

# ScaffoldSketch

**Accurate Industrial Design Drawing in VR**

**Xue Yu**

**Stephen DiVerdi**

**Akshay Sharma**

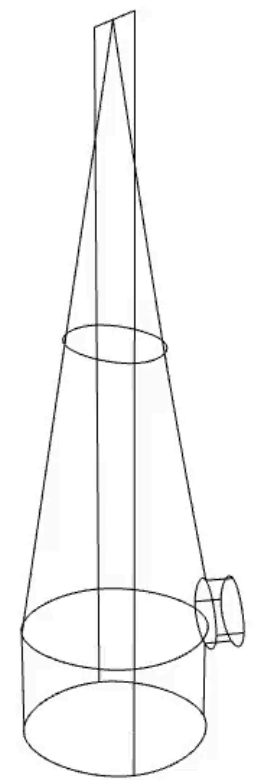
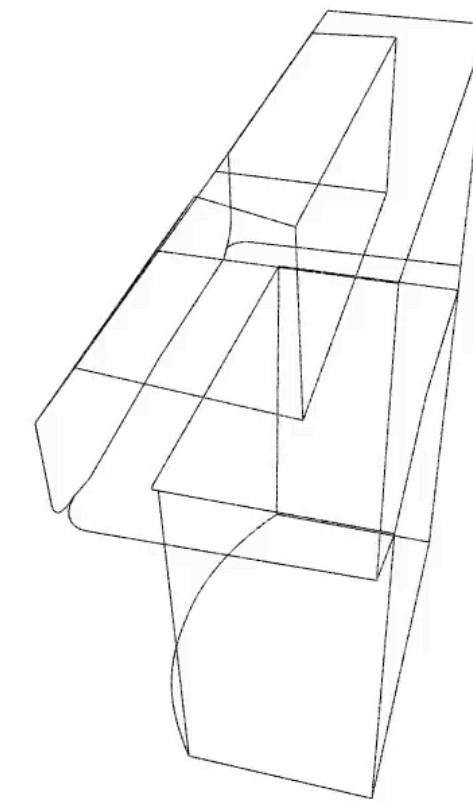
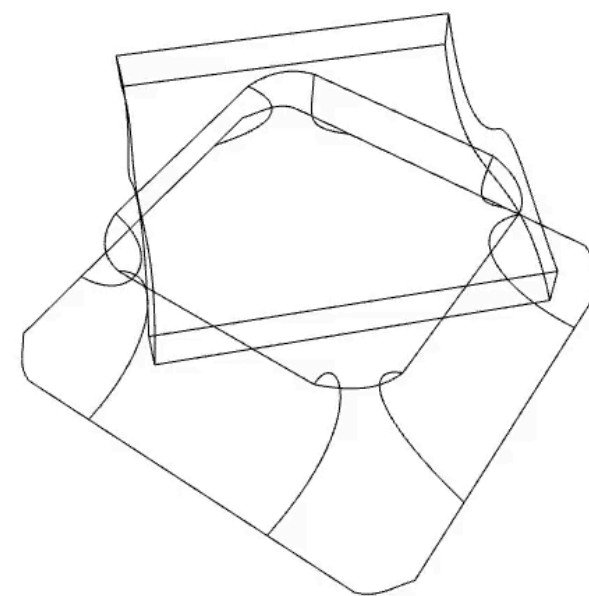
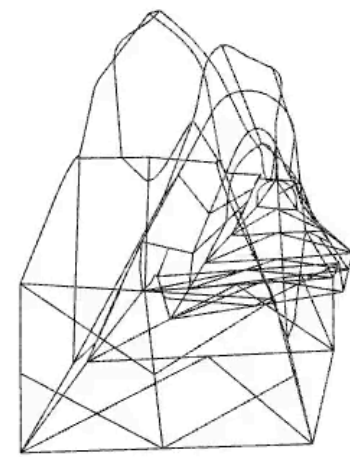
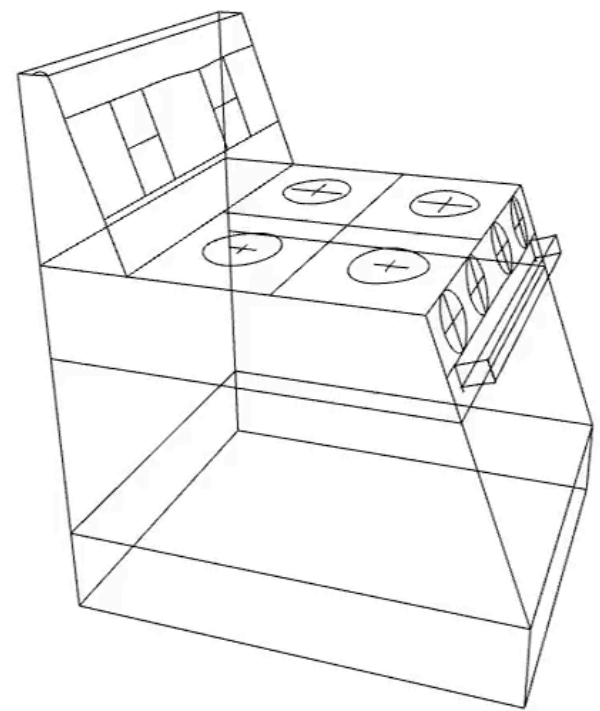
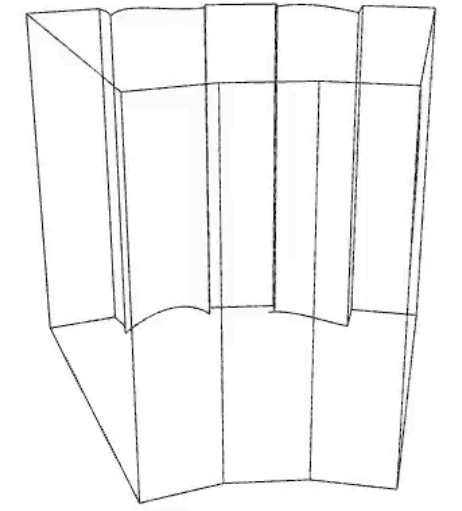
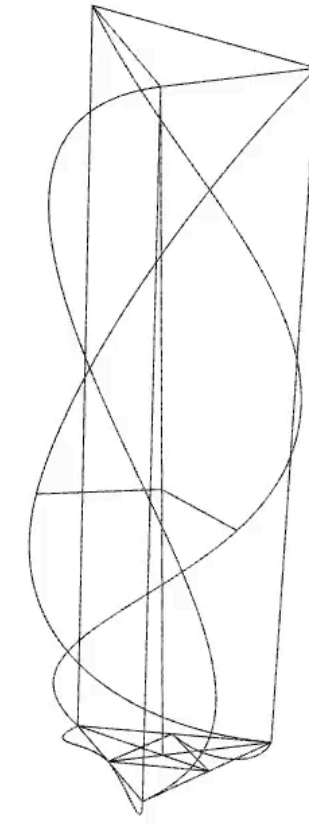
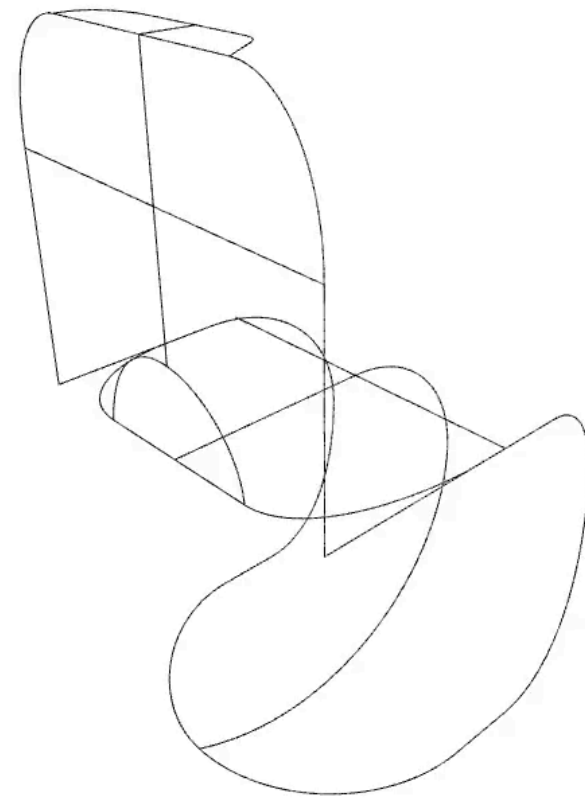
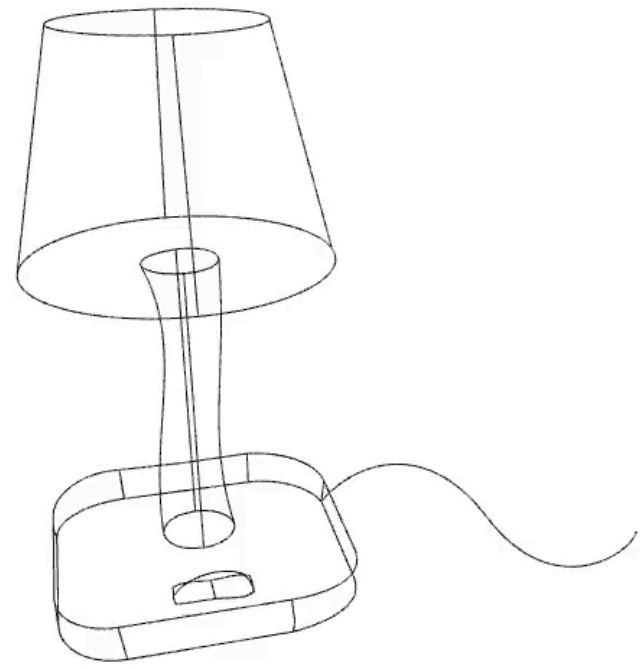
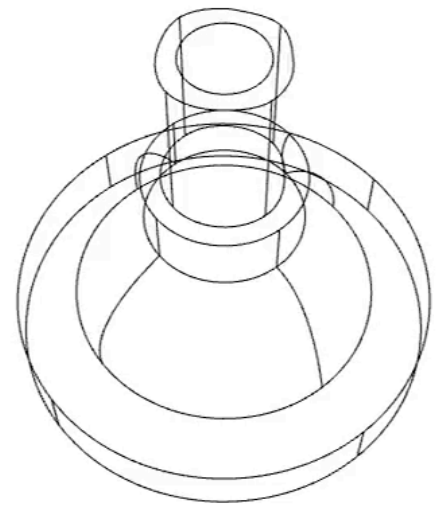
**Yotam Gingold**

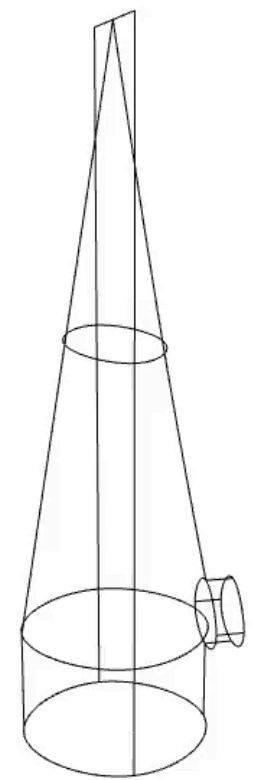
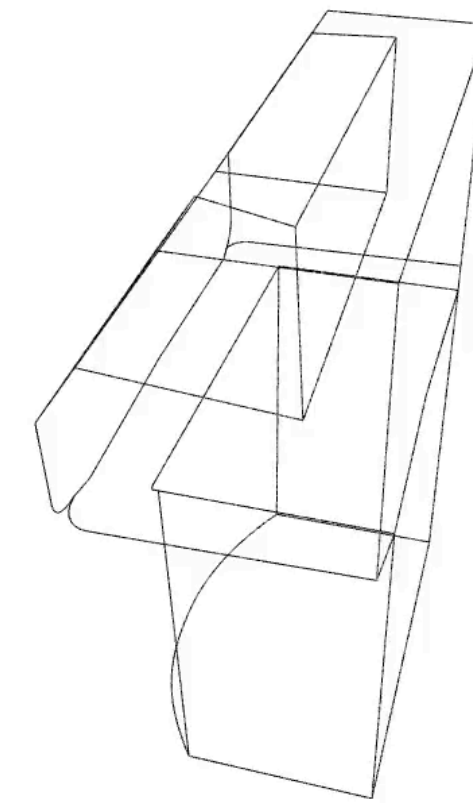
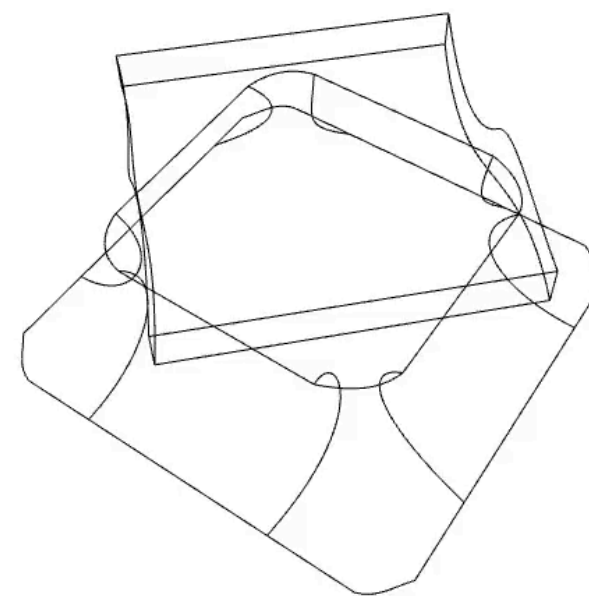
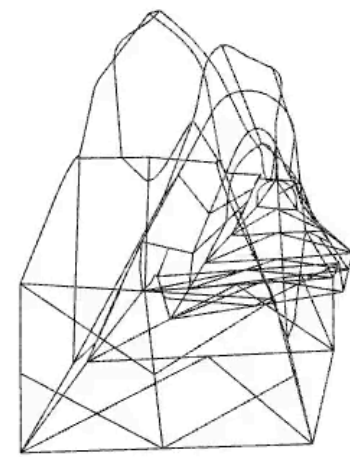
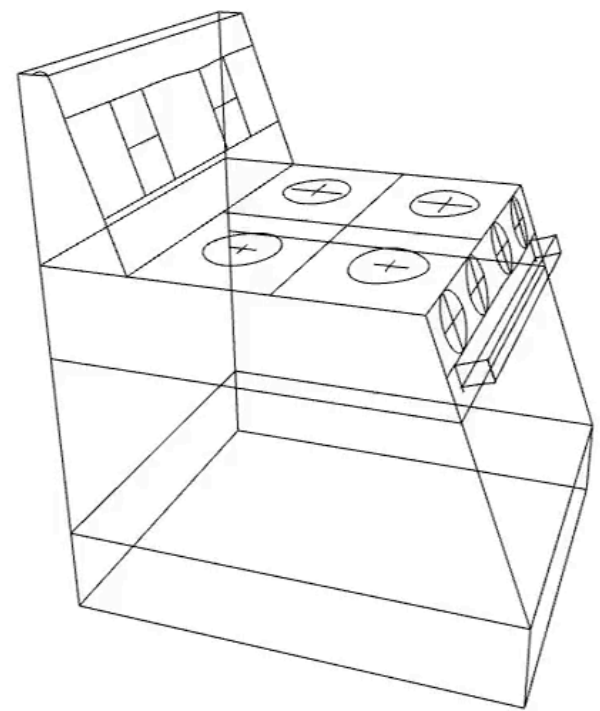
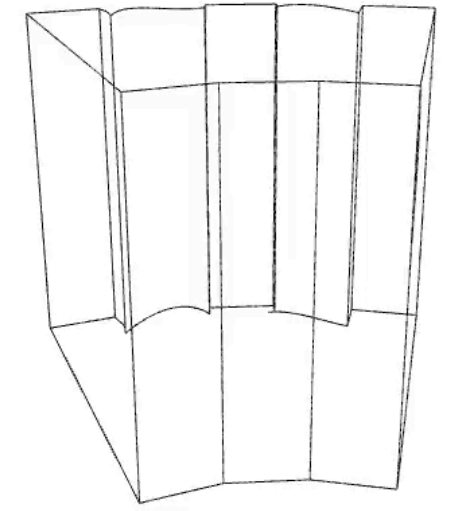
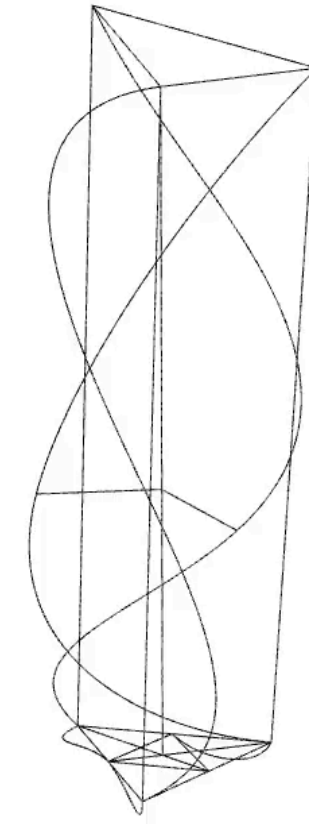
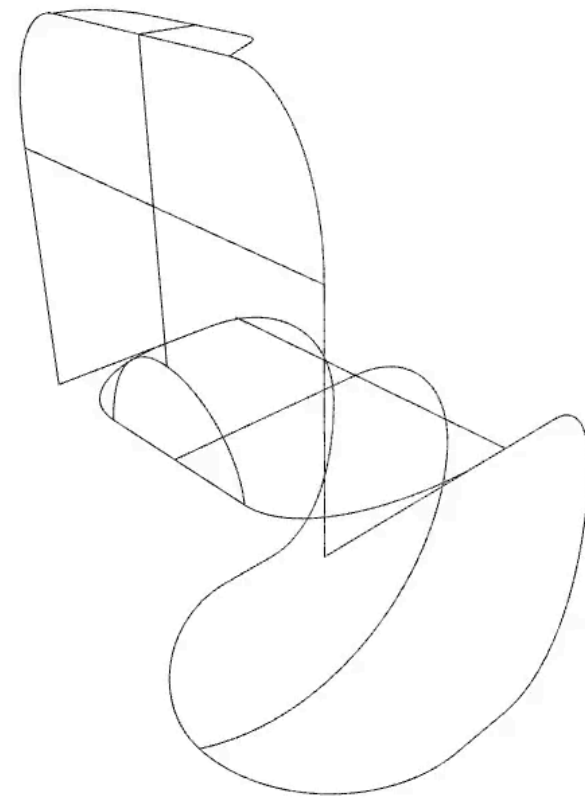
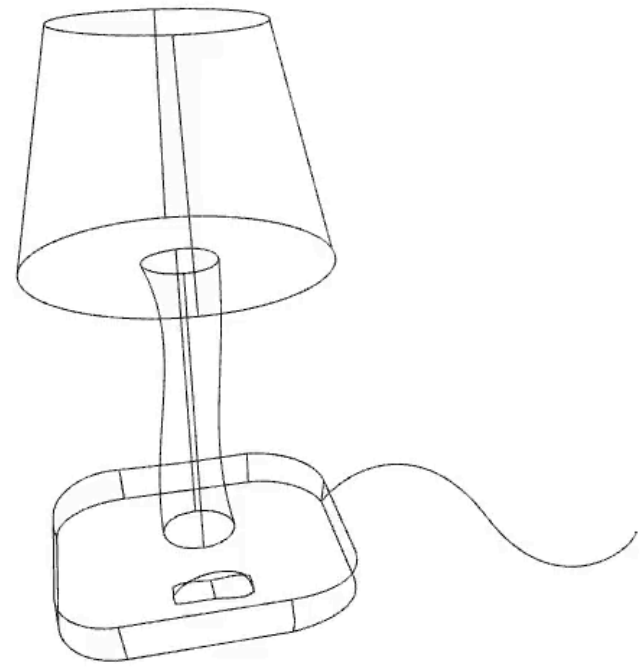
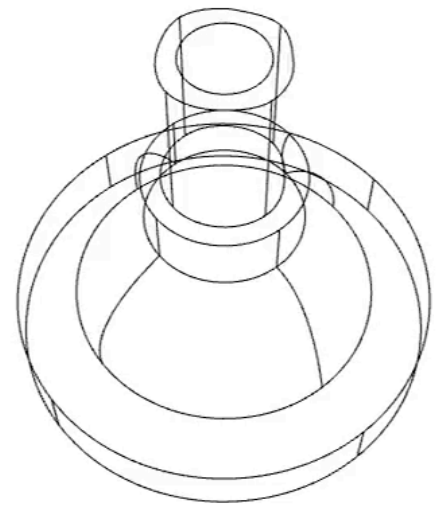
**George Mason University**

