

# Neural Mesh Models For 3D Part Detection

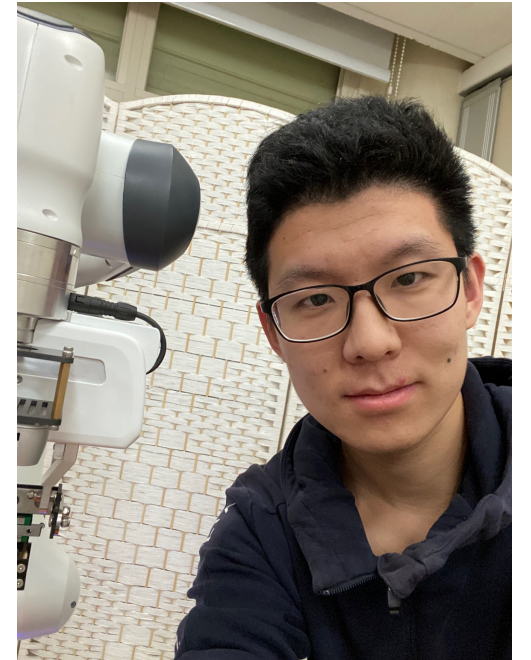
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Chuanruo Ning

Supervised by: Angtian Wang    Adam Kortylewski

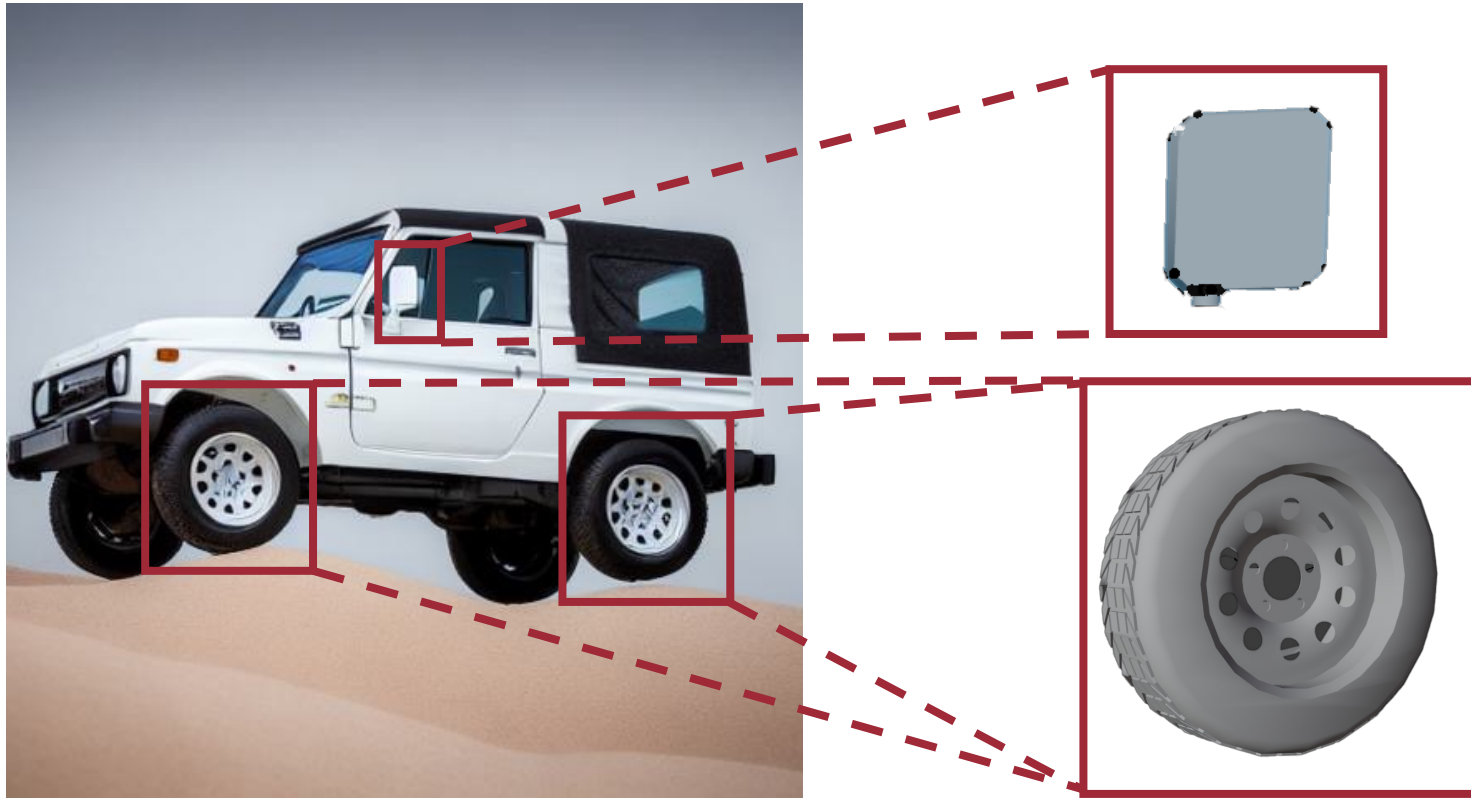
# Self-introduction

- Chuanruo Ning (宁川若)
  - Rising senior at Turing Class, Peking University
  - Non-CS interests: badminton, photography, music and reading
- Previous works
  - Deformable object manipulation. Accepted by ICCV 2023
  - Few-shot learning on articulated object manipulation. Under review of NeurIPS



# What is 3D Part Detection?

- Detect precise 3D parts from a single image



Unseen single image

Precise 3D parts

# Extend Render-and-compare Method to Part Detection

- NeMo's perspective
  - Current NeMo features are optimized for pose estimation
  - Part-level features enable NeMo to capture **precise geometric information**
- 3D Part detection
  - Recognizing parts are crucial for 3D understanding
  - Render-and-compare method provides 3D **global prior** for detection

