sup>3</sup> Nanjing University of Science and Technology

**TUE-AM-047** 

#### **Summary**

• This paper proposes an **anchor**-based **def**ormation model, namely **AnchorDEF**, to predict 3D garment animation from a body motion sequence.

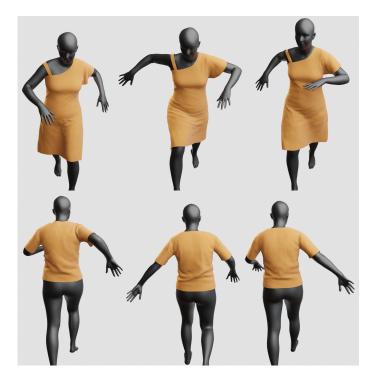


Figure 1. AnchorDEF is able to realistically deform the garment mesh, especially for loose-fitting garments, e.g., dresses.

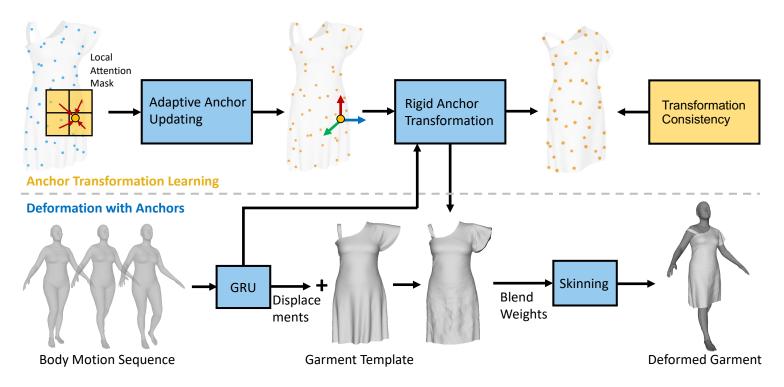


Figure 2. Overview of the proposed AnchorDEF.

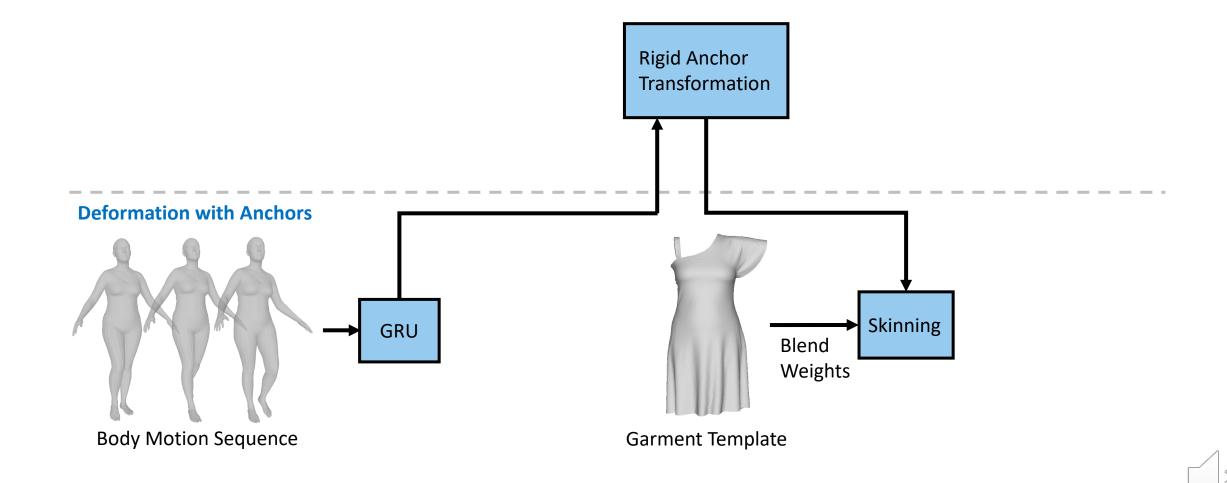
## **Motivation**

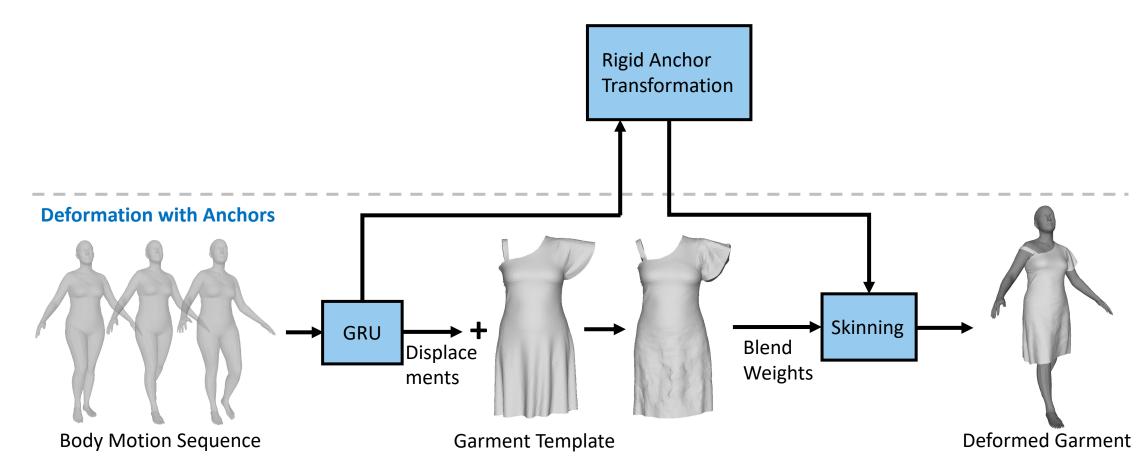


Physics based simulation (ARCSim, SIGGRAPH Asia 2012)