**Adobe Research**

**Virginia Tech, Iowa State University**

**George Mason University**





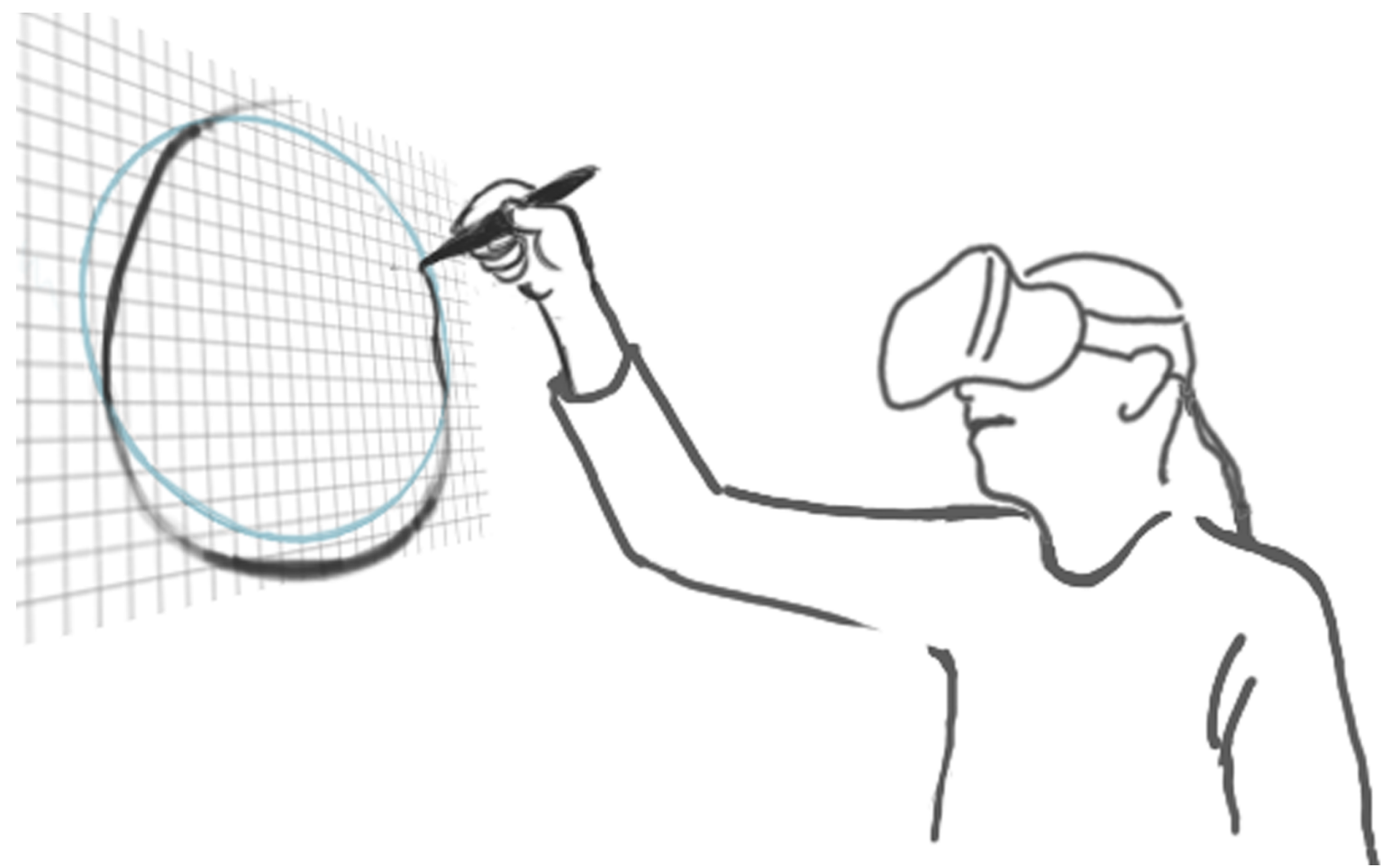
# Drawing in VR is direct yet inaccurate



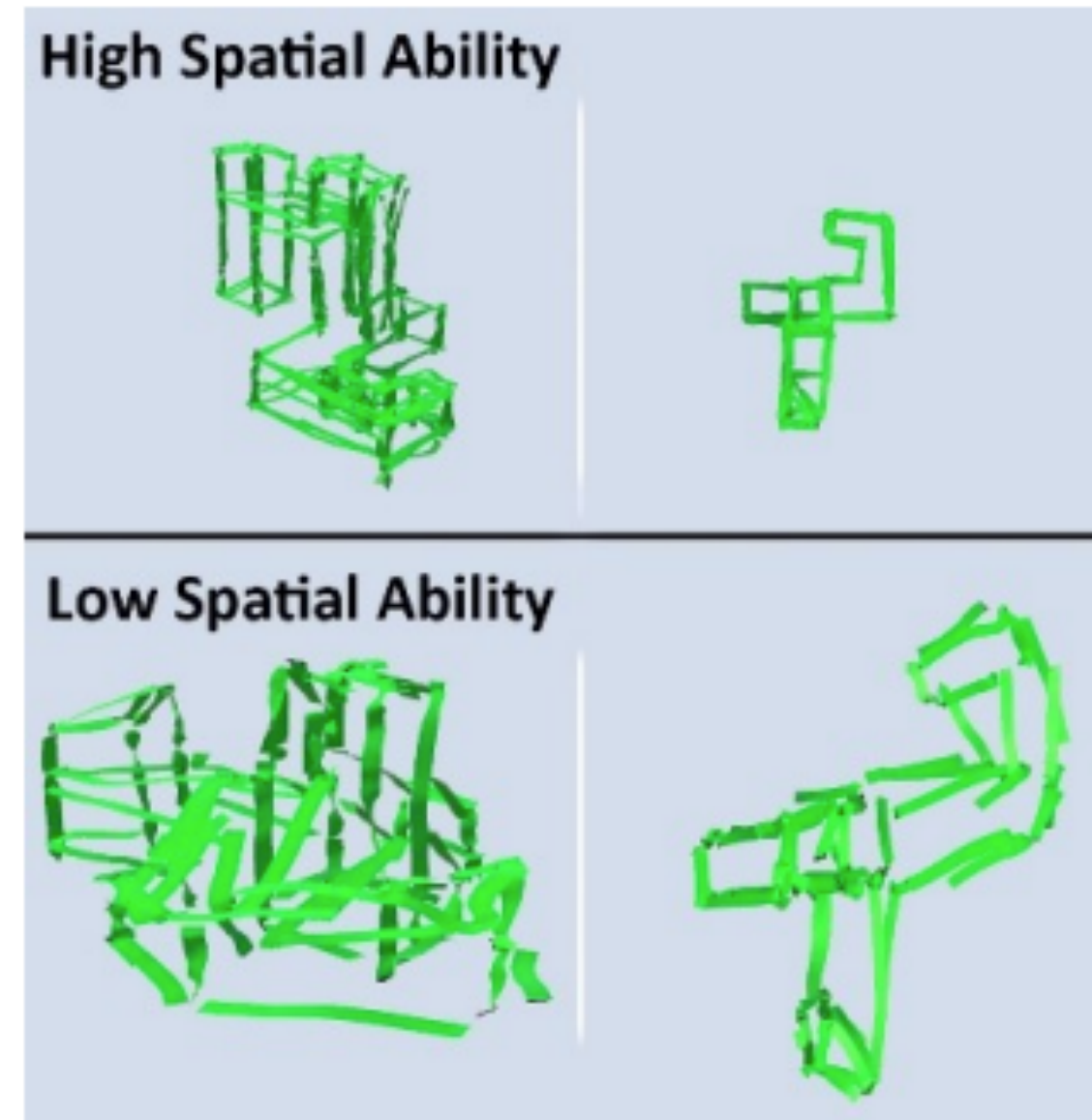
# Drawing in VR is direct yet inaccurate



# Related Work: 3D Drawing Accuracy



[Arora, Kazi, Anderson, Grossman, Singh, and Fitzmaurice 2017]



[Machuca, Stuerzlinger, and Asente 2019]



# Product designers draw accurately in 2D with scaffolds



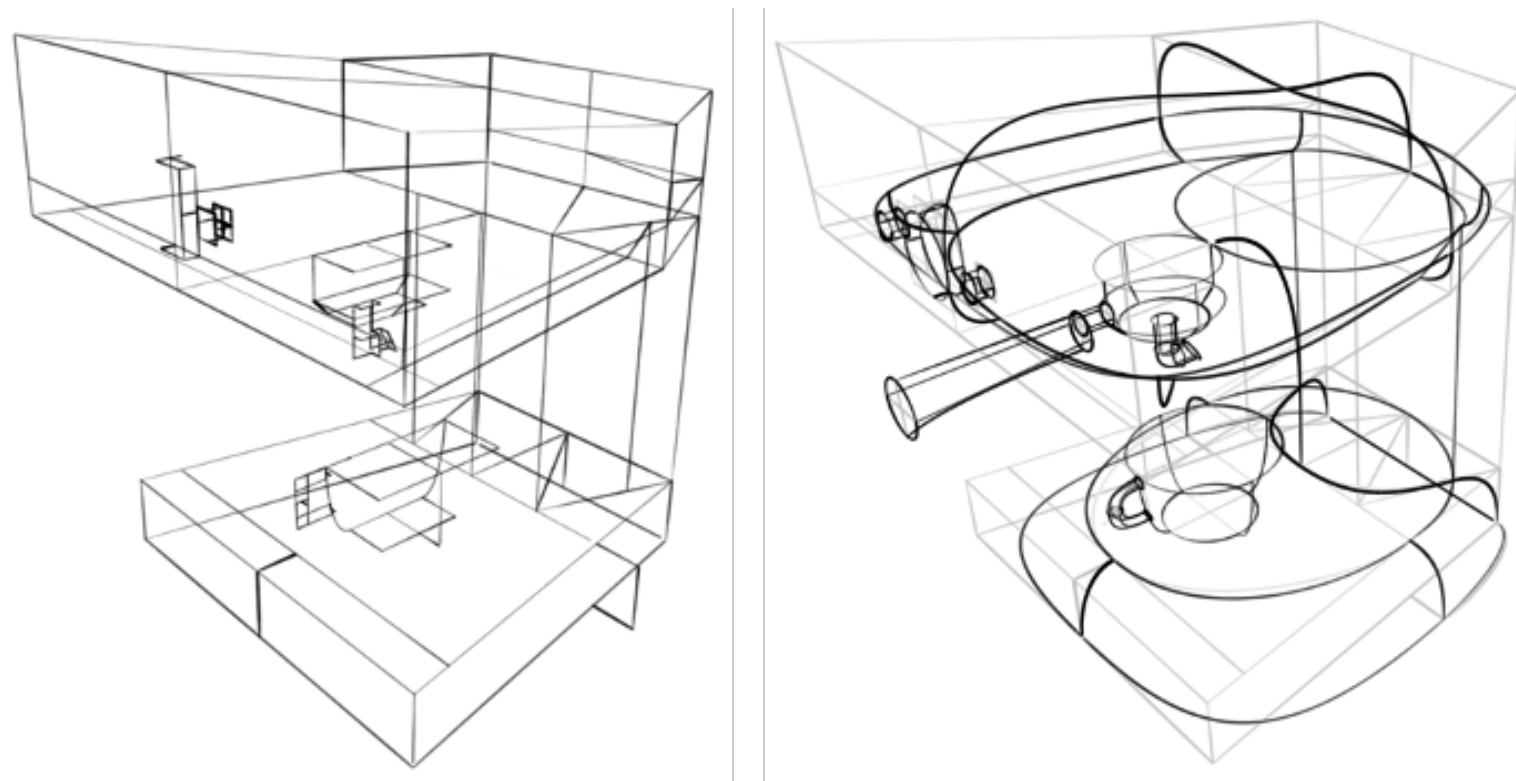
# Product designers draw accurately in 2D with scaffolds



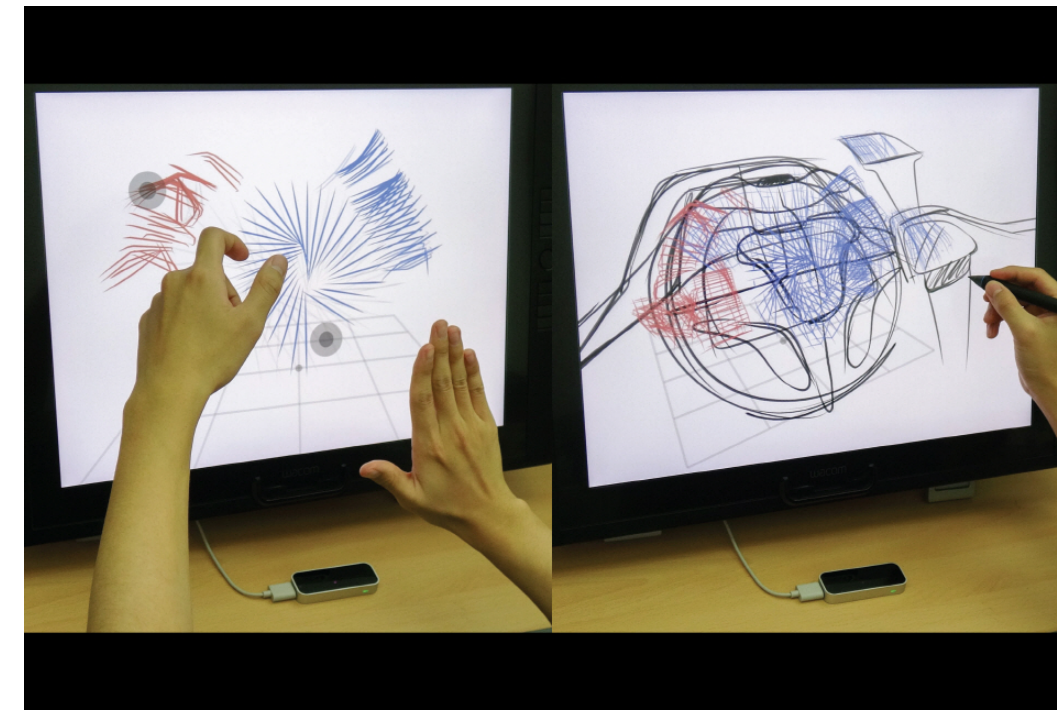
YouTube : product designer maker © Chris Wilson