# How to Perform 3D Part Detection with Render-and-compare?

- Locate ---- Orient ---- Deform



Input image



3D part from  
a different instance



Locate



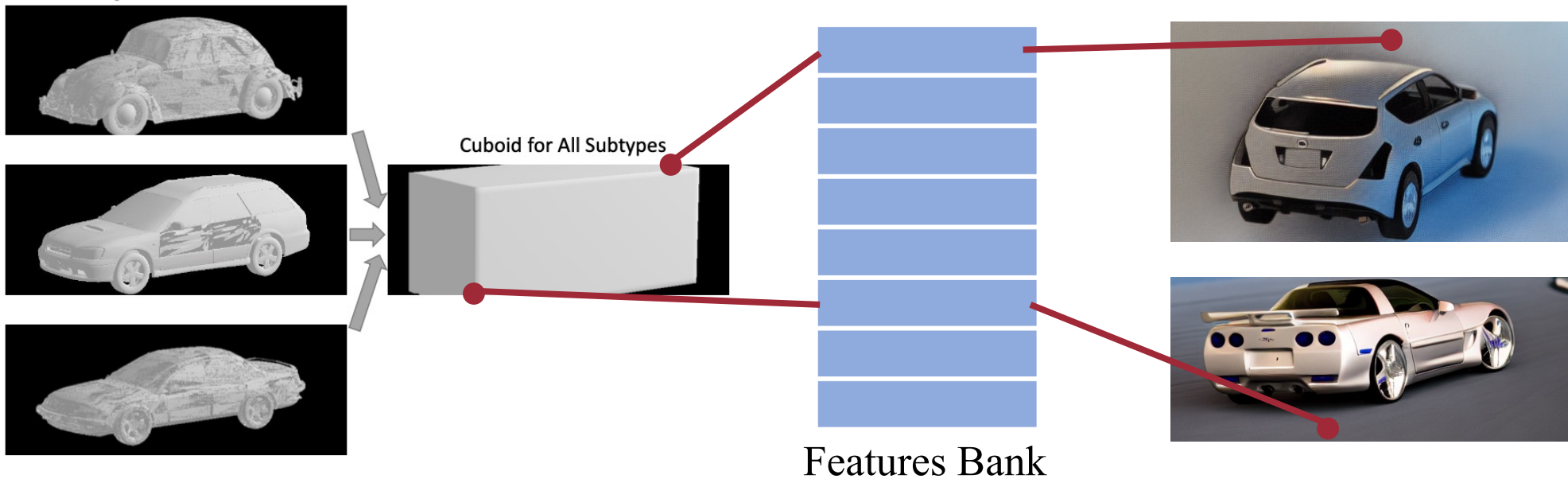
Orient



Deform

# More Precisely Aligned NeMo

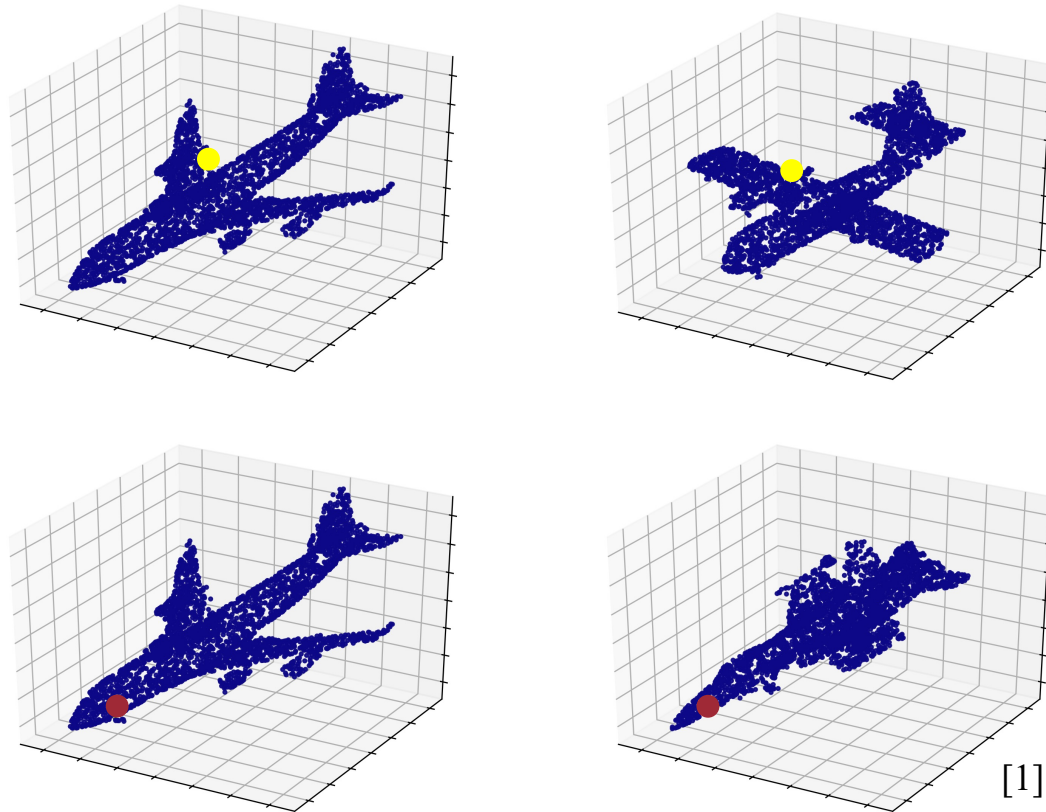
- NeMo leverages coarse alignment to perform robust pose estimation



