



SIGGRAPH 2023
LOS ANGELES+ 6-10 AUG

THE PREMIER CONFERENCE & EXHIBITION ON COMPUTER
GRAPHICS & INTERACTIVE TECHNIQUES

Helix-Free Stripes for Knit Graph Design

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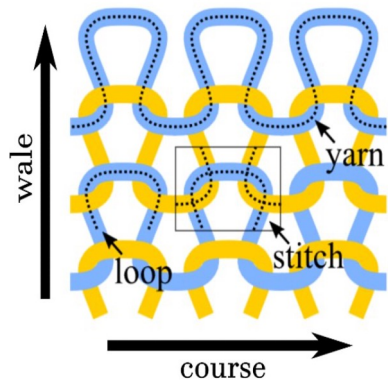


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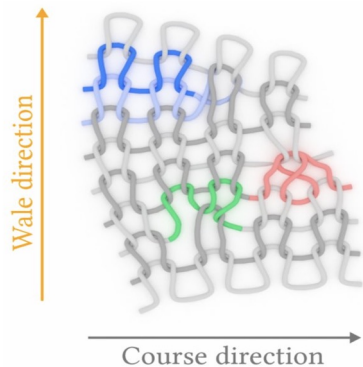


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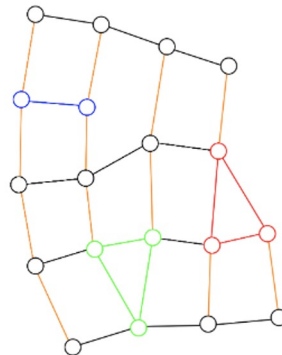
→ Knit Graph Abstraction



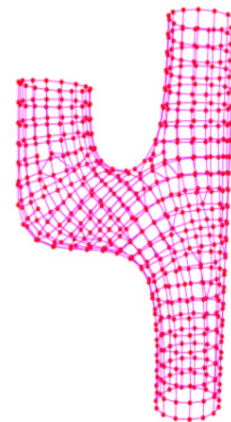
Flat geometry¹



Stitch irregularities induce curvature²



Must be helix-free!



Goal: Given a 3D mesh, generate a **helix-free** knit graph over it

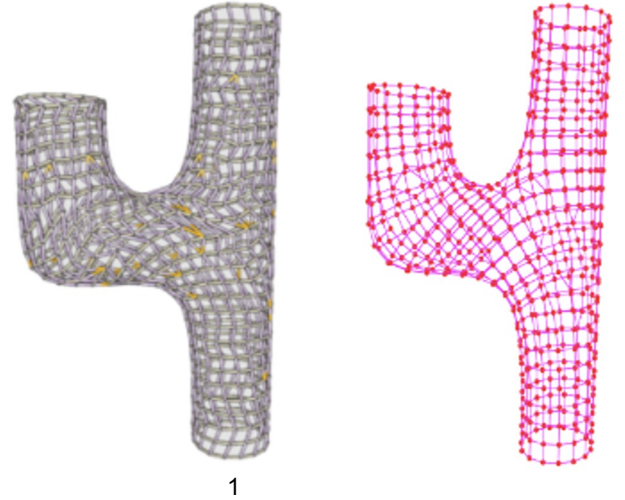
¹ from *Visual Knitting Machine Programming* (2019)

² from *Knit Sketching: from Cut and Sew Patterns to Machine-Knit Garments* (2021)



→ Positioning our work

- Our goal (similar to Autoknit [Naryanan et al. 2018]):
 - Automatic generation of machine-knitable graphs from input triangle meshes
 - **Precise control over helices**
- 1-form-based framework produces more globally-informed stitch patterns
- Optimization allows incorporation of linear user-specified constraints



¹from <https://github.com/textiles-lab/autoknit>





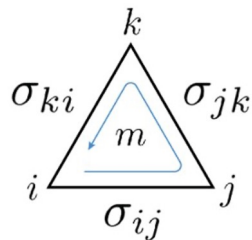
Positioning our work

- We follow a stripes-based methodology
 - Evenly-spaced stripes \leftrightarrow evenly-spaced course rows and wale columns
- KnitKit [Nader et al. 2021] is only other work to consider this
 - They intersect stripes produced by [Knoppel et al. 2015], which often contain helices
 - Removal attempted via quad mesh operations [Bommes et al. 2011], but no guarantees
 - Our constraints can be used to guarantee helix removal



