## Shape Representation Categories

- Landmarks
- Objects
- Boundaries
- Points

- Meshes
- Normals
- Spherical harmonics, Fourier
- Signed distance images
- Interiors and interior algebraic graphs
- Skeletal models
- Landcurves: currents
- Multi-object representations
- Diffeos from a central example


## Shape Representation by Boundary Points

- Points in correspondence (PDM)

- Correspondence produced by
- Diffeomorphisms
- Skeletal models
- Meshes
- Spherical harmonics, Fourier

- Points with normal, normals alone
- Points with tangents on landcurves (Currents)
- Normals with correspondence mod-ed out
- Signed distance images

- Distance measures
- Riemannian metrics


## Shape Representation by Skeletal Models

- Medial and skeletal mathematics
- Blum medial axis: grassfire
- Geometric relations among axis and width
- Singularities: branching, ends, etc.
- Radial shape operator $S_{\text {rad }}$
- Radial distance
- Geometry of onion skins
- Skeletal generalization: S-reps
- Skeleton and spokes

- Discrete s-reps
- Deformation from ellipsoids
- Alignment-free coordinates
- Fitted frames
- Slabular planar cross-section sweeping - Implied Taheri s-reps
- Cm-reps [Yushkevich lectures]



## Shape Representation by Skeletal Models



Bdry implied Target object by s-rep

- Cm-reps [2 lectures by P. Yushkevich]
- Parametric
- Based on PDE
- Based on splines in $\underline{x}$ and width
- Fitting to boundaries

parametric medial model


## Shape Representation by Deformations

- Diffeomorphisms: velocities
- Points data
- Currents data
- For landcurves
- For surfaces
- Using CNN
- Displacements
- Thin-plate splines
- B-splines

- Elastic deformations