- We need a more precise alignment between vertex features and 2D images

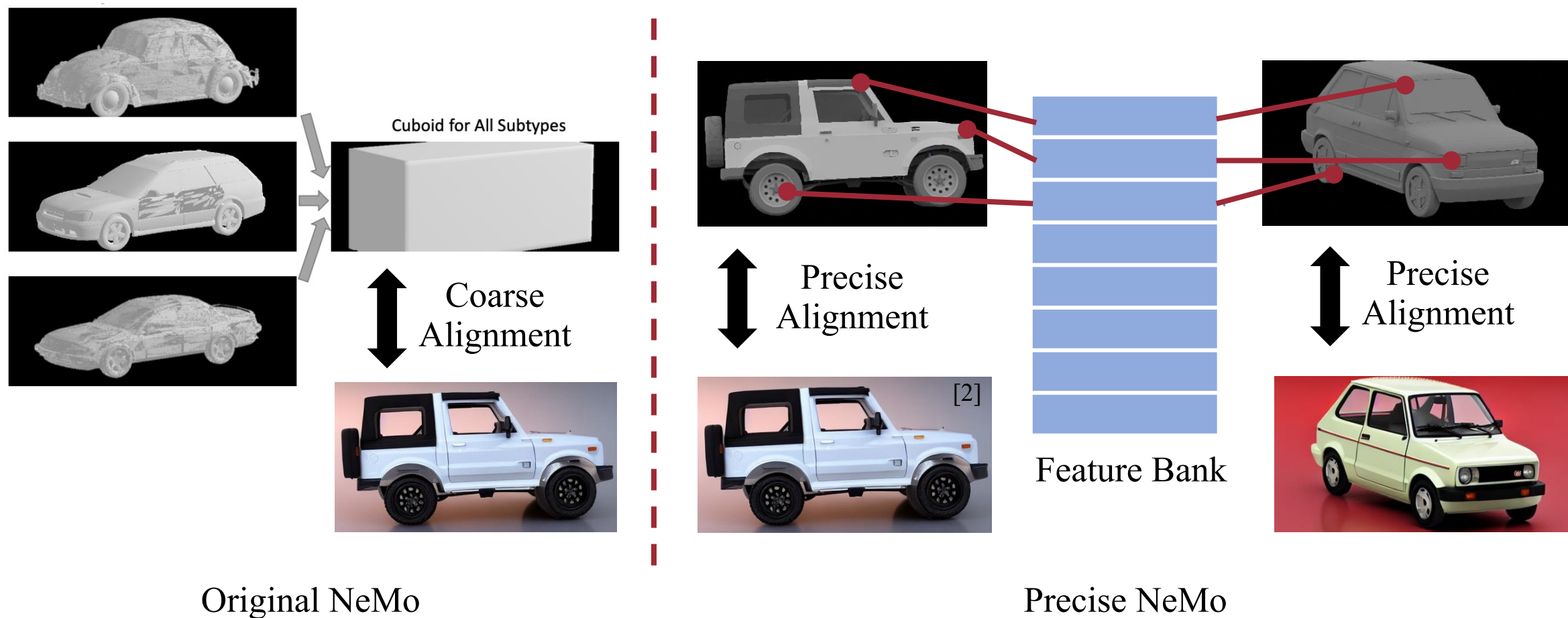
# More Precisely Aligned NeMo

- Correspondence across instances