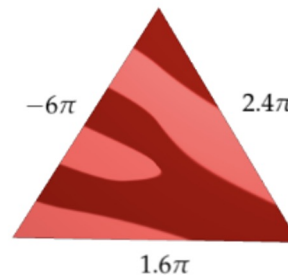
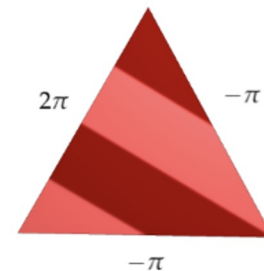
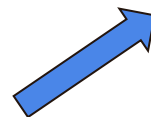
→ σ : The Stripe Texturing Function

- 1 form $\sigma : E \rightarrow \mathbb{R}$ a discretization of a vector field



$$(d_1\sigma)_m = \sigma_{ij} + \sigma_{jk} + \sigma_{ki}$$

- If $(d_1\sigma)_m = 0$ vector field is integrable to a local linear function
 - Striping **red** if pixel value $\in (0, \pi)(\text{mod } 2\pi)$, **pink** if value $\in (\pi, 2\pi)(\text{mod } 2\pi)$
- If $(d_1\sigma)_m = (2\pi)k, k \in \mathbb{Z}^{|F|}$, vector field non-integrable
 - Can still get local function from triangle to \mathbb{S}^1
 - Allows for global striping



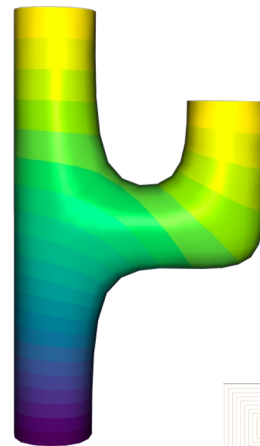
→ Optimizing for σ directly

- We optimize directly for σ
 - [Noma et al. 2022] optimize in the space of 1-forms but do not explore knitting applications
- The gradient of a harmonic interpolation $h : V \rightarrow \mathbb{R} \in [0, 1]$ guides the 1-form optimization
 - **Linear constraints** achieve all the desiderata

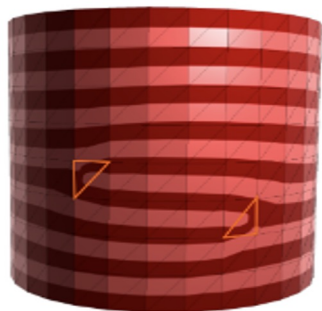
$$\underbrace{\|W(\sigma_c - \omega_c)\|^2}_{\text{Quadratic minimization objective for course rows}}$$

Quadratic minimization objective for course rows

$$(\omega_c)_{ij} = \frac{1}{2} \underbrace{\left(\frac{(\nabla h)_l}{\|(\nabla h)_l\|} + \frac{(\nabla h)_r}{\|(\nabla h)_r\|} \right)}_{\text{integral of normalized } \nabla h \text{ along } e_{ij}} \cdot \mathbf{e}_{ij}$$

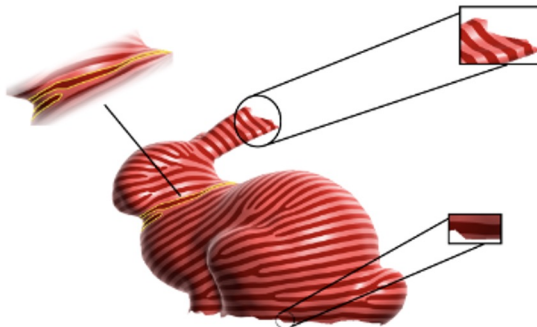


→ Constraints Examples

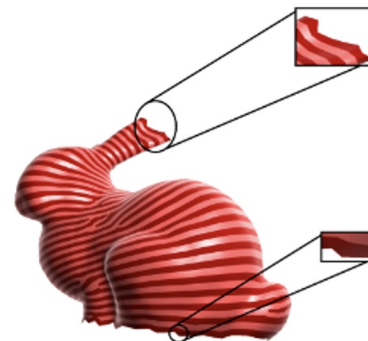


Stripe irregularity/short row placement

$$(d_1\sigma)_m = (2\pi)k, k \in \mathbb{Z}^{|F|}$$



Direct use of [Knoppel et al. 2015]