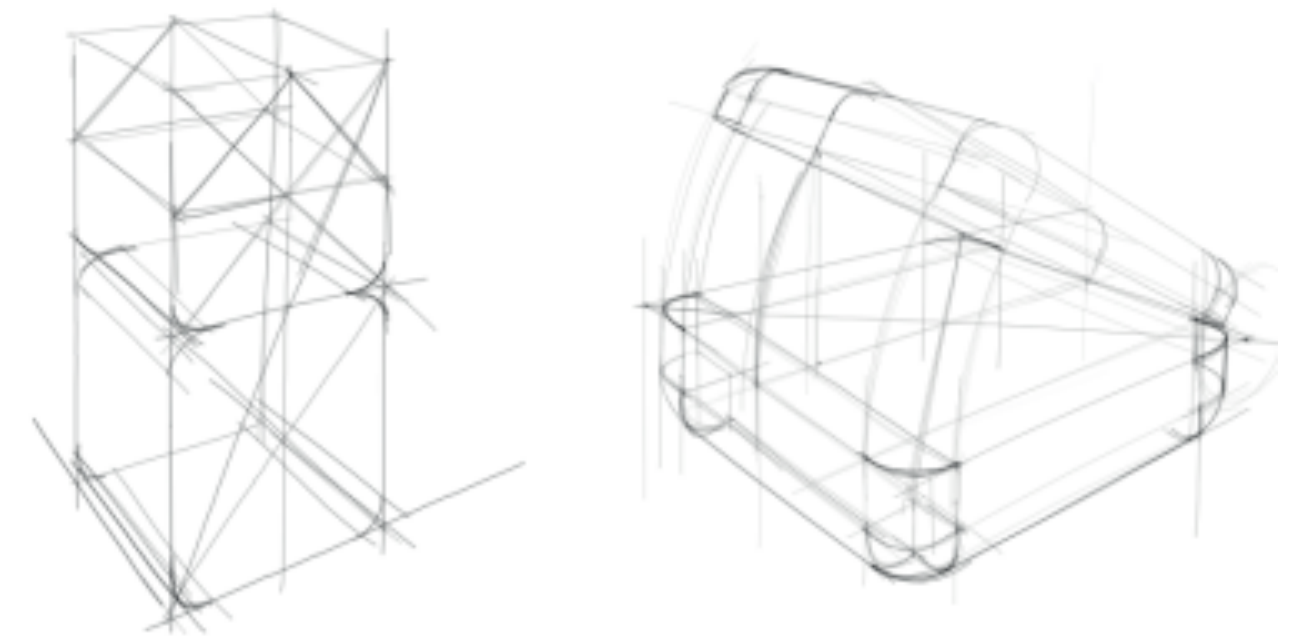
# Related Work: Interpreting Scaffolds



[Schmidt, Khan, Singh, and Kurtenbach 2009]

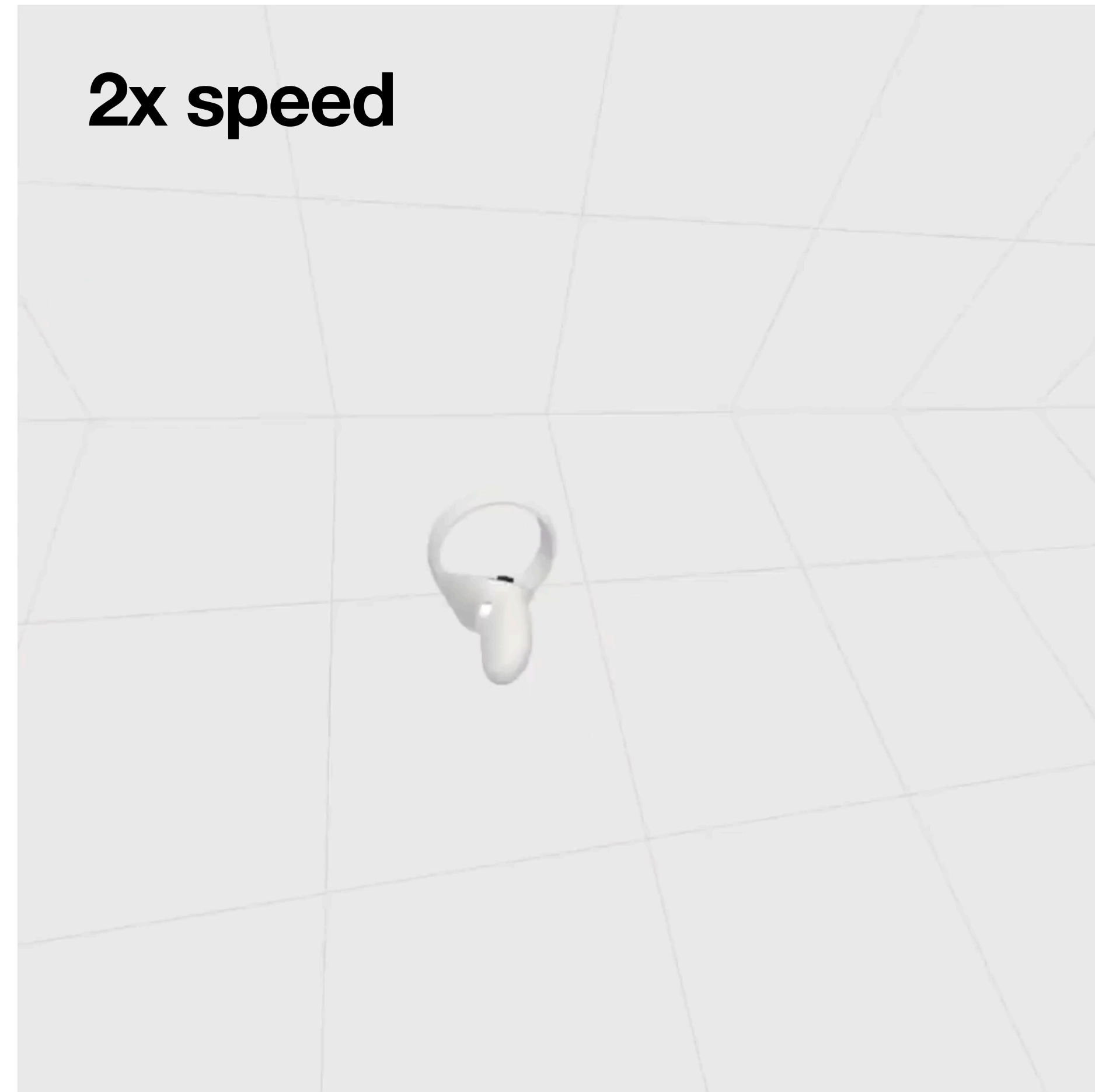


[Kim, An, Singh, Lee, and Bae 2018]

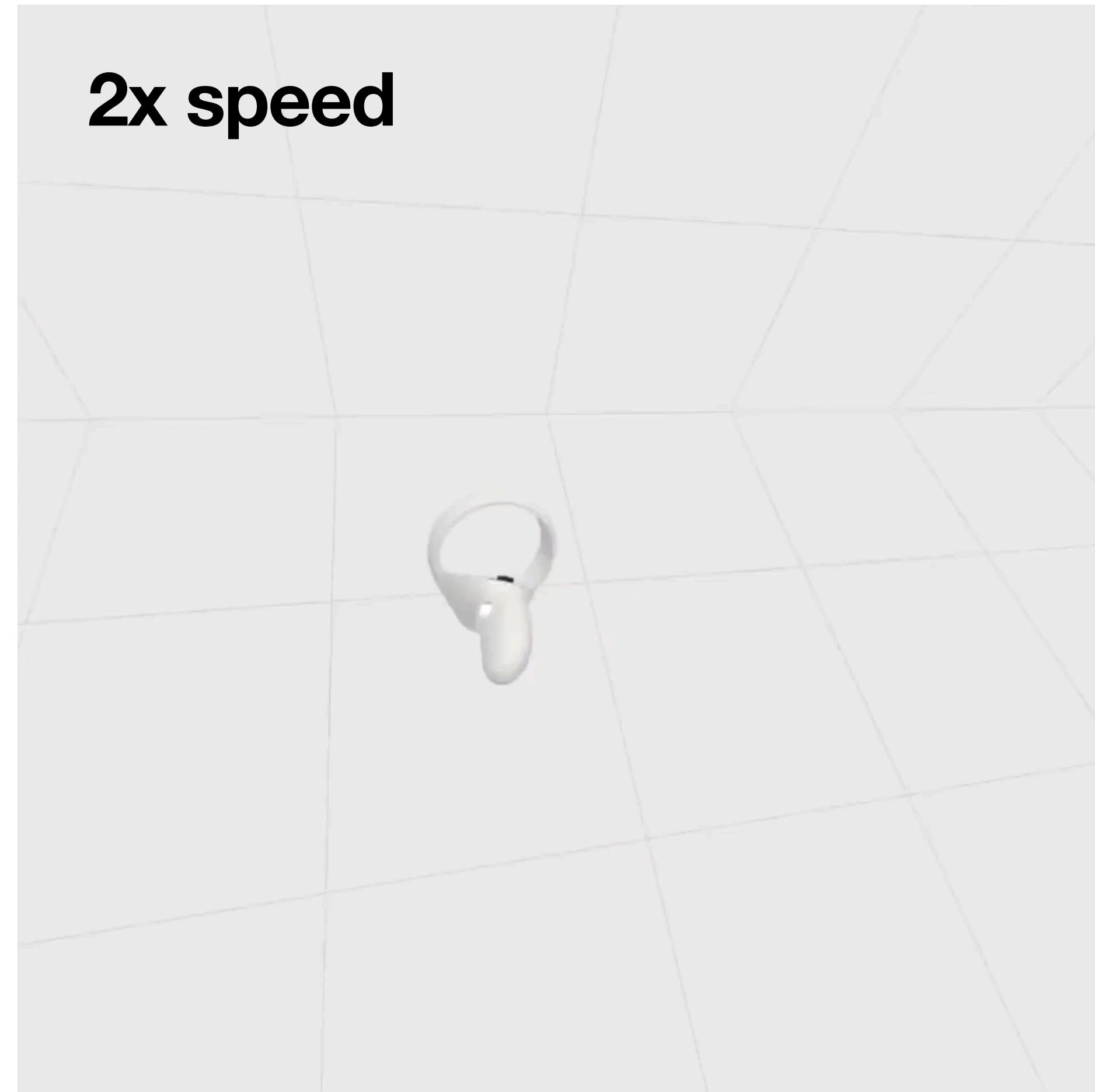


[Gryaditskaya, Sypesteyn, Hoftijzer, Pont, Durand, and Bousseau 2019]

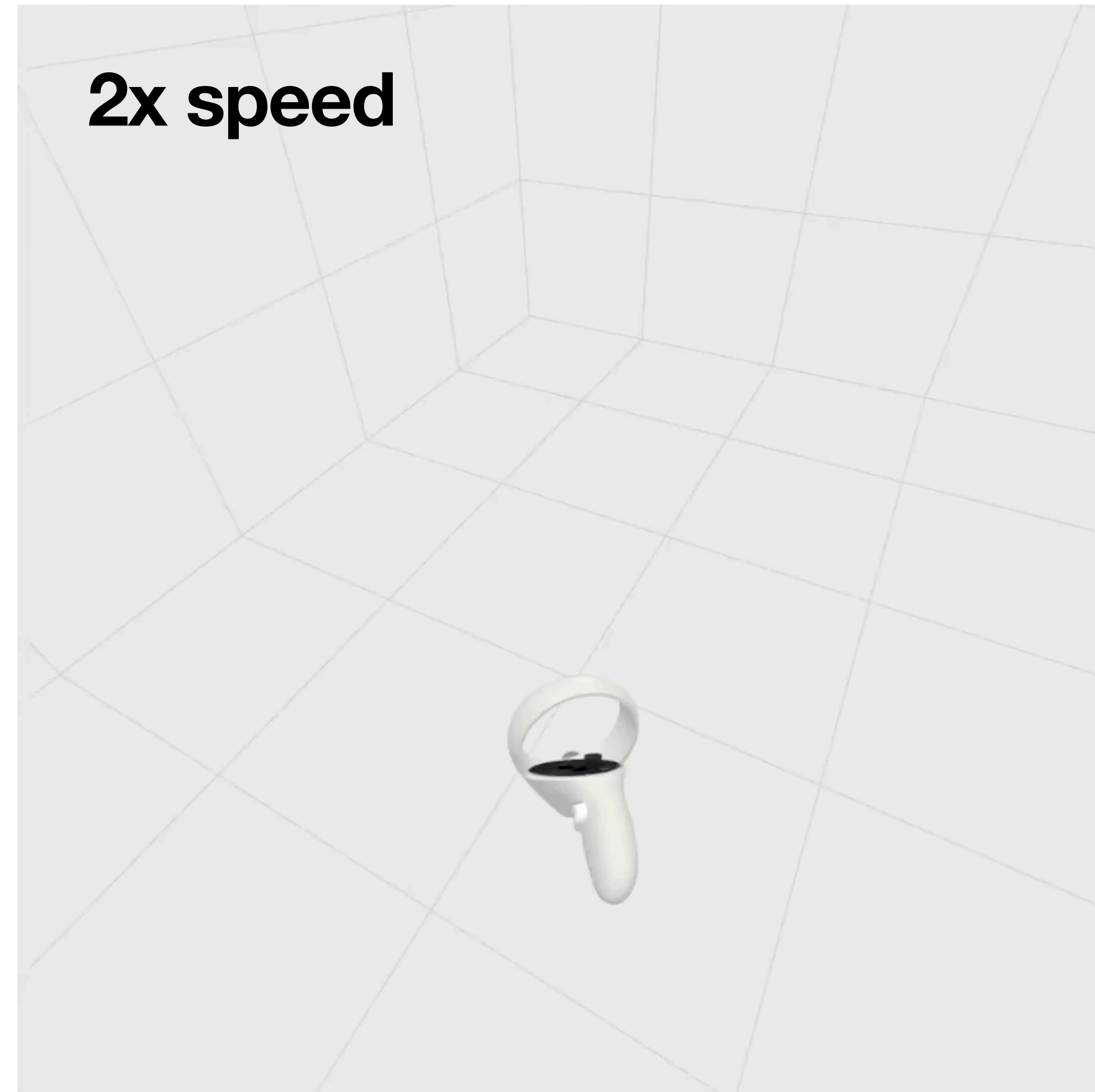
# Drawing scaffolds in VR doesn't solve accuracy



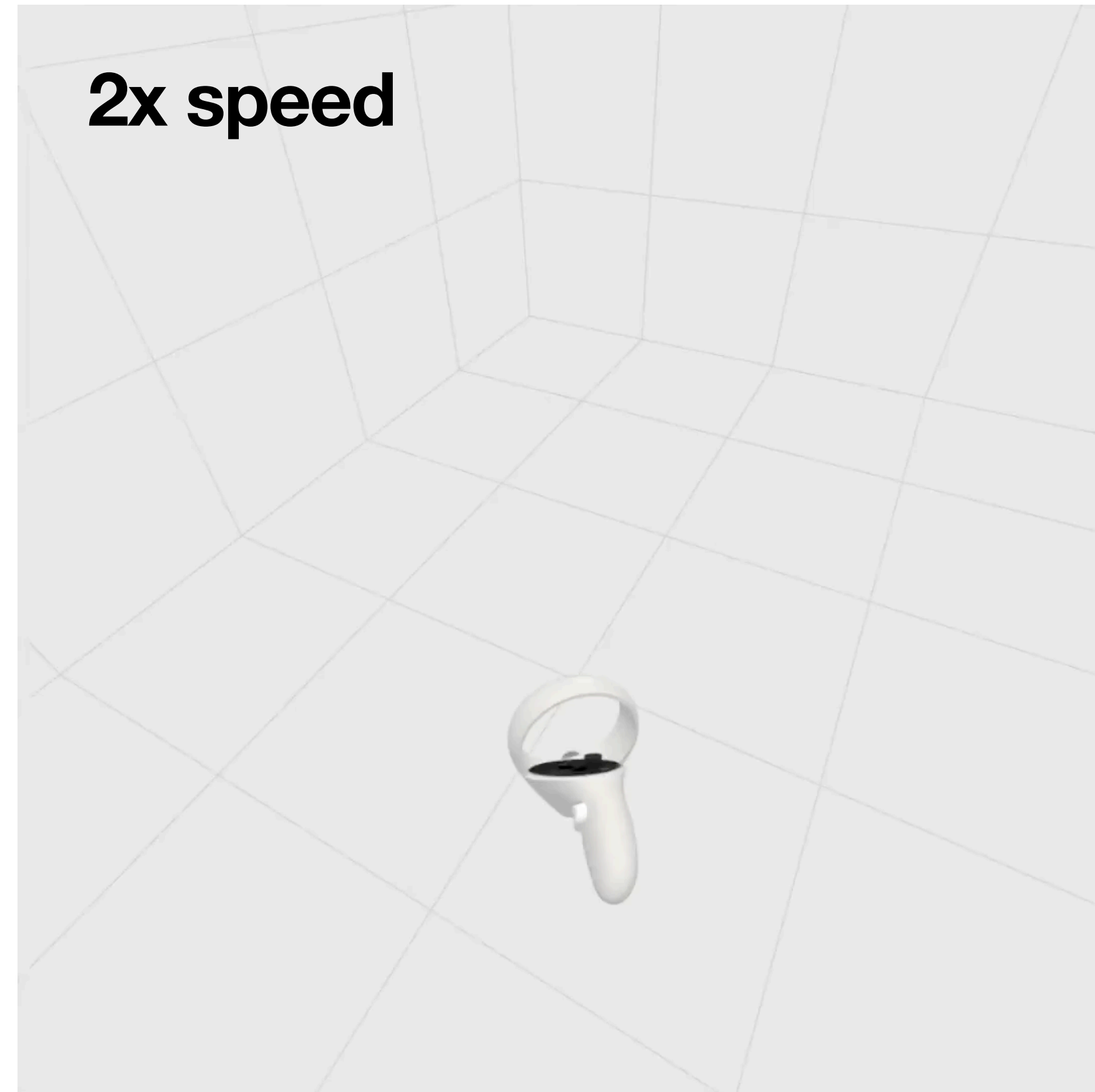
# Drawing scaffolds in VR doesn't solve accuracy