# More Precisely Aligned NeMo

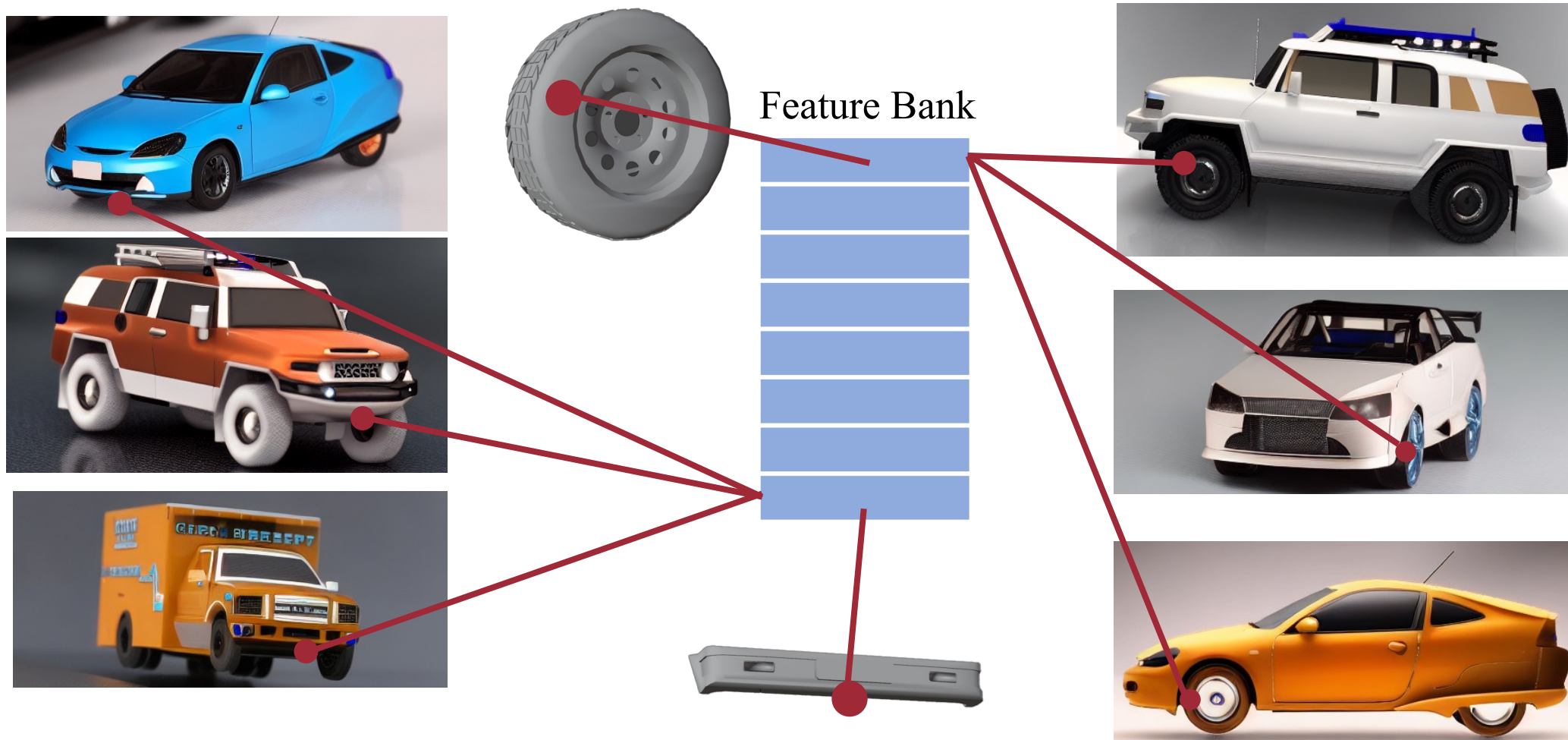
- Use correspondence to share features among precise shapes