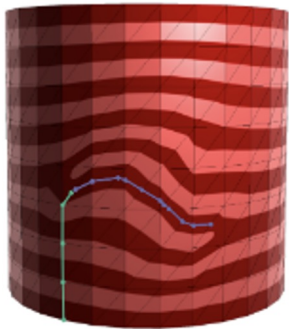


Tightness to boundaries through stripe alignment

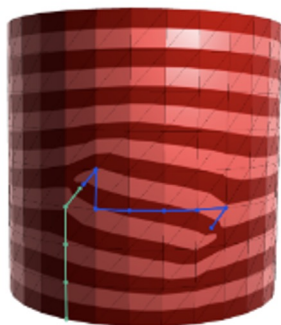
$$\sigma_c|_{\partial M} = 0$$



→ Constraints Examples

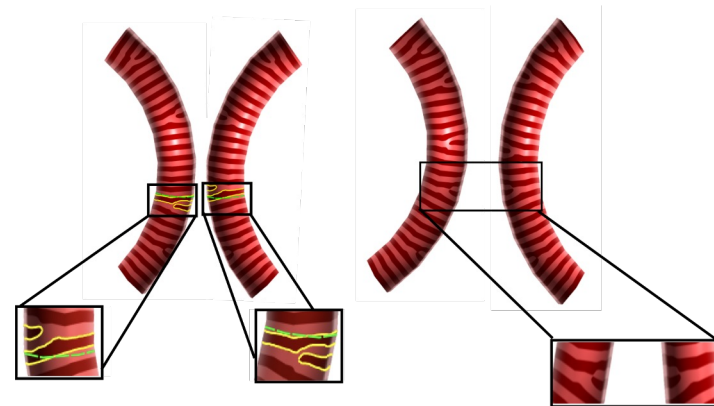


Stripe alignment
constraint (blue)



$$\int_{\gamma_{\text{open}}} \sigma = 0$$

Open level set
constraint (dark blue)



$$\int_{\gamma_{\text{closed}}} \sigma = 0$$

Separating **helix ends** with
 γ **loops** eliminates them

This level of granular control not achievable with **linear constraints** in [Knoppel et al. 2015]



→ Optimization problems and strategies

Both: Quadratic Mixed Integer
problems with linear constraints

Missing: Wale
constraints

Strategy 1:

$$\begin{aligned} \min_{\sigma_c} \quad & ||W(\sigma_c - \omega_c)||^2 \\ \text{subject to} \quad & \sigma_c|_{\partial M} = 0, \\ & d_1\sigma_c = (2\pi)\mathbf{k} \\ & + \text{linear user constraints} \end{aligned}$$

Integer variables $\sim O(\#\text{boundaries})$

Strategy 2:

















$$\begin{aligned} \min_{\sigma_c, \mathbf{k}} \quad & ||W(\sigma_c - \omega_c)||^2 \\ \text{subject to} \quad & \sigma_c|_{\partial M} = 0, \\ & d_1\sigma_c = (2\pi)\mathbf{k} \\ & + \text{linear user constraints} \end{aligned}$$

Integer variables $\sim O(\#\text{faces})$





Fabricated Results

	Helix free course stripes	Wale stripes	Knit graph	Knitted model
(a)	 Level set constraint from Fig. 6 (middle)		 blue: induced short-row	
(b)	 Helicing from Fig. 7 removed with helix elimination constraint			
(c)				
(d)	 Stripe placement constraint to remove helix depicted			

Thanks to Yuxuan Mei in
Adriana Schulz's group at
UW for help with fabricating!



→ Conclusion

- Presented a **stripes-based framework** for global stitch structure specification, operating in the space of **discrete 1-forms**
- Results in quadratic mixed-integer optimization with **linear** constraints for:
 - **Removal of helices**
 - Placement of stitch irregularities
 - Alignment of course rows and wale columns to feature curves
- Constraints are directly incorporated into a **global structure optimization**
 - Most previous works incorporate user constraints via post-processing





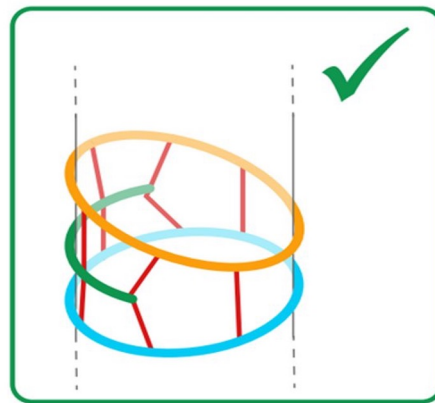
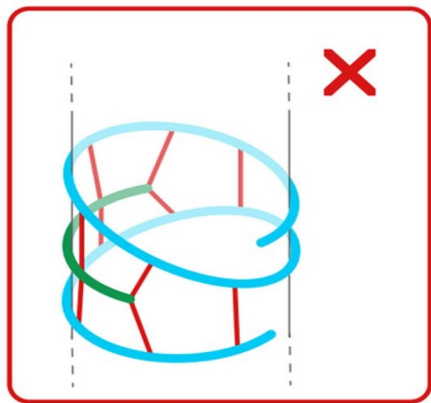
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Thank you for listening!
(Slides that follow are for clarifying question)

→ Why do knit graphs need to be helix-free?