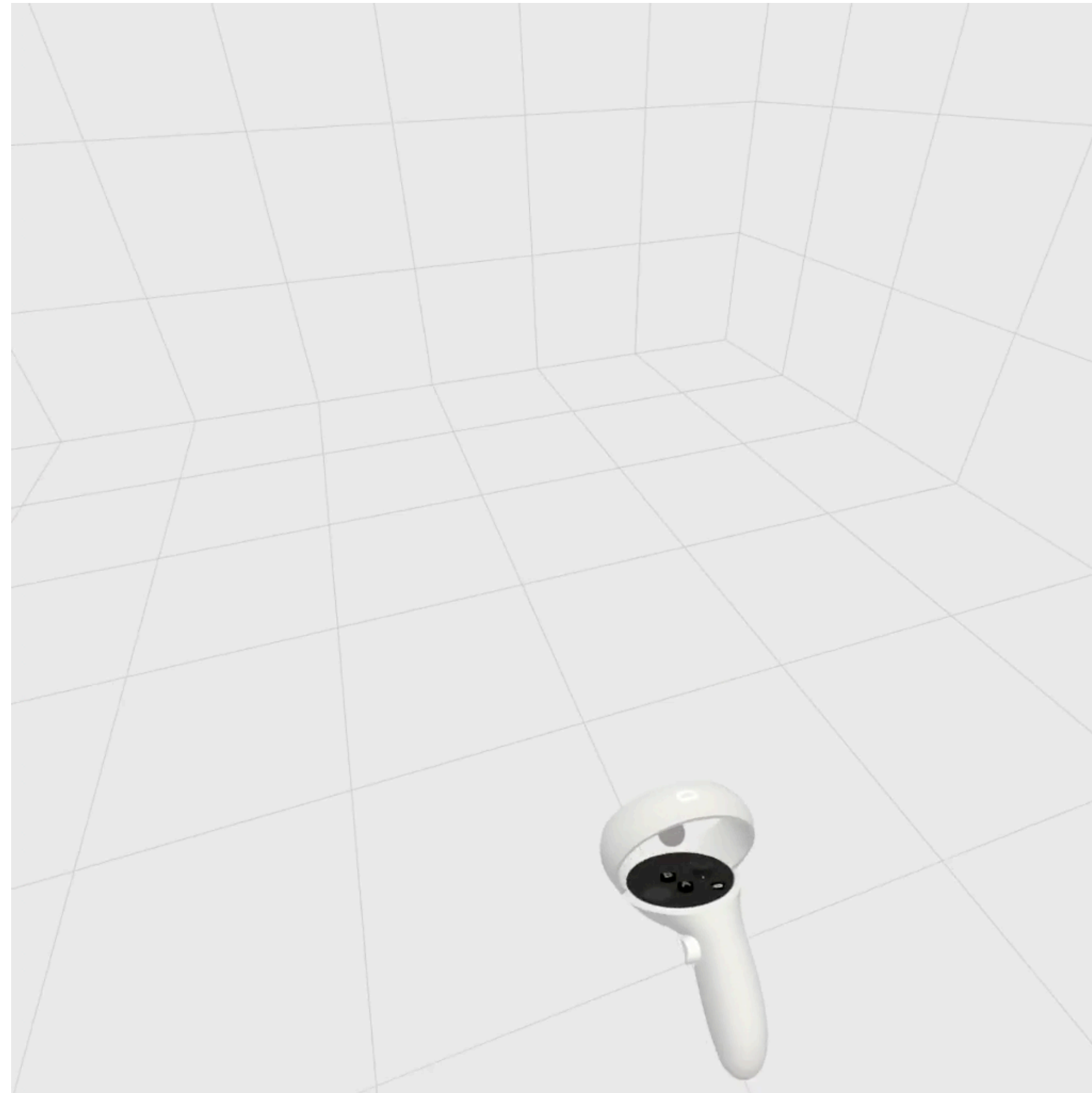
**There is enough structure in scaffold and shape strokes to auto-correct**



**There is enough structure in scaffold and shape strokes to auto-correct**

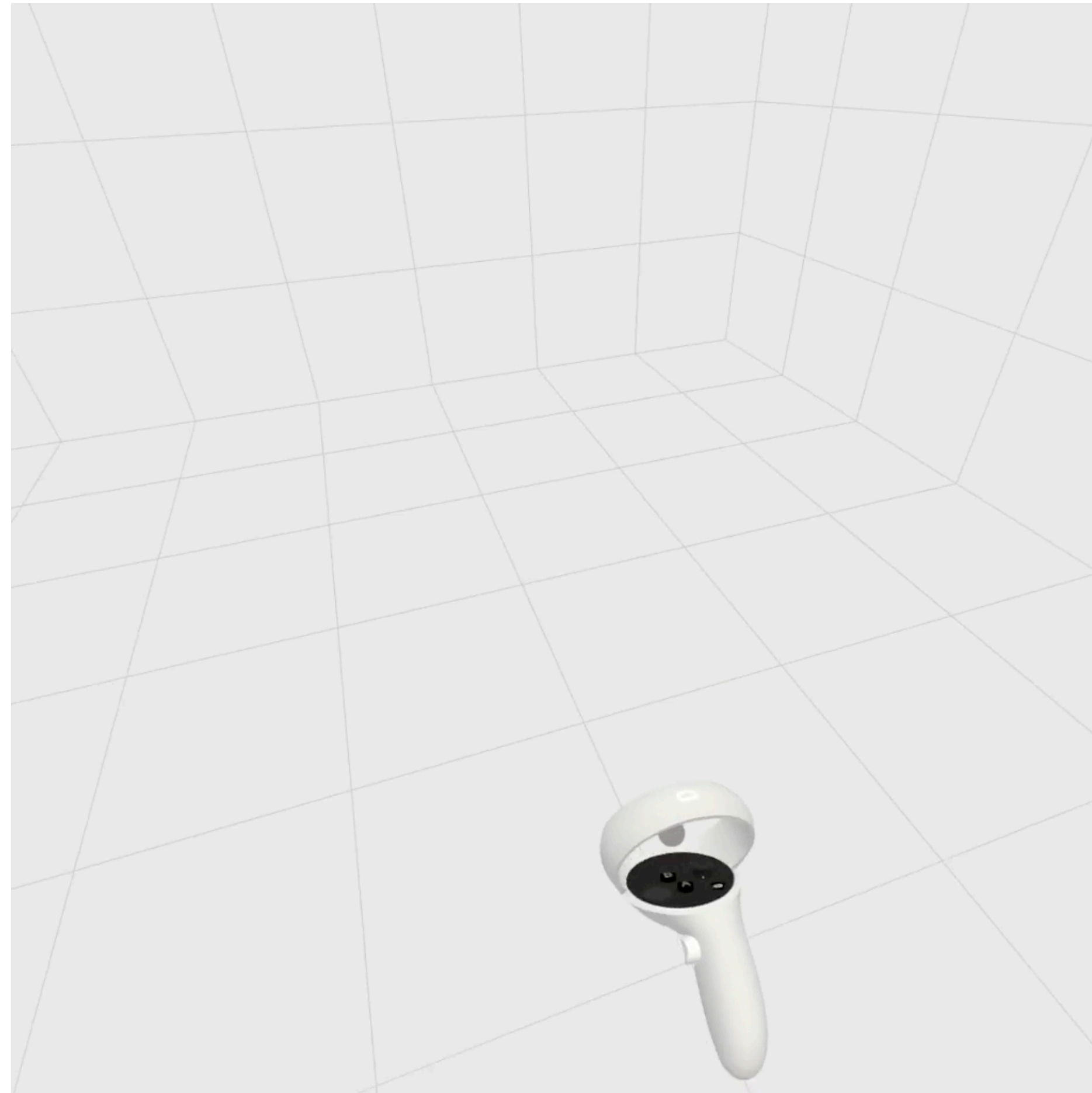


# Scaffolds are straight lines with special relationships



- Attach at endpoints
- Parallel
- Perpendicular
- Same Length

# Scaffolds are straight lines with special relationships



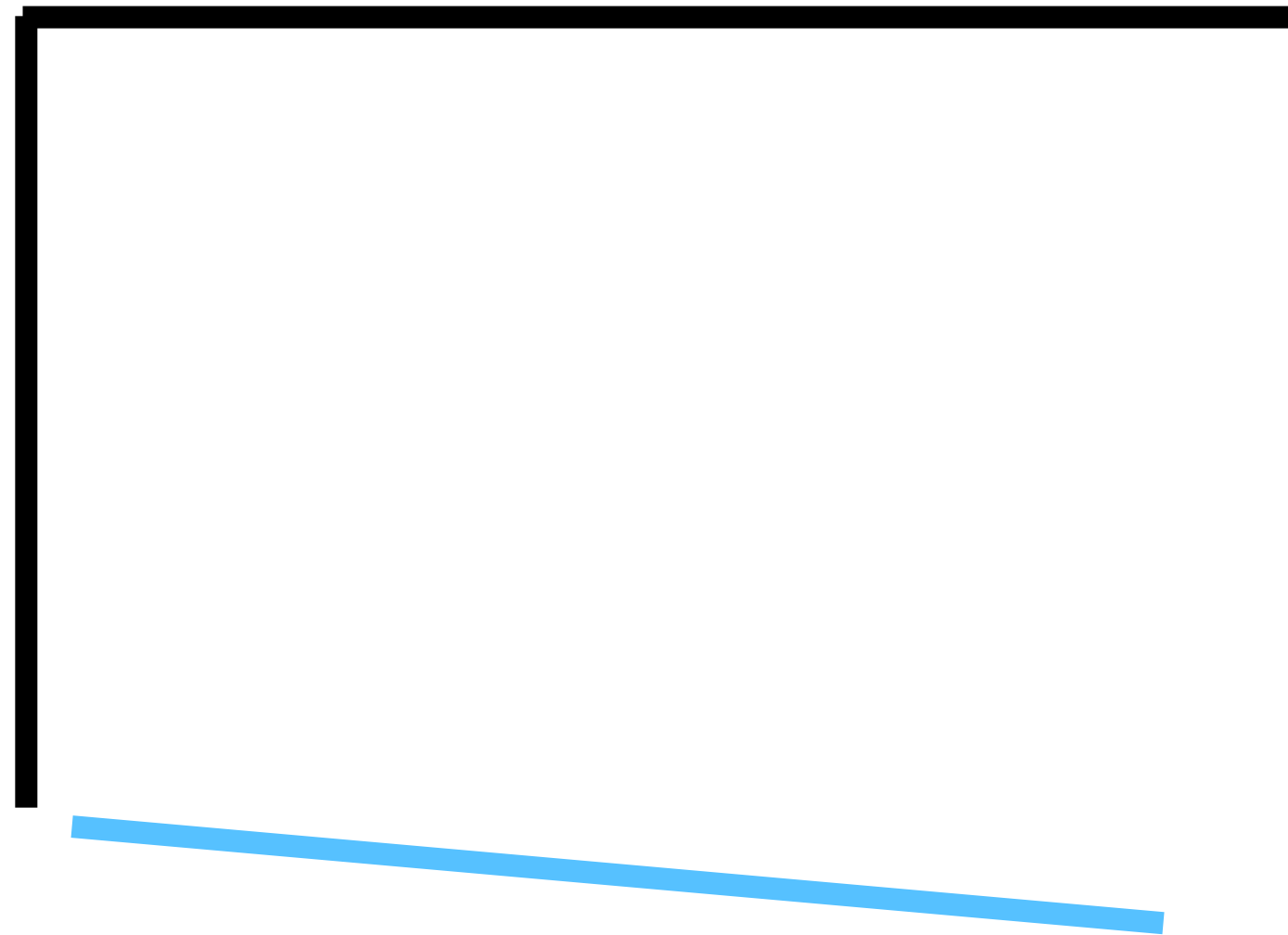
- Attach at endpoints
- Parallel
- Perpendicular
- Same Length