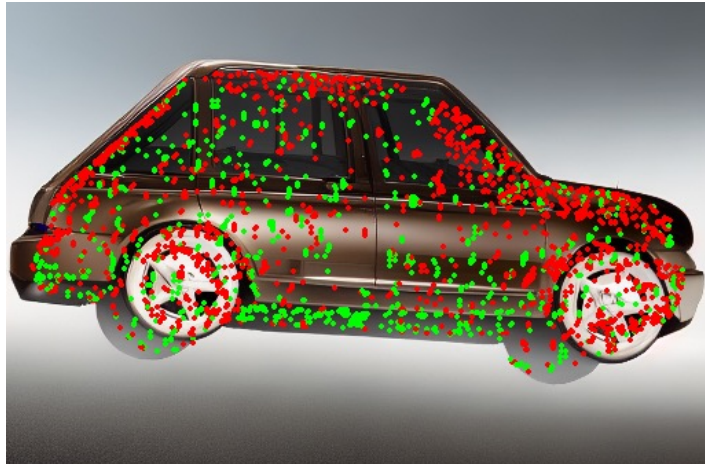
# Locate & Orient with Precise NeMo

## ■ Results



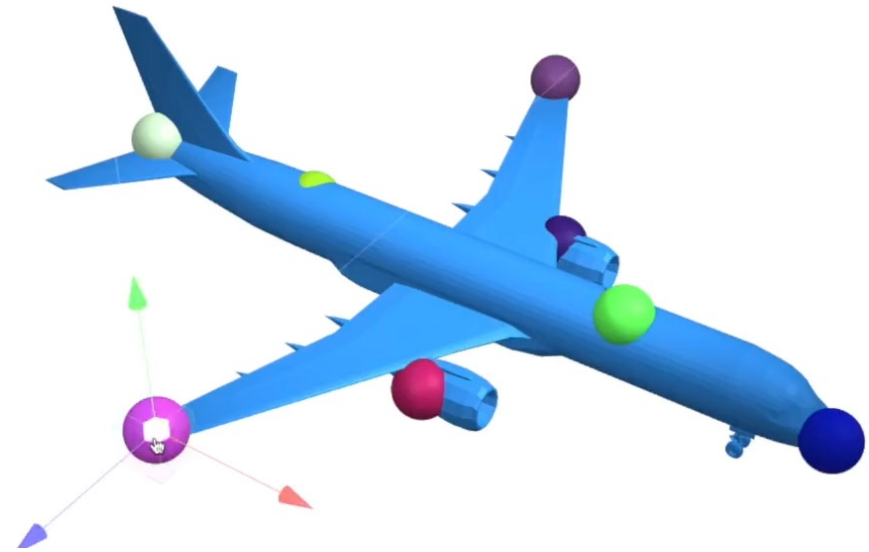
# Deform by Changing The Position of Aligned Points

- Through gradient decent process



Points with aligned features

- Need some constraints (to be explored)



Deform using key points [2]

# Neural Mesh Models For 3D Part Recognition

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Questions are welcomed

**Thank you for Listening!**