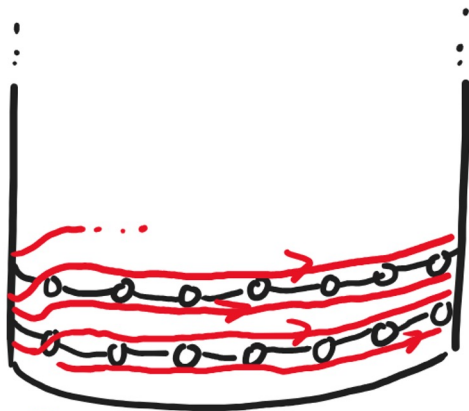
- Knitting schedulers [Naryanan et al. 2018] trace the graph in a natural spiralling/helical pattern
 - Helices in the generated graph would result in an incorrect amount (i.e., too much) helicing



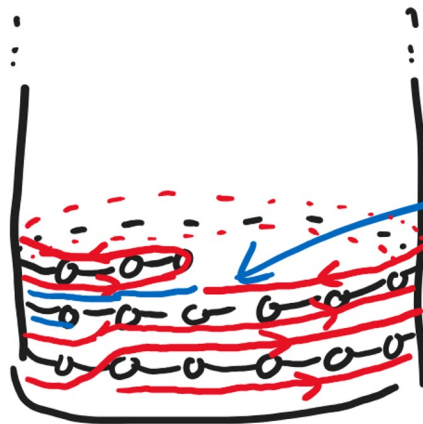
¹from Automatic Machine Knitting of 3D Meshes(2018)



→ Why is helicing bad?



↑ jumps up a course row when it returns to achieve helicing



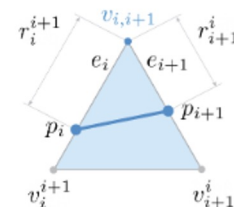
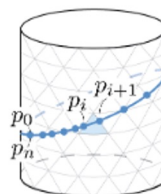
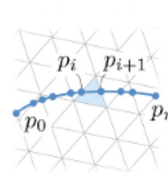
missing stitches

Upshot: helicing by the exact right amount is hard



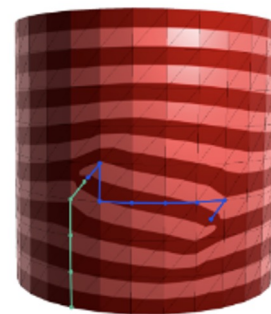
→ Level Set (path integral constraints)

- Can specify path integral of σ along a specified polyline γ
 - Constrains same stripe level set to pass through polyline endpoints
 - Non-trivial constraints applied to the wale stripes to ensure stripes “close up” on the boundary



$$\int_{\gamma} \sigma = \sum_{i=0}^{n-1} -s_i^{i+1} \sigma_{e_i} r_i^{i+1} + s_{i+1}^i \sigma_{e_{i+1}} r_{i+1}^i = C, C \in \mathbb{R}$$

- When $C = 0$ and γ is a closed loop of mesh edges, ensures that a stripe level set does not cross the loop without returning back to its side of origin i.e., helix removal



Level set constraint in blue



→ Constraints in the wale direction

$$(\omega_w)_{ij} = \frac{1}{2} \left(\frac{(\nabla h)_i^T}{\|(\nabla h)_i^T\|} + \frac{(\nabla h)_r^T}{\|(\nabla h)_r^T\|} \right) \cdot \mathbf{e}_{ij}$$

$$\int_{(\partial M)^i} \sigma_w = (2\pi)k^i \quad \text{Specified on N-1 boundaries}$$

- Need to only consider irregularity placement and possible stripe alignment constraints
 - No helices in the wale direction



Table 1: Run time statistics.

Model	Strategy	#V	#F	# Int. Vars.	MIP Solve Time, s
Curved Cylinder (Fig. 7)	S2	54	96	97	< 5
Hemisphere (Fig. 9(e))	S2	224	384	385	40
Sock (Fig. 1)	S2	279	538	98	21
Sock (Fig. 9(d))	S1	279	538	2	< 1
Cylinder (Fig. 6, middle)	S1	270	580	3	< 1
Cactus (Fig. 9(c))	S2	391	736	738	35
Bunny (Fig. 4, right)	S2	2669	5228	5230	287