# Auto-Correcting Scaffolds

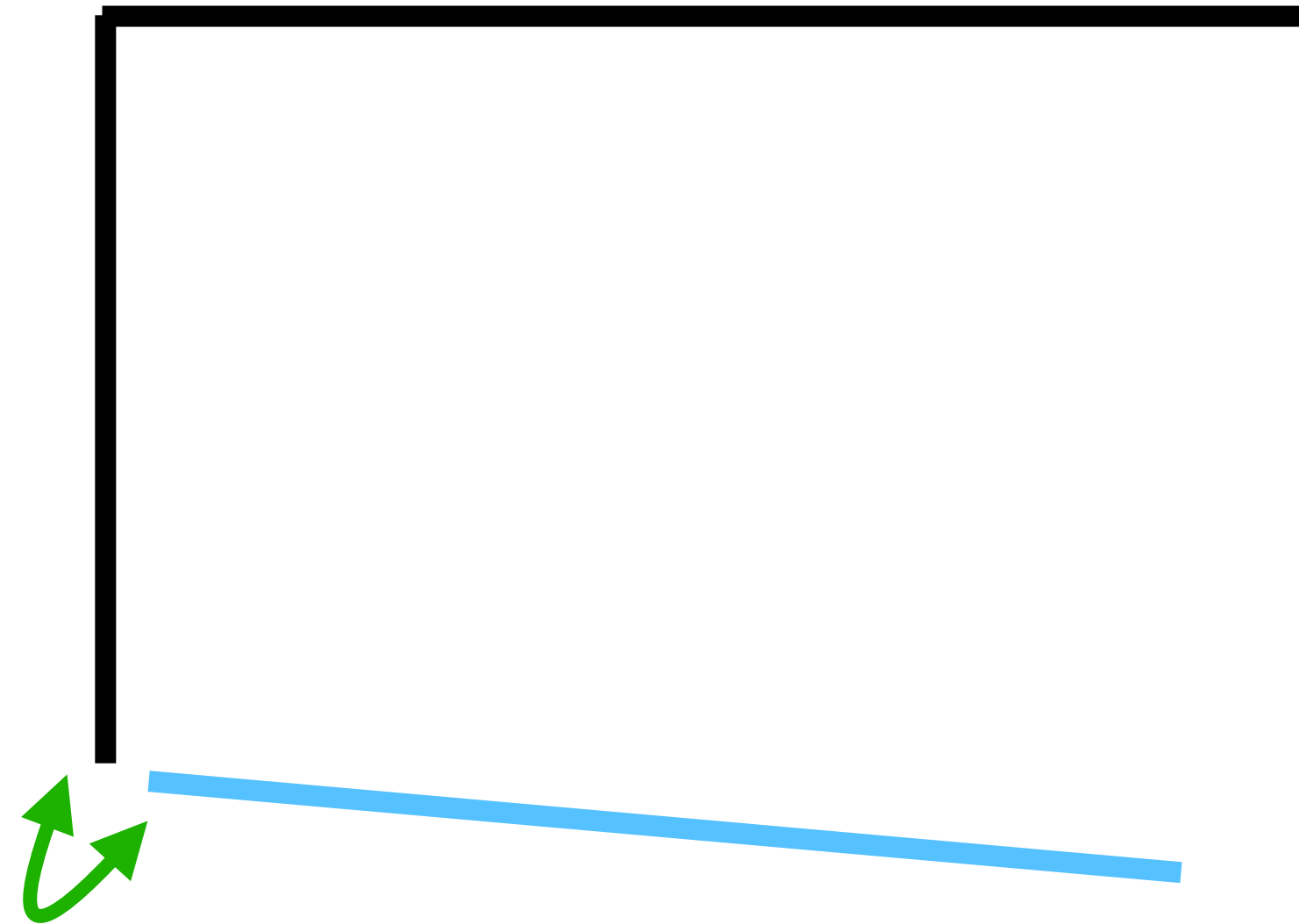




# Auto-Correcting Scaffolds

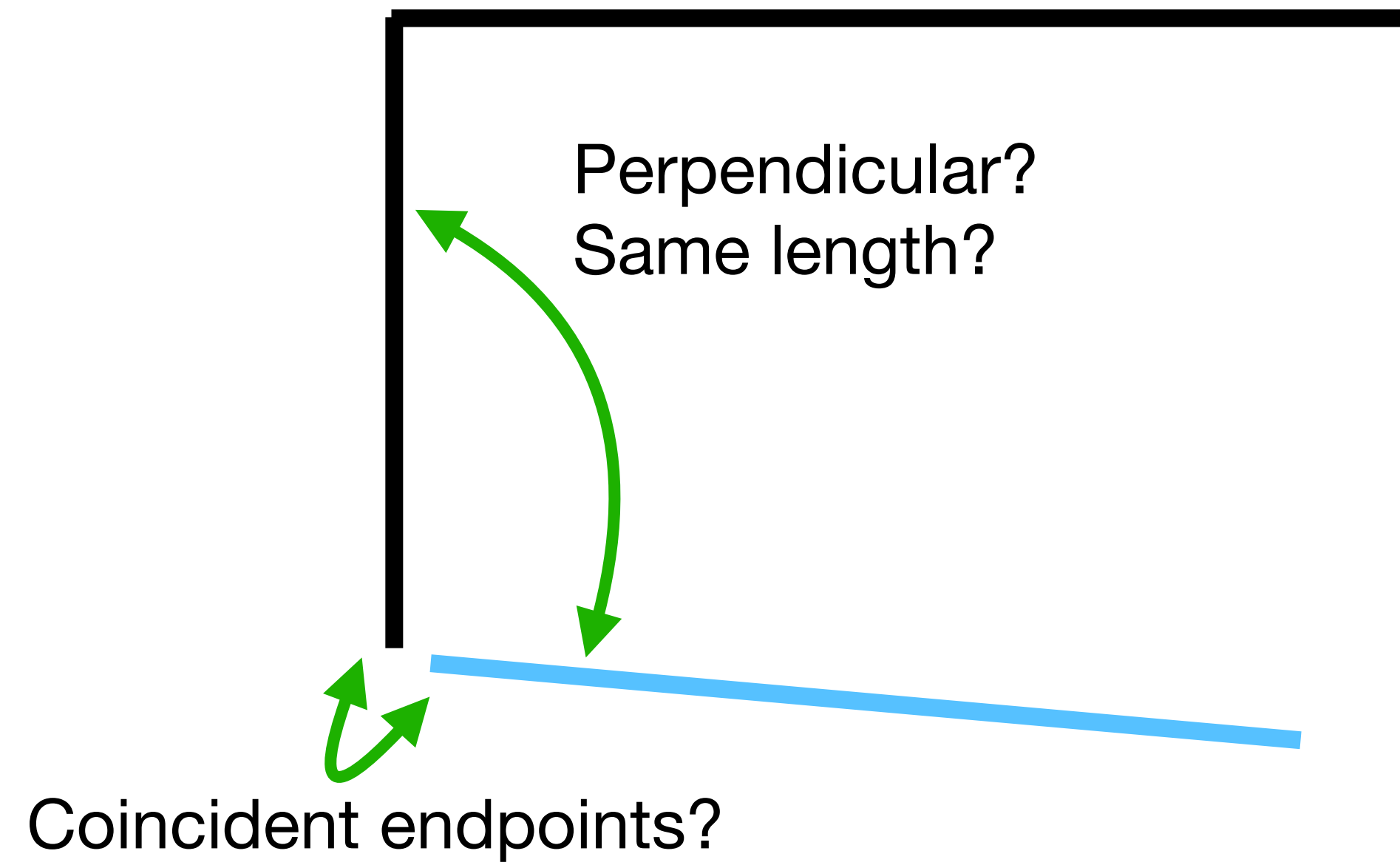


# Auto-Correcting Scaffolds

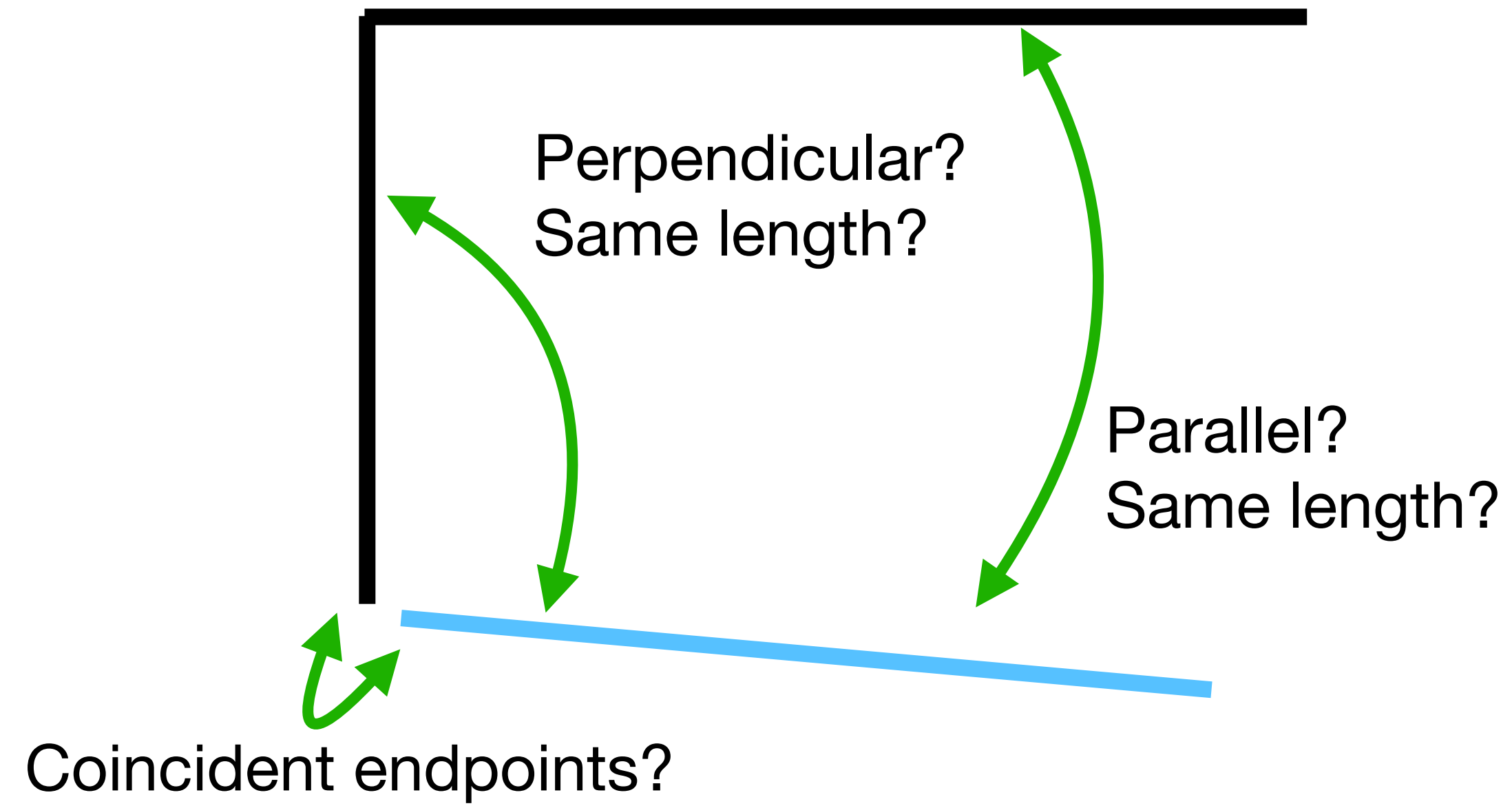


Coincident endpoints?

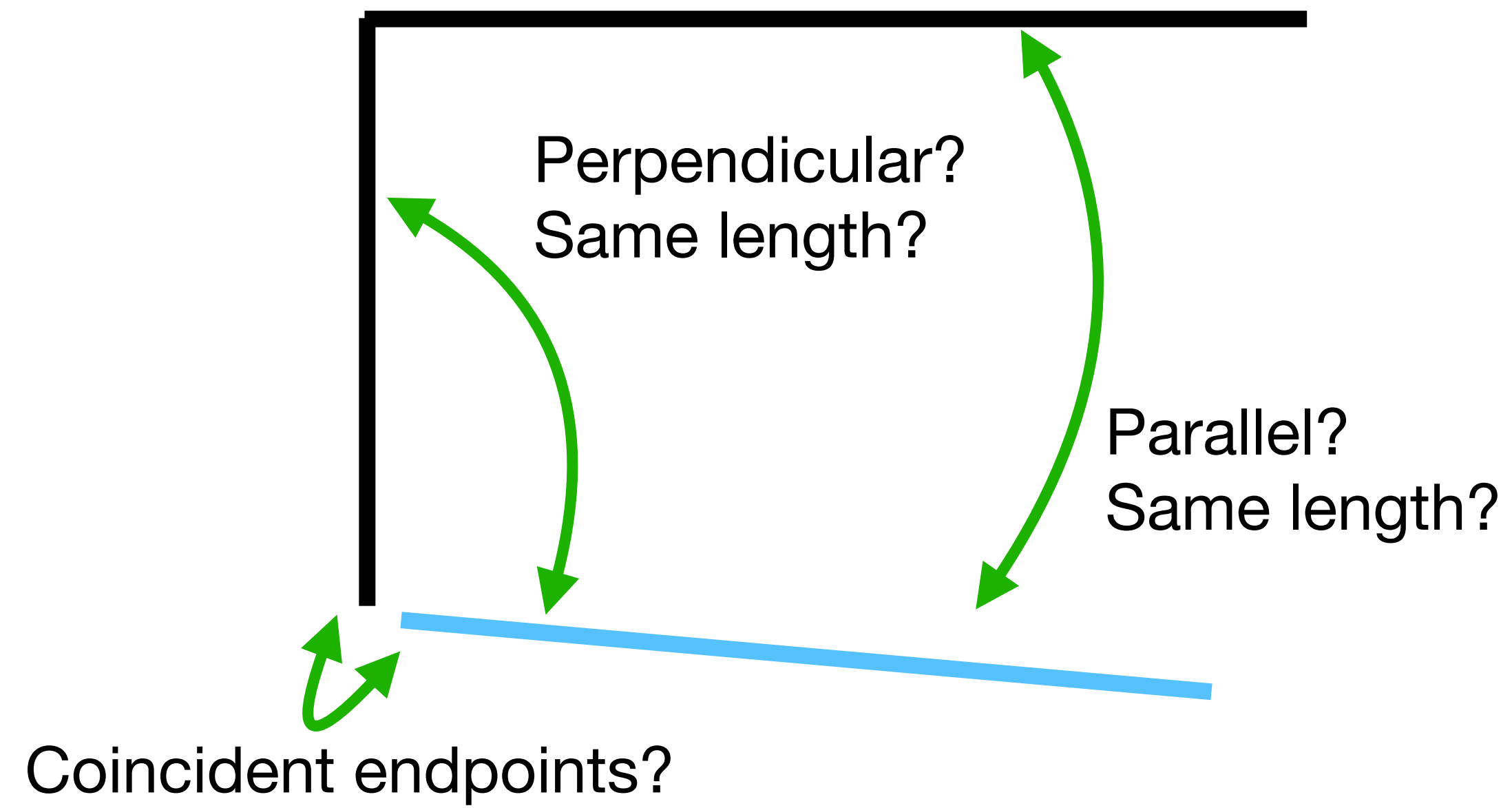
# Auto-Correcting Scaffolds



# Auto-Correcting Scaffolds

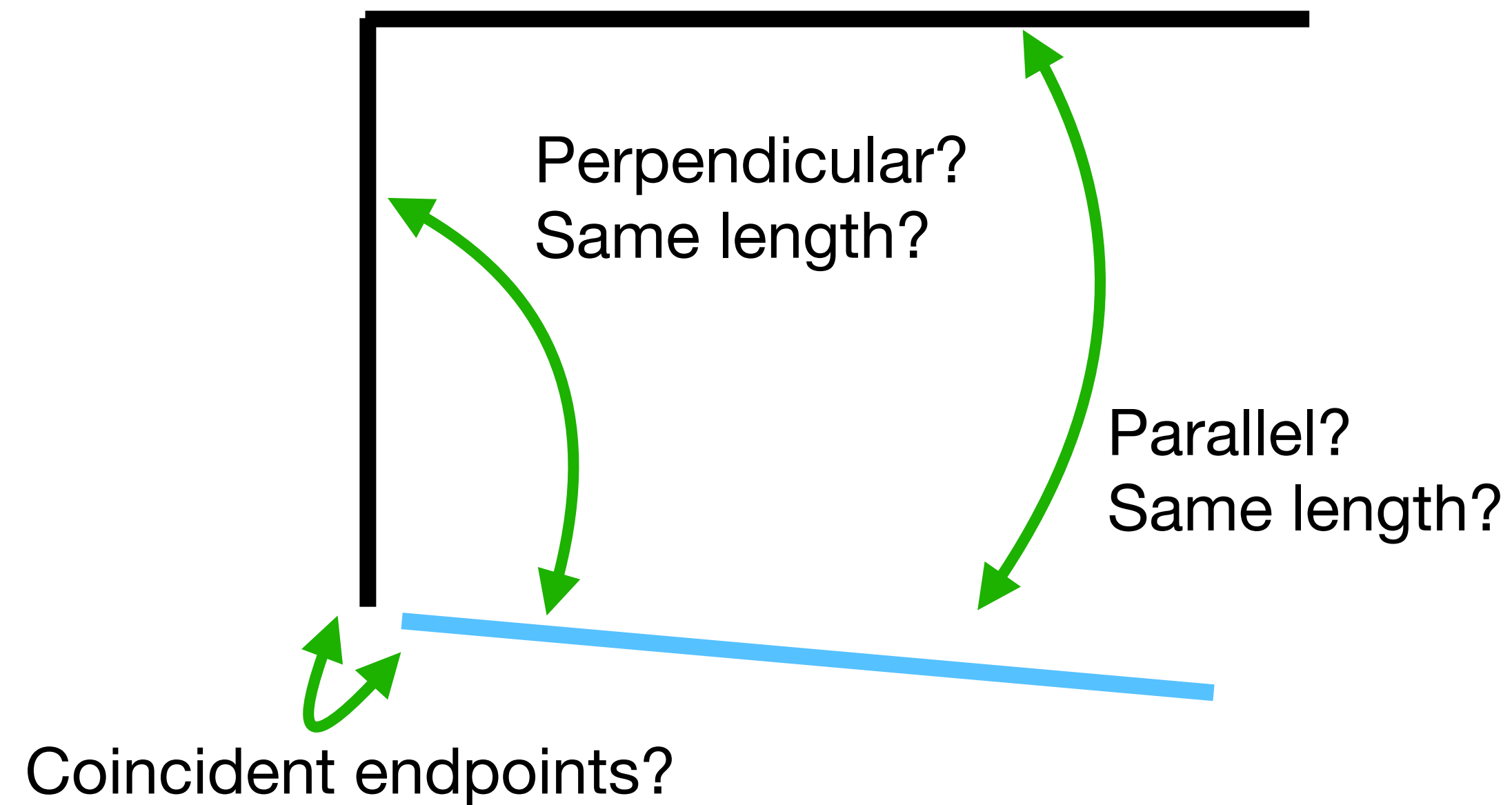


# Auto-Correcting Scaffolds



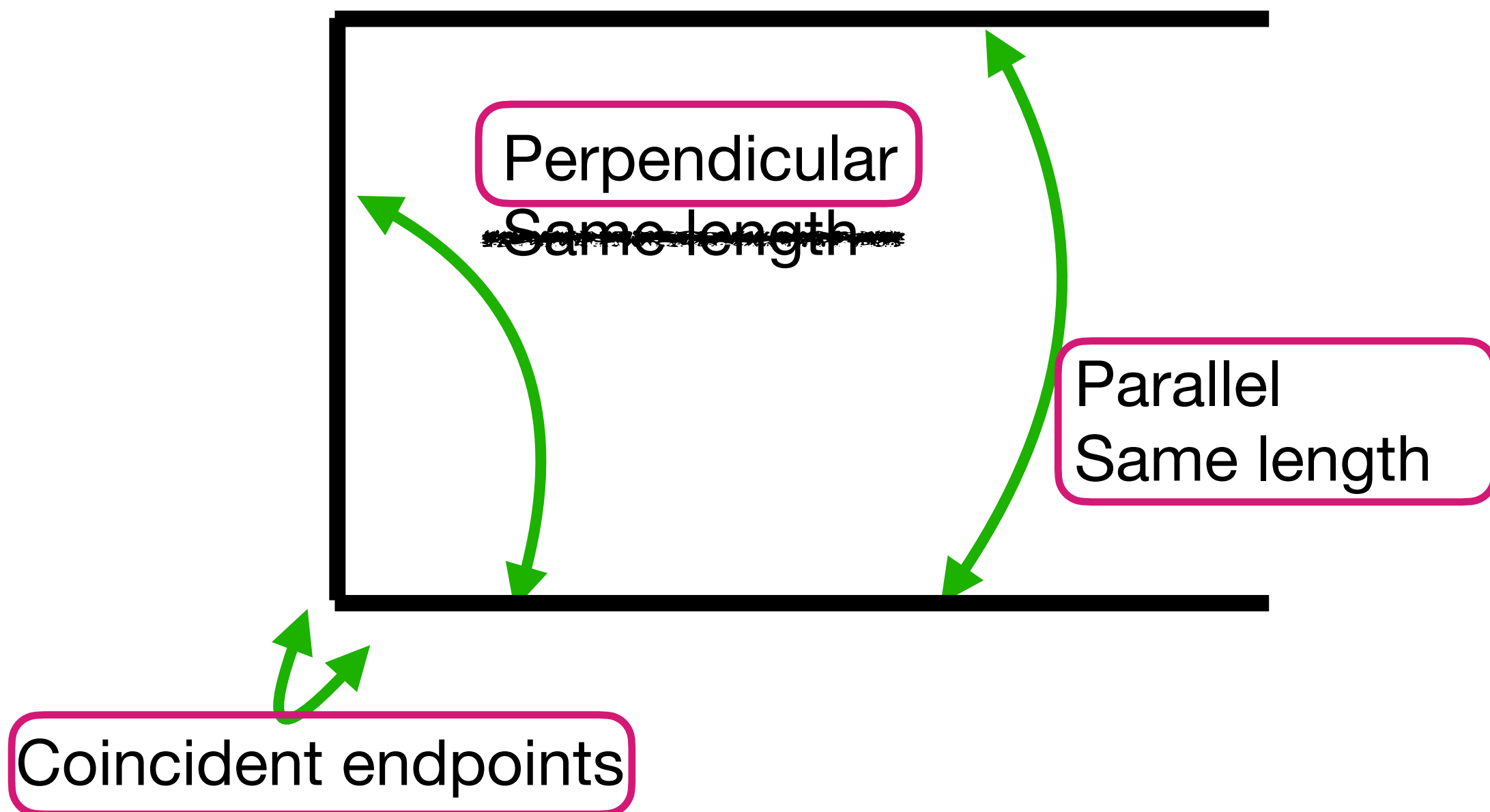
- Relationships may conflict with each other.