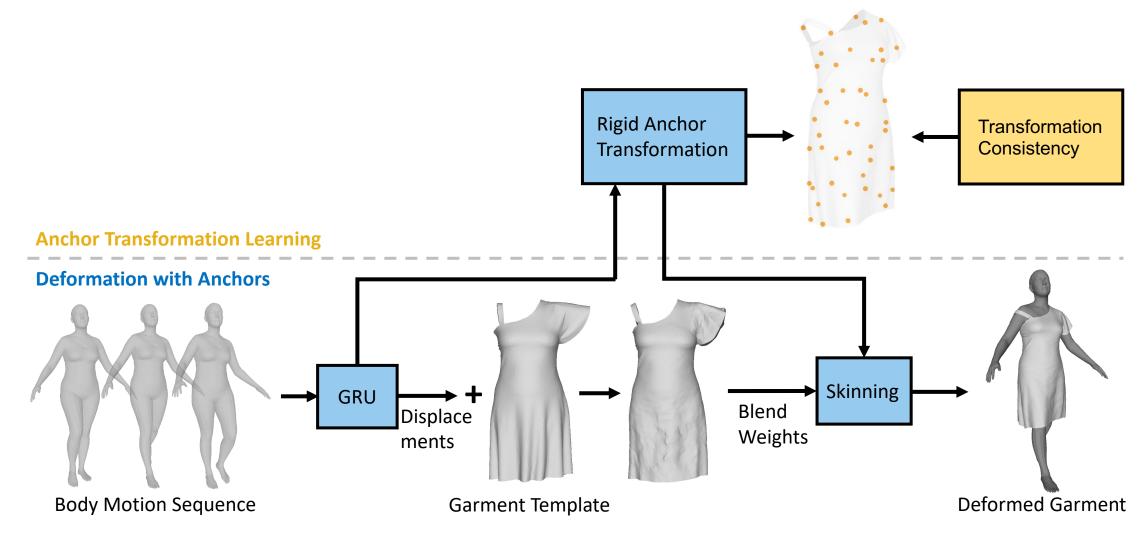


Data-driven methods (TailorNet, CVPR 2020)