# Auto-Correcting Scaffolds



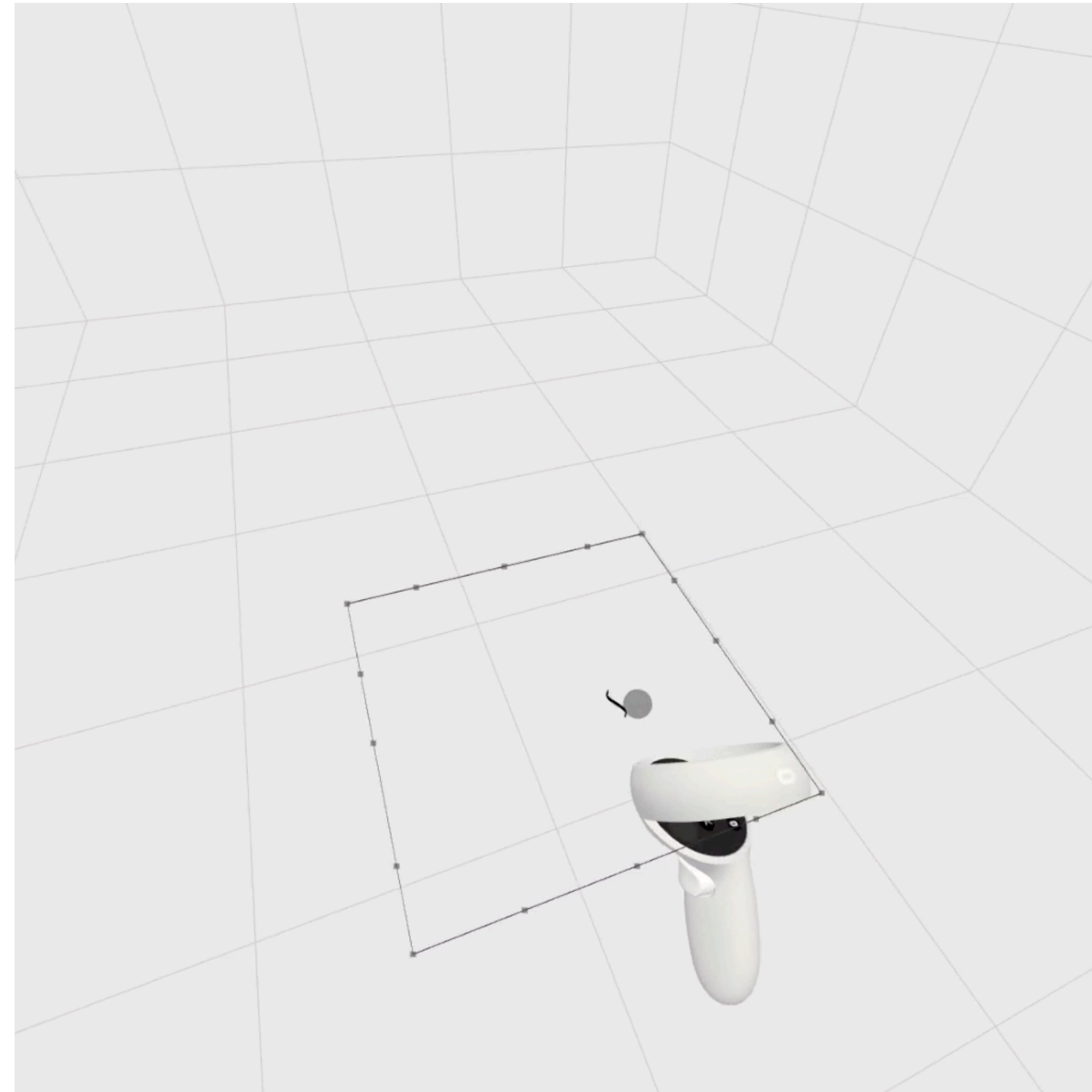
- Relationships may conflict with each other.
- Previous attempts to resolve conflicts often use heuristics or don't satisfy any.

# Auto-Correcting Scaffolds



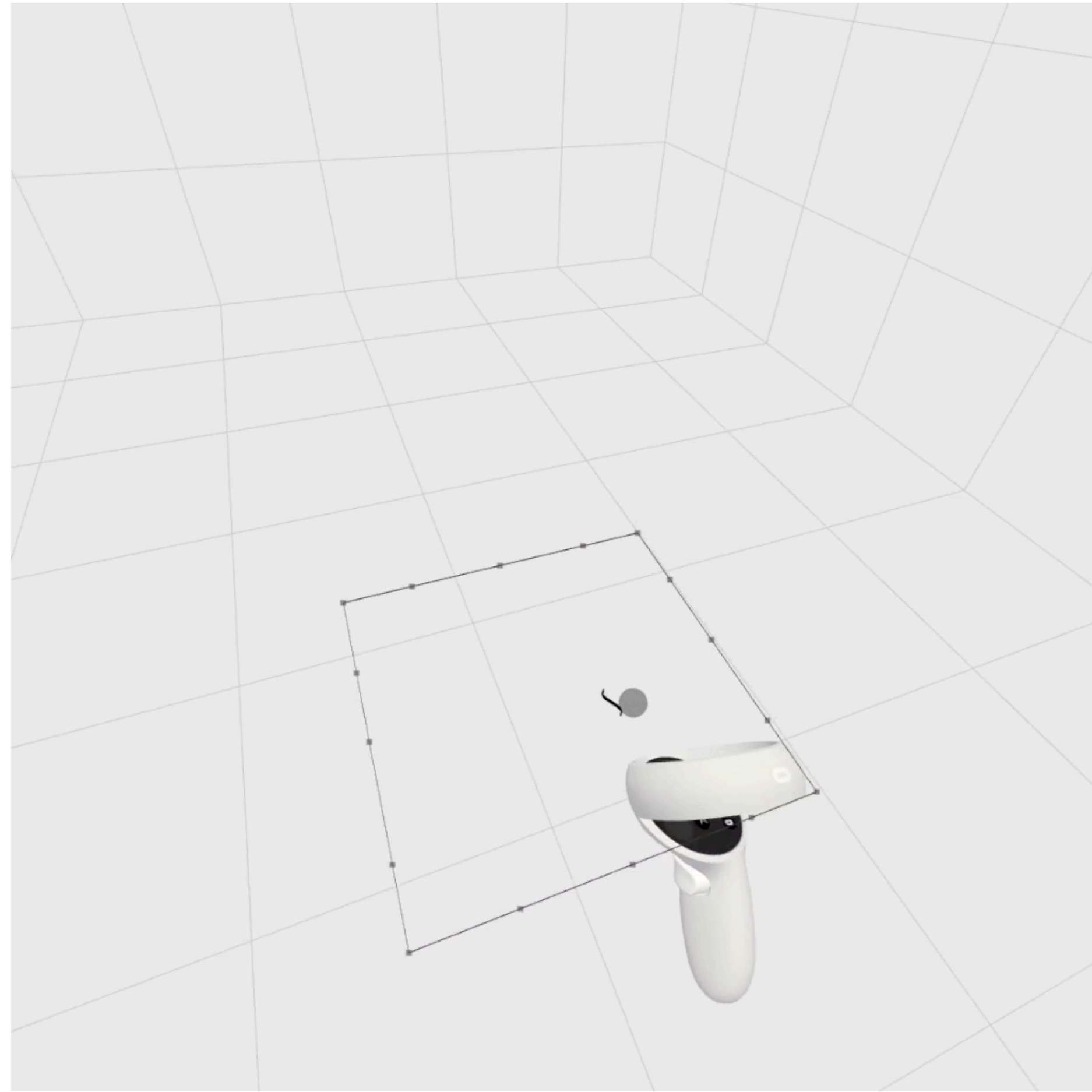
- Relationships may conflict with each other.
- Previous attempts to resolve conflicts often use heuristics or don't satisfy any.
- We resolve with an iteratively re-weighted least squares scheme.

# Shape strokes attach to scaffolds

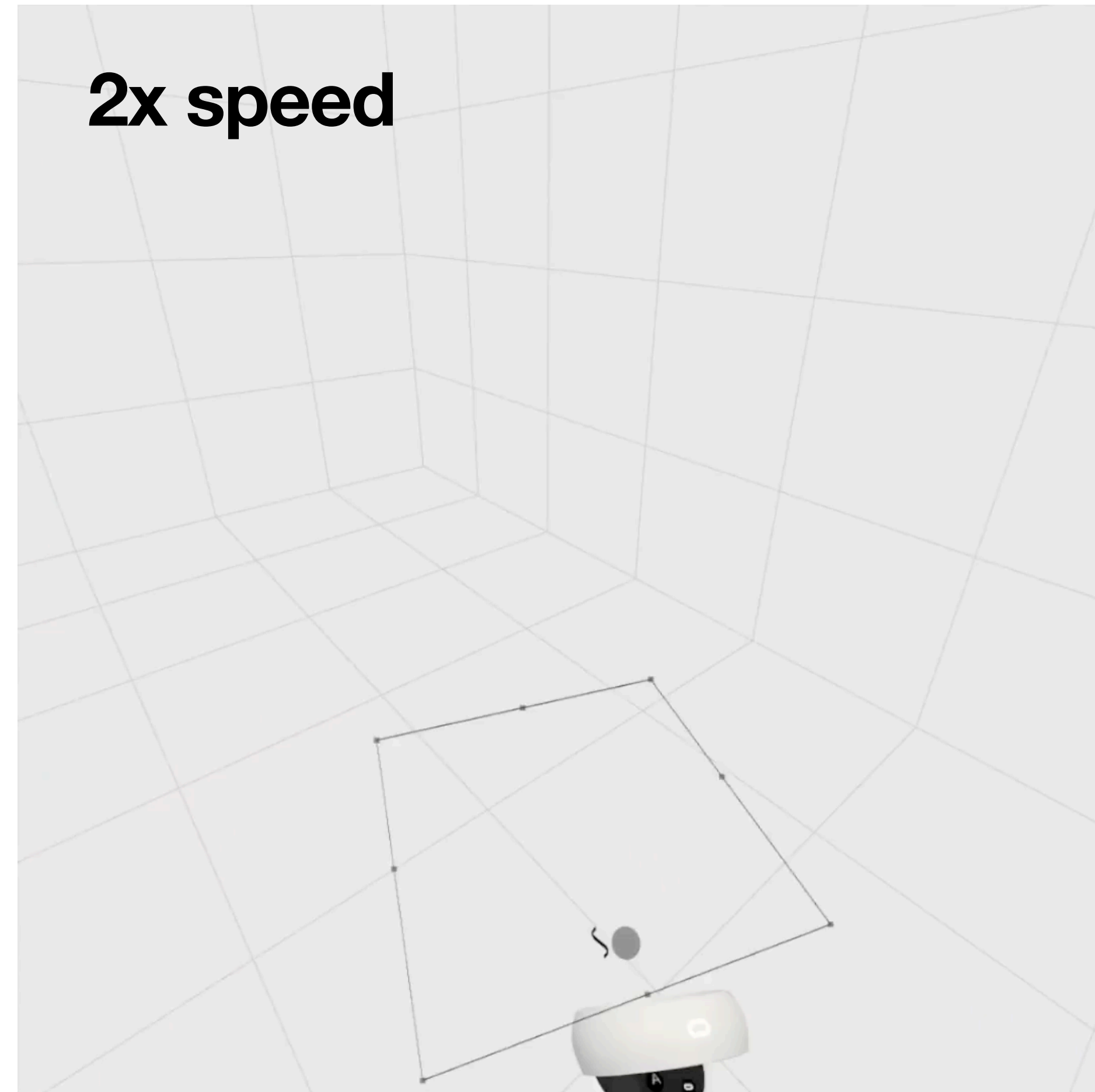




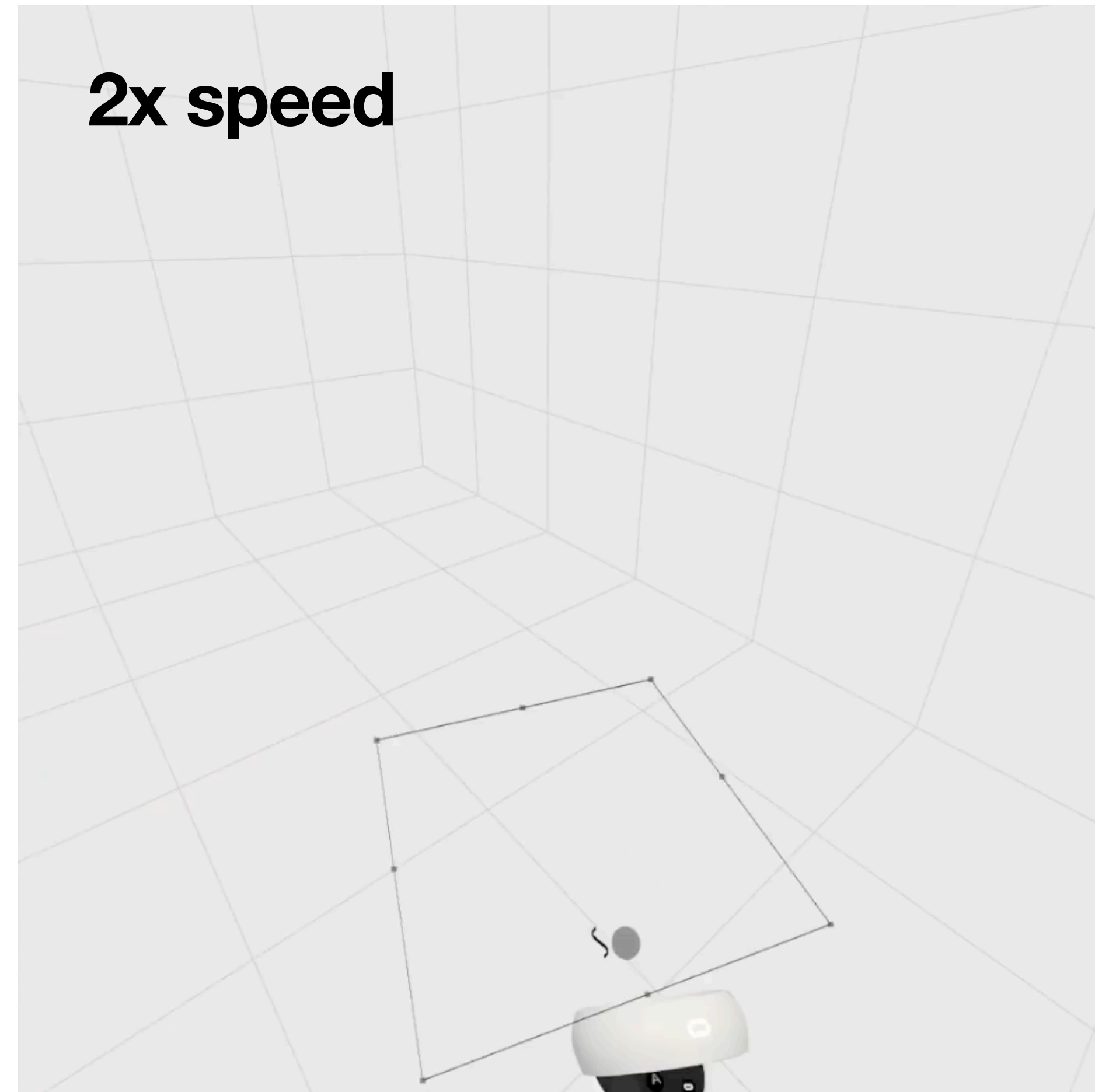
# Shape strokes attach to scaffolds



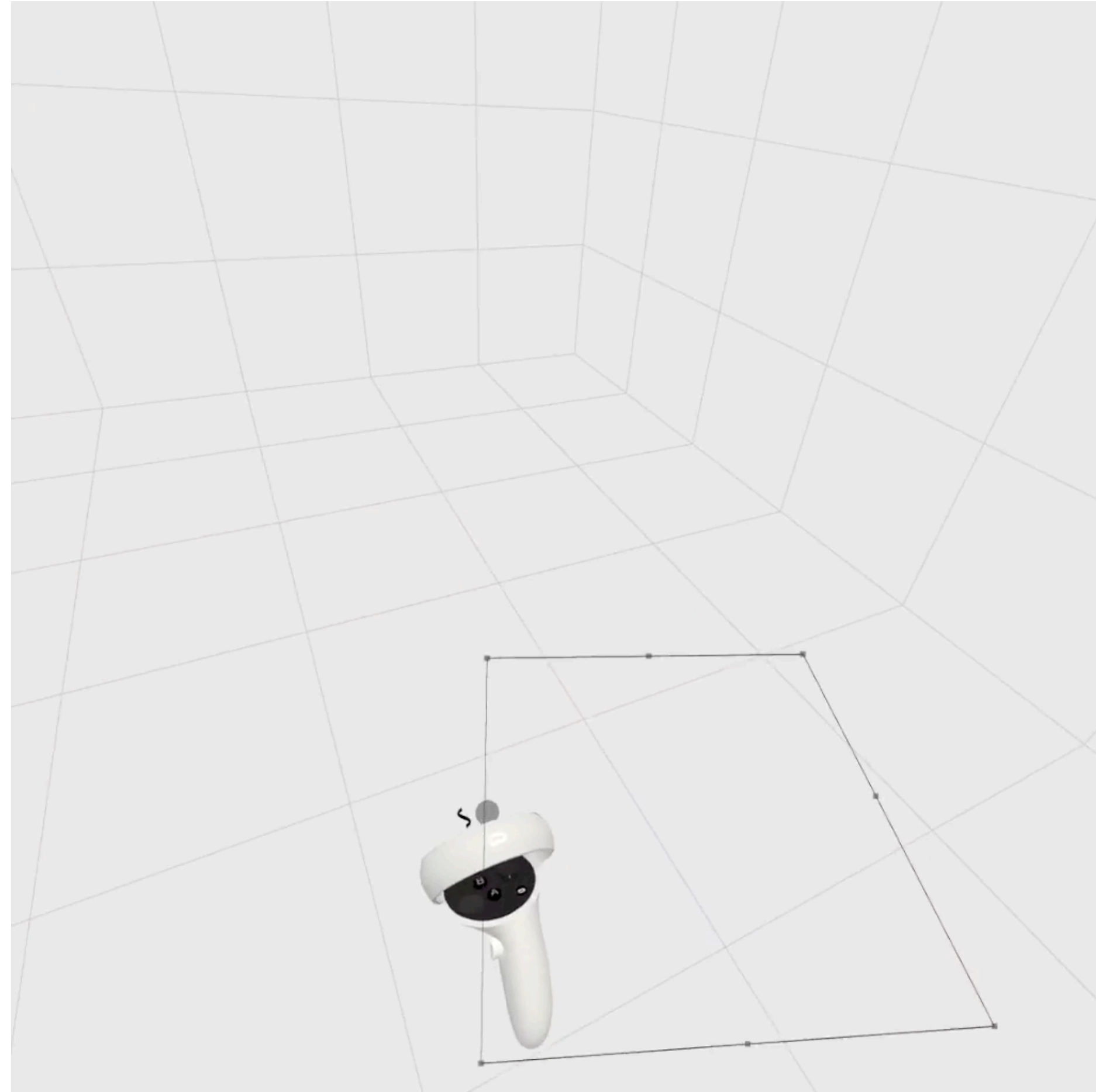
# Same scaffold, different shape strokes



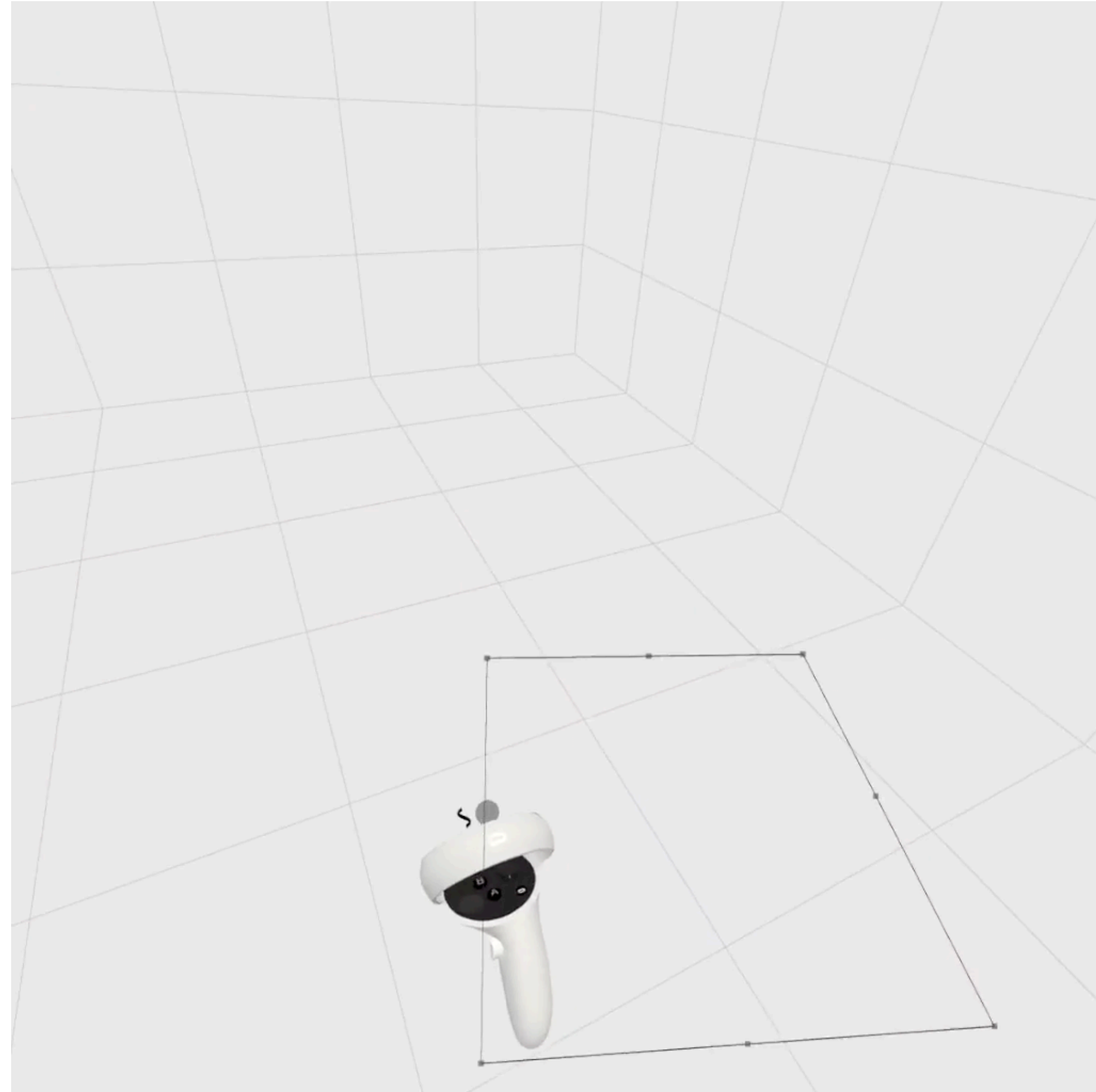
# Same scaffold, different shape strokes