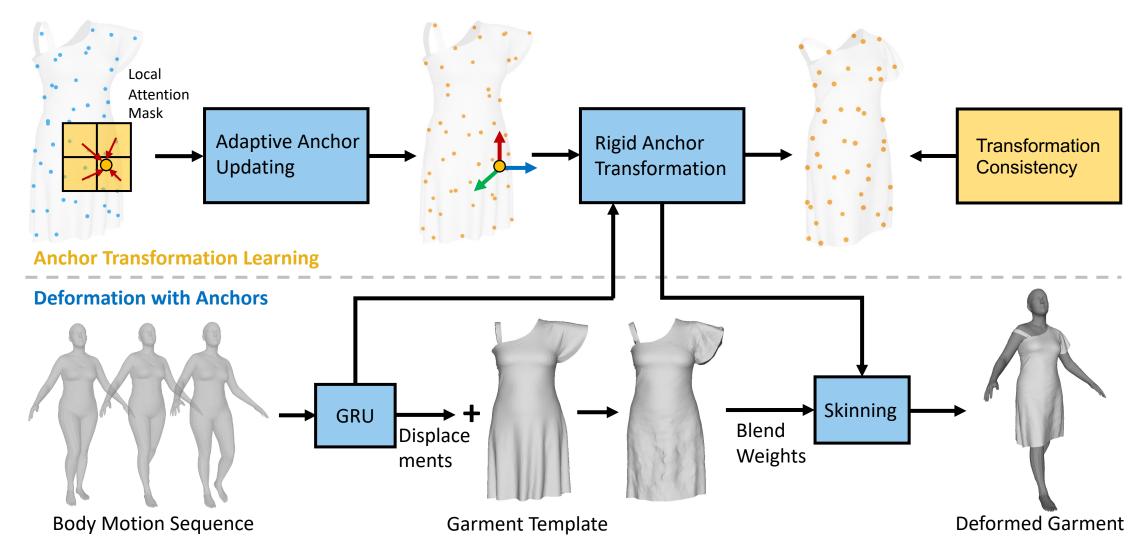




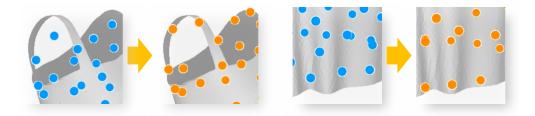






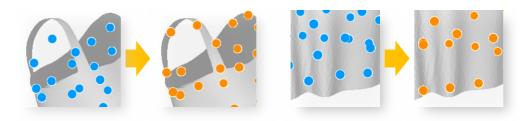




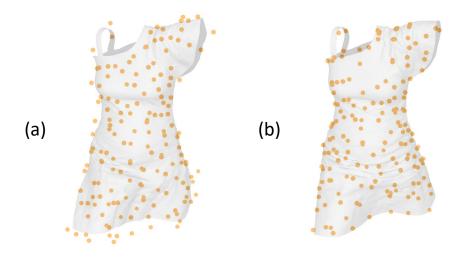


Examples of adaptive anchor updating by using the local attention mask with the mesh simplification as supervision.





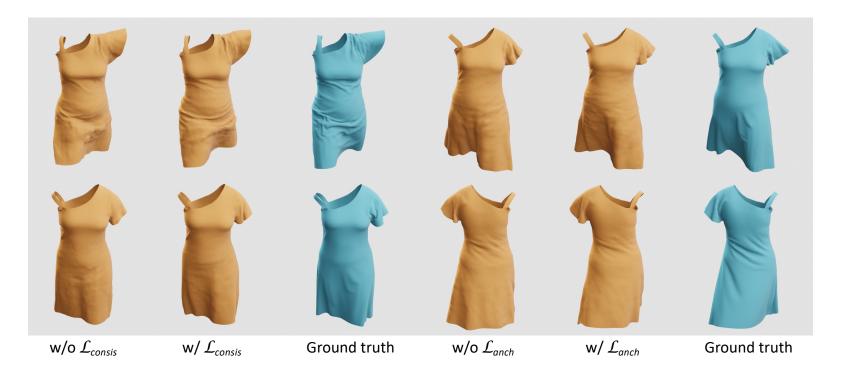
Examples of adaptive anchor updating by using the local attention mask with the mesh simplification as supervision.



Visualization of anchors transformed by (a) only optimizing the mesh vertices during training and (b) AnchorDEF.



• Evaluation on anchor transformation consistency.



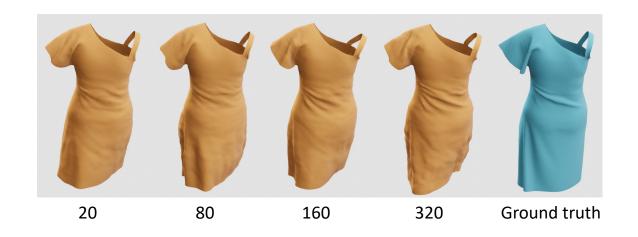
Methods	w/o $L_{consis}$	w/o $L_{anch}$	AnchorDEF
RMSE ↓	17.21	16.49	16.05
Hausdorff $\downarrow$	75.01	74.53	74.20
$STED\downarrow$	0.0595	0.0526	0.0493



• Evaluation on the penalty on the direction from the target anchor to the transformed one.



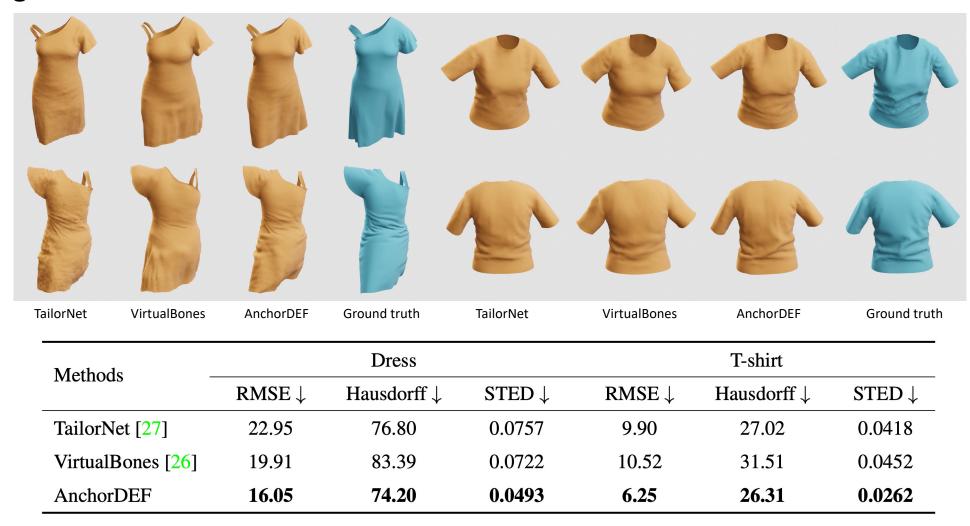
• Evaluation on using different numbers of anchors.



Num. Anchor	20	80	160	320
RMSE ↓	17.78	16.82	16.05	17.52
Hausdorff $\downarrow$	75.30	74.71	74.20	75.13
$STED\downarrow$	0.0620	0.0539	0.0493	0.0625



 Comparison with related 3D garment deformation methods on different types of garments.





# Thank you!