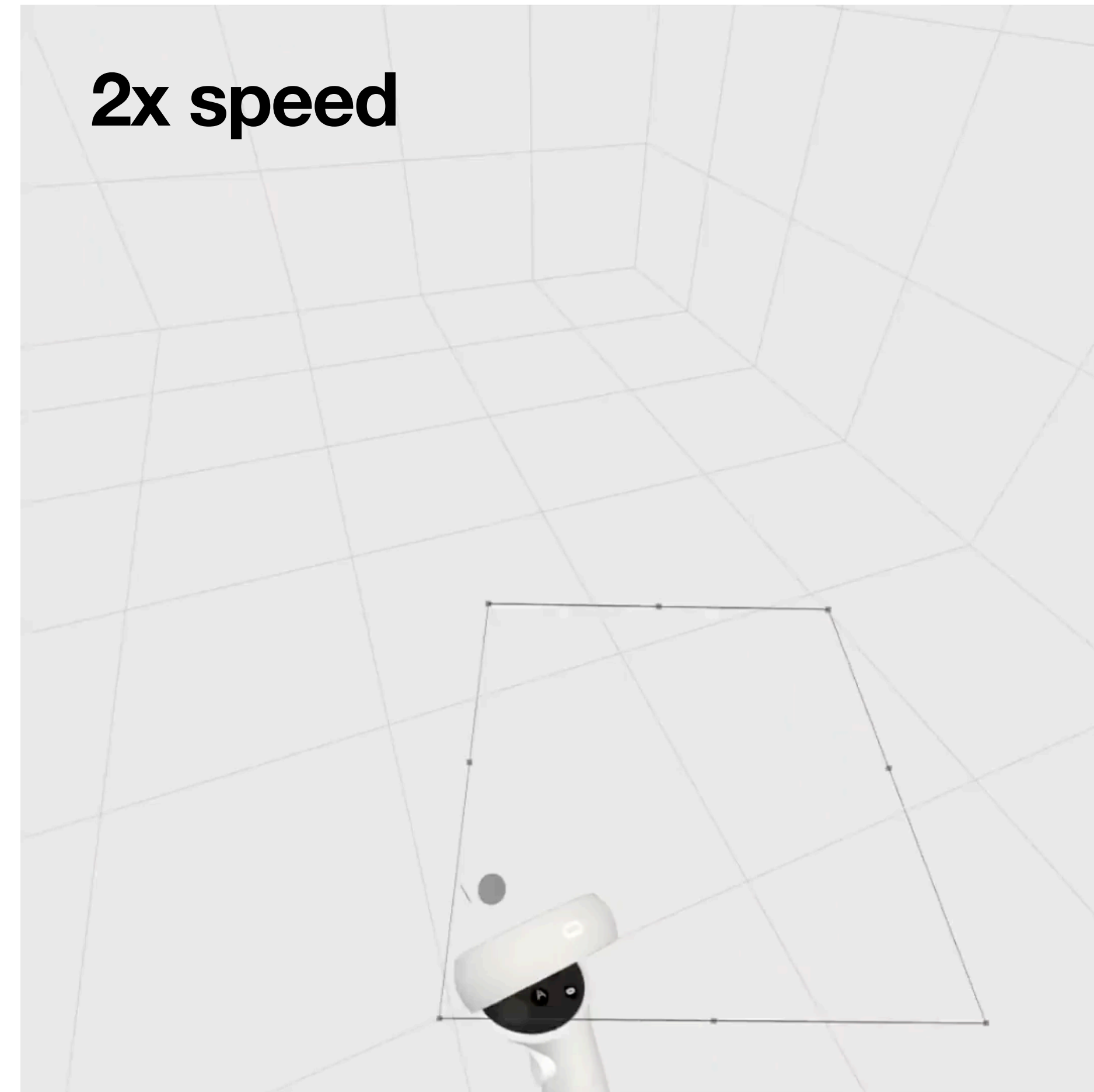
# Space curves



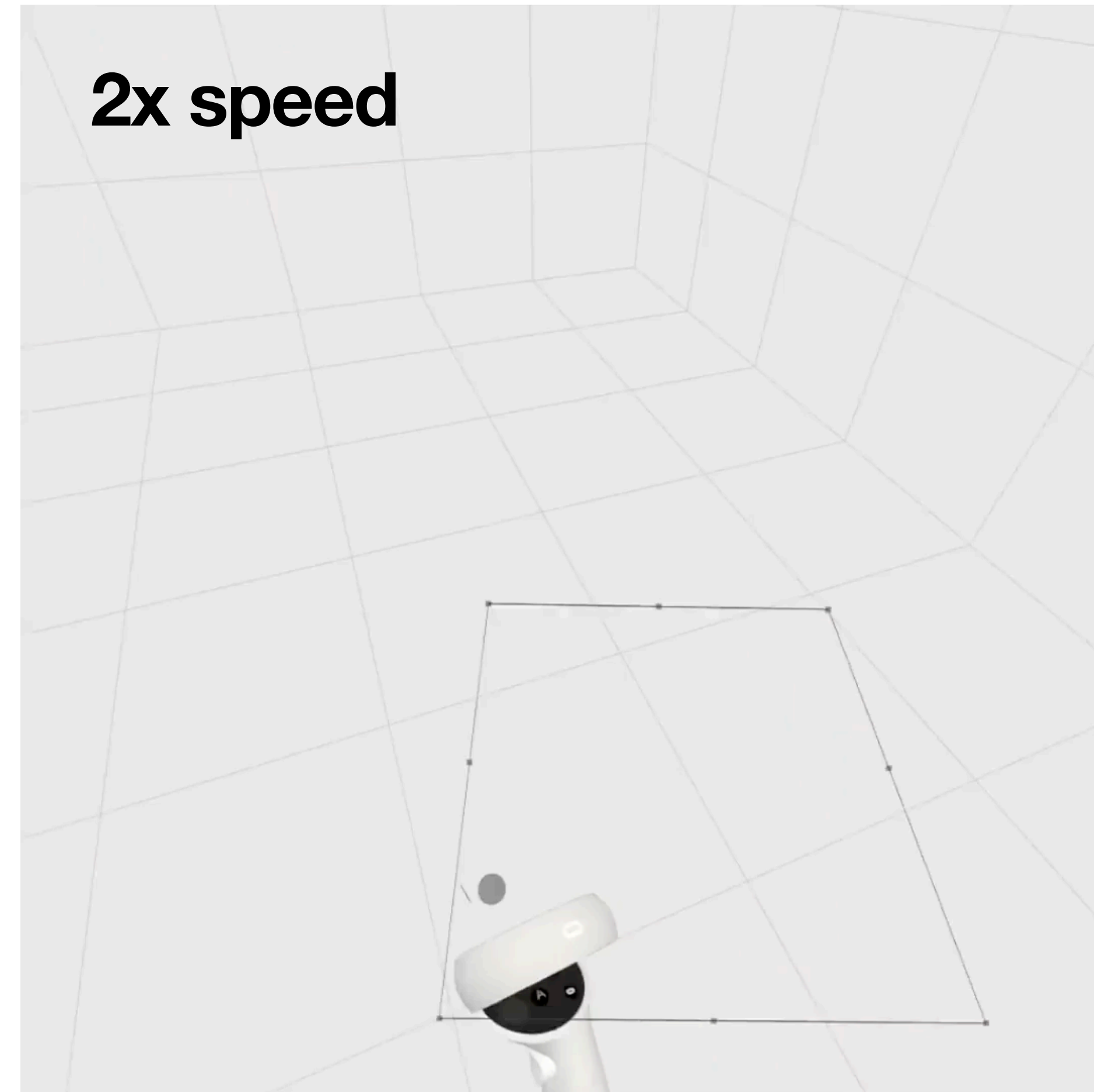
# Space curves



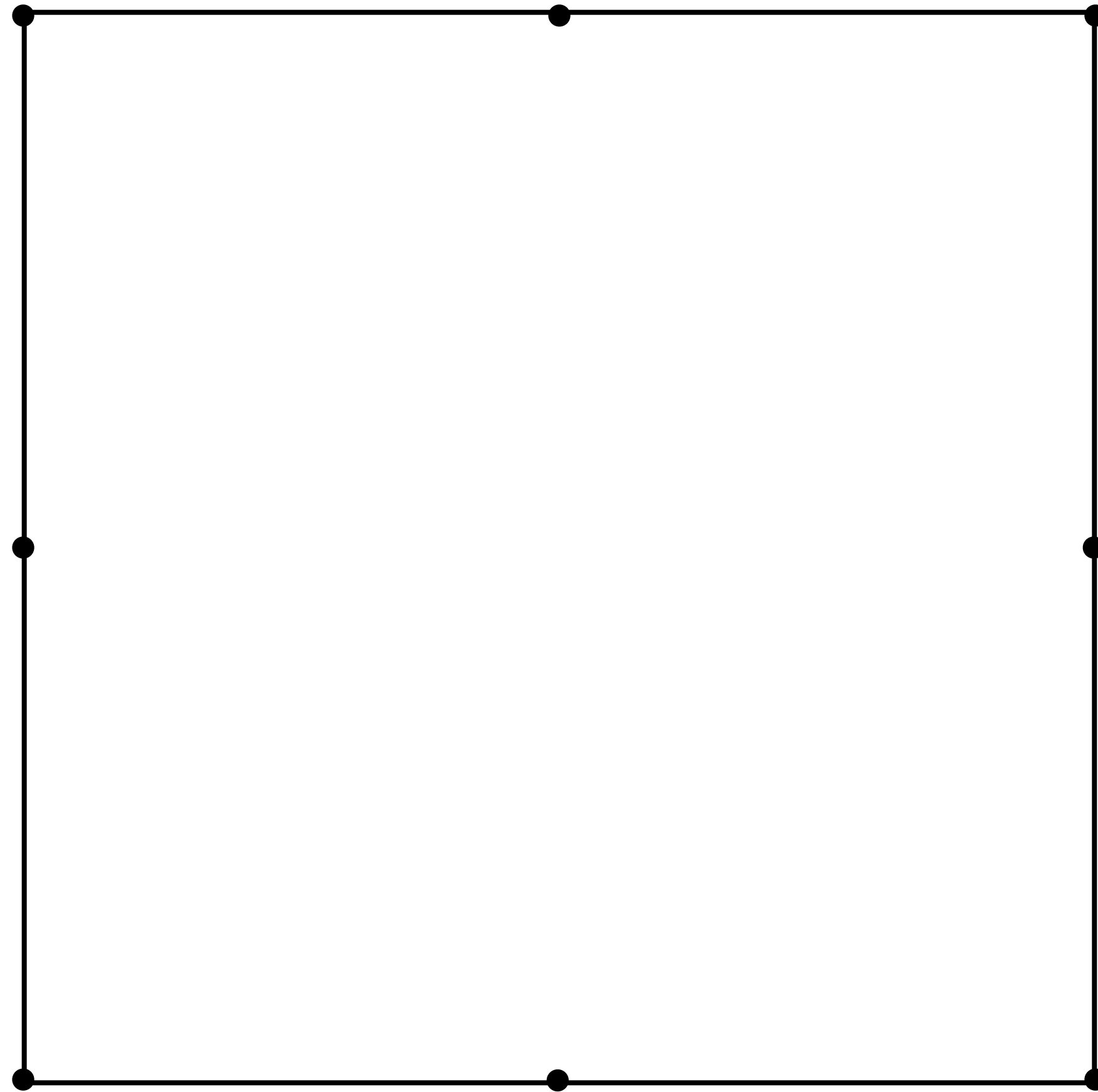
# Tick marks



# Tick marks

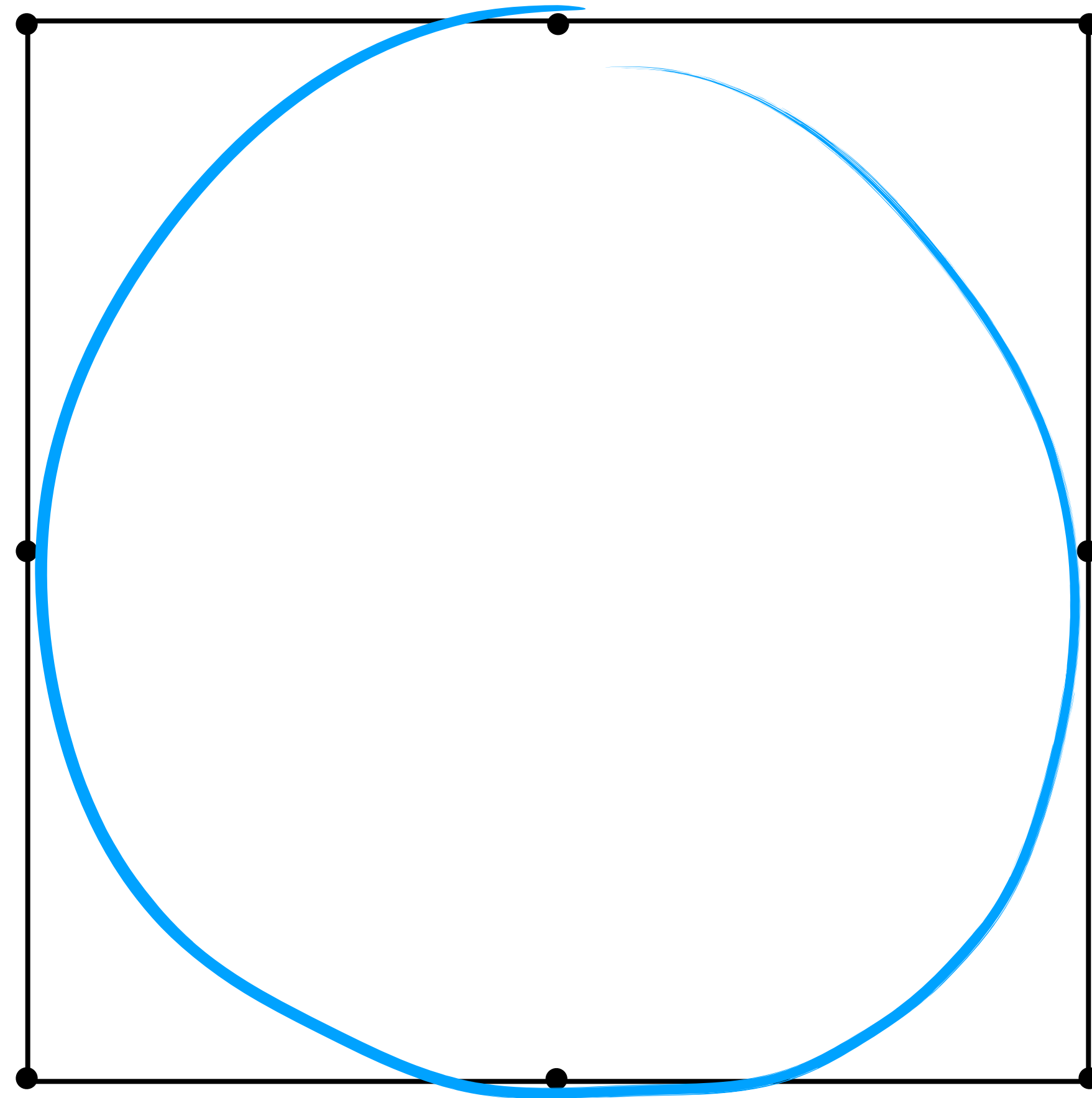


# Auto-Correcting Shapes

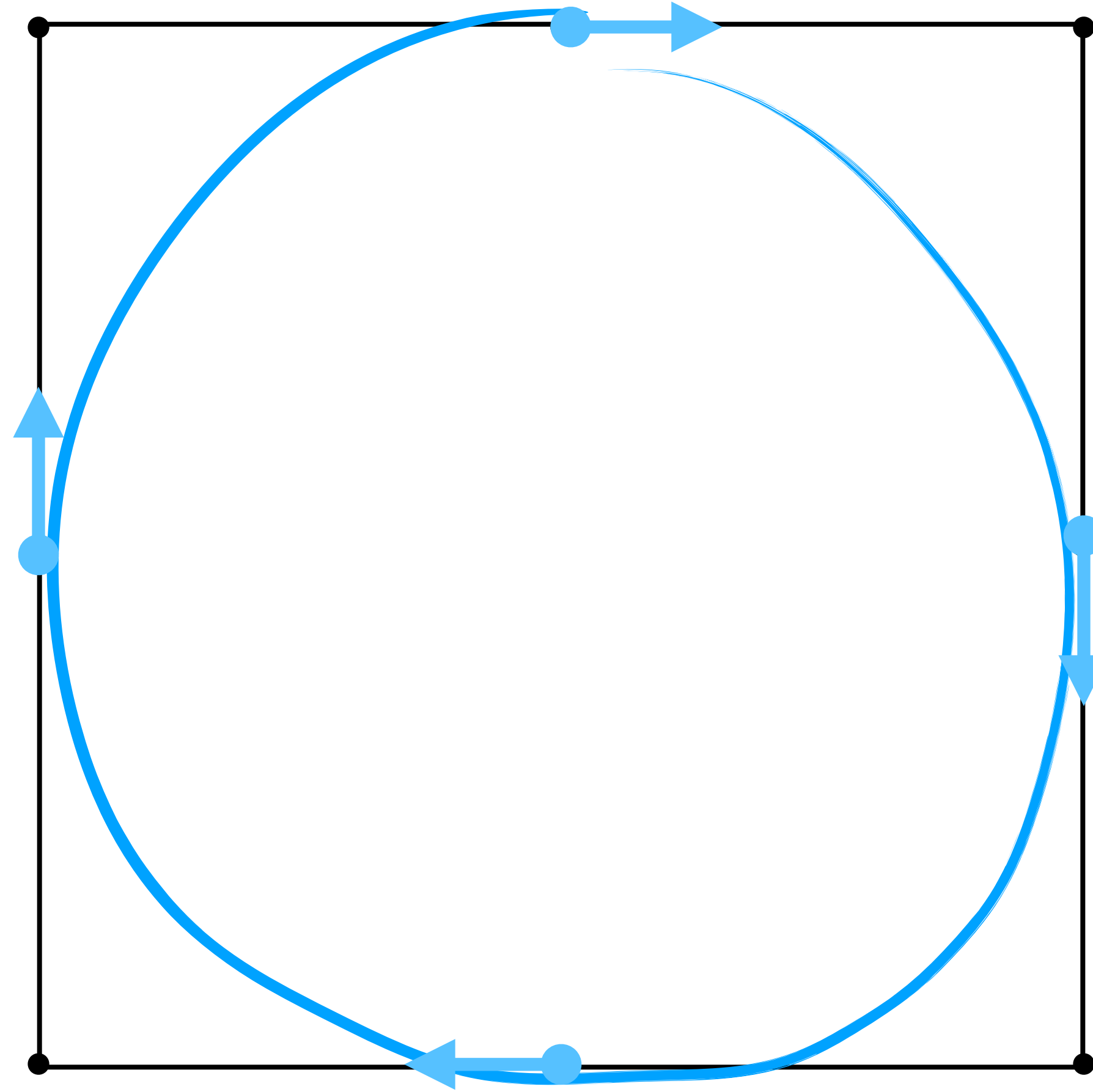




# Auto-Correcting Shapes



# Auto-Correcting Shapes



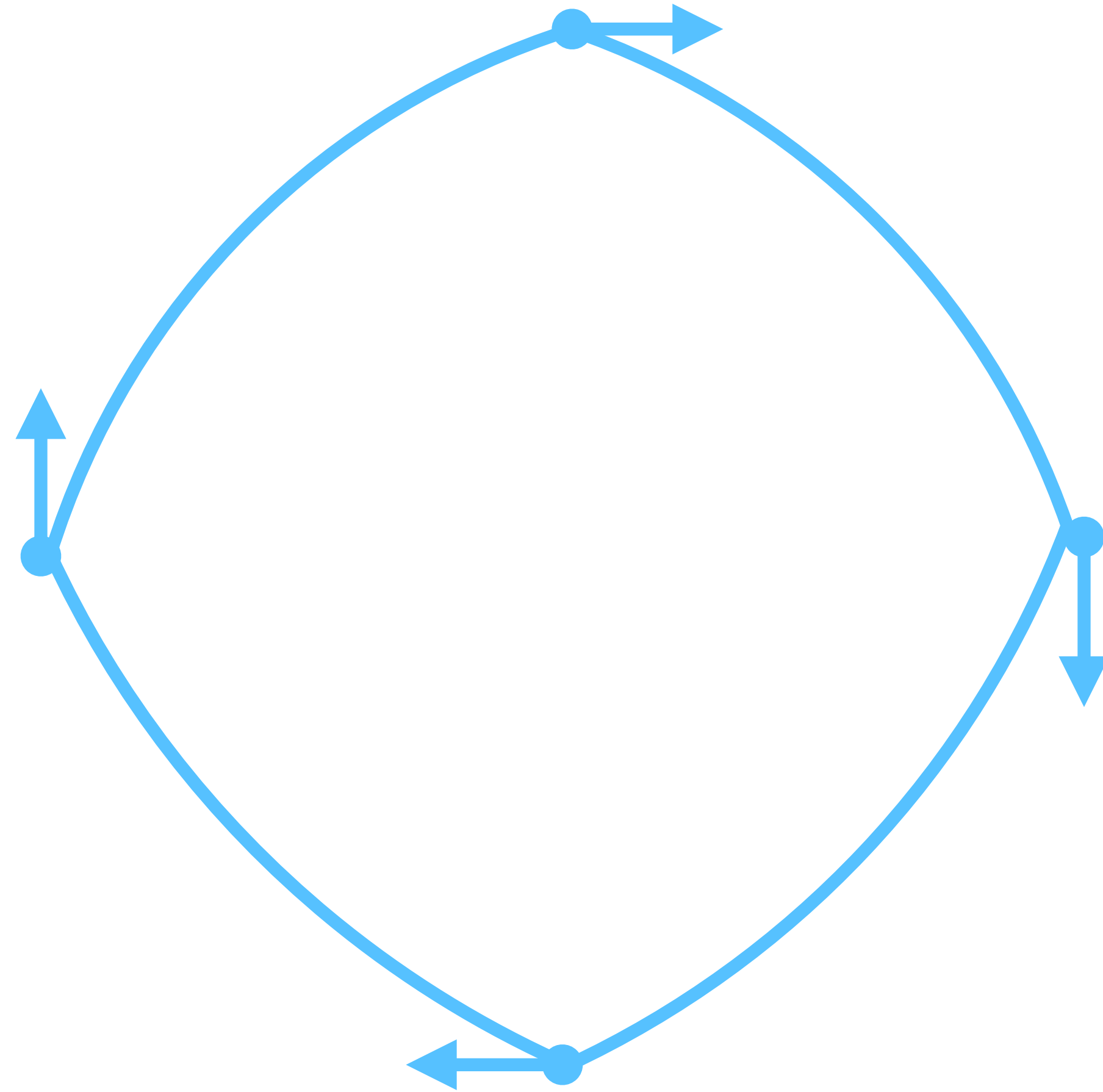
# Auto-Correcting Shapes



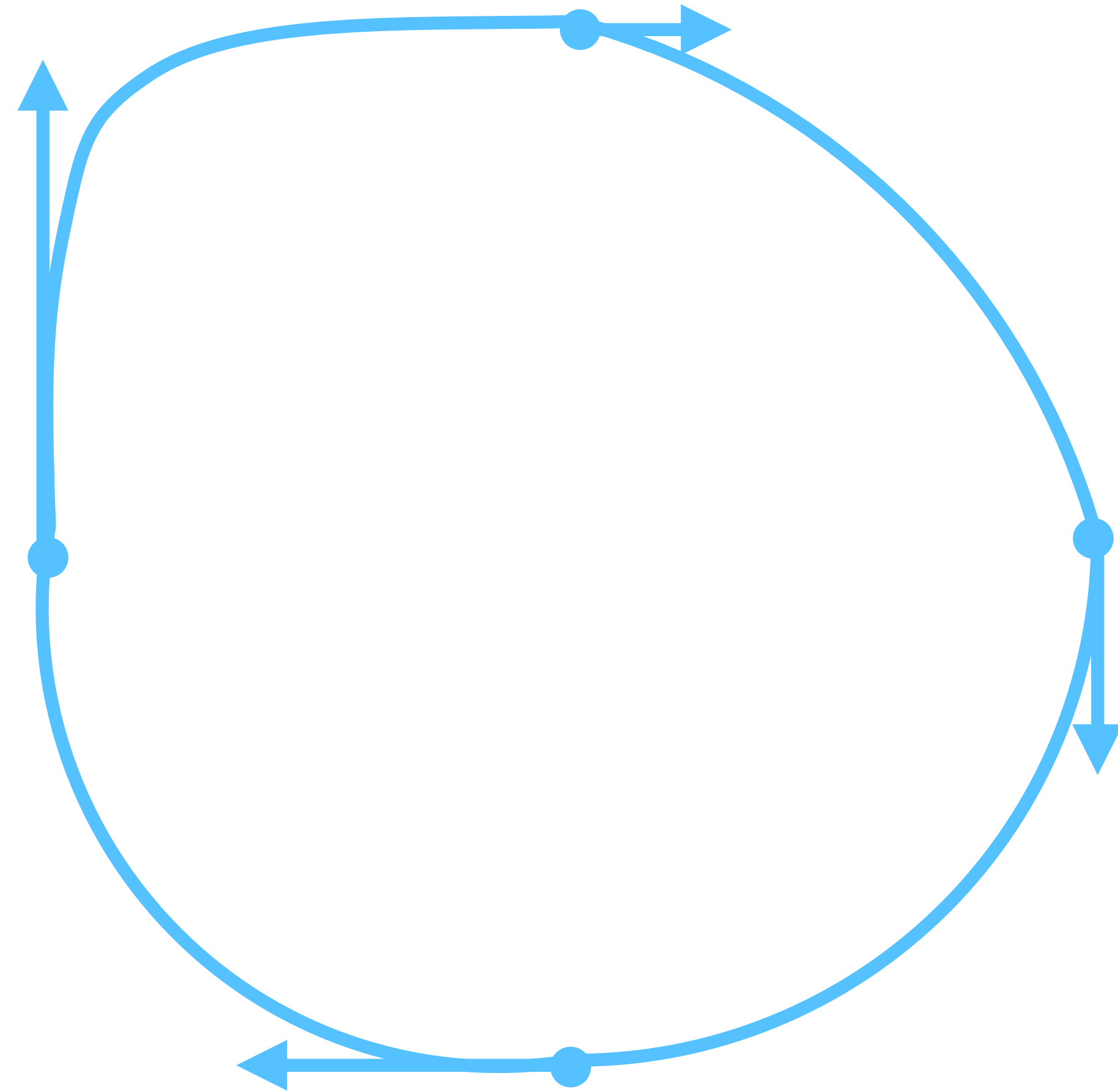
# Auto-Correcting Shapes



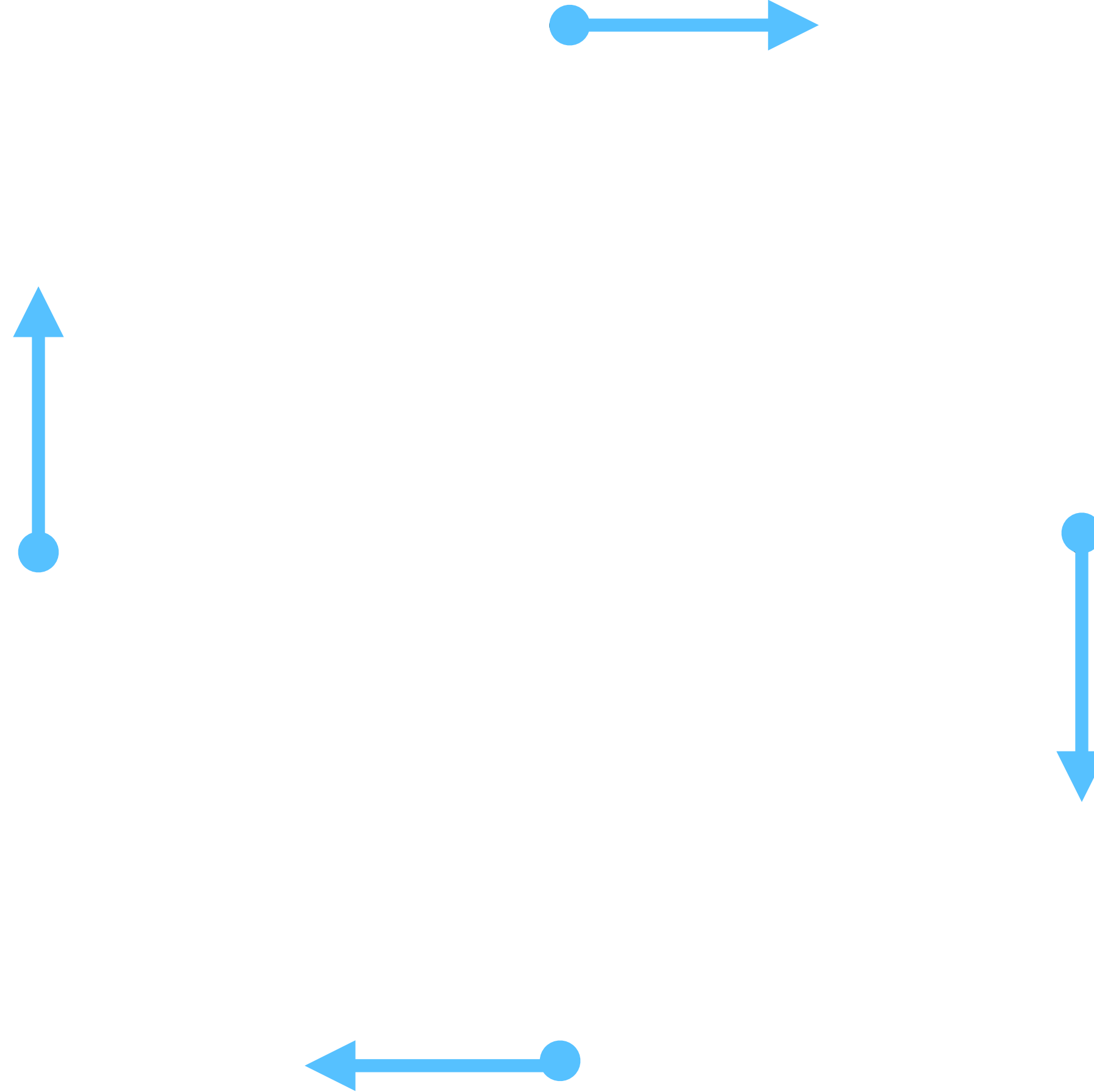
# Auto-Correcting Shapes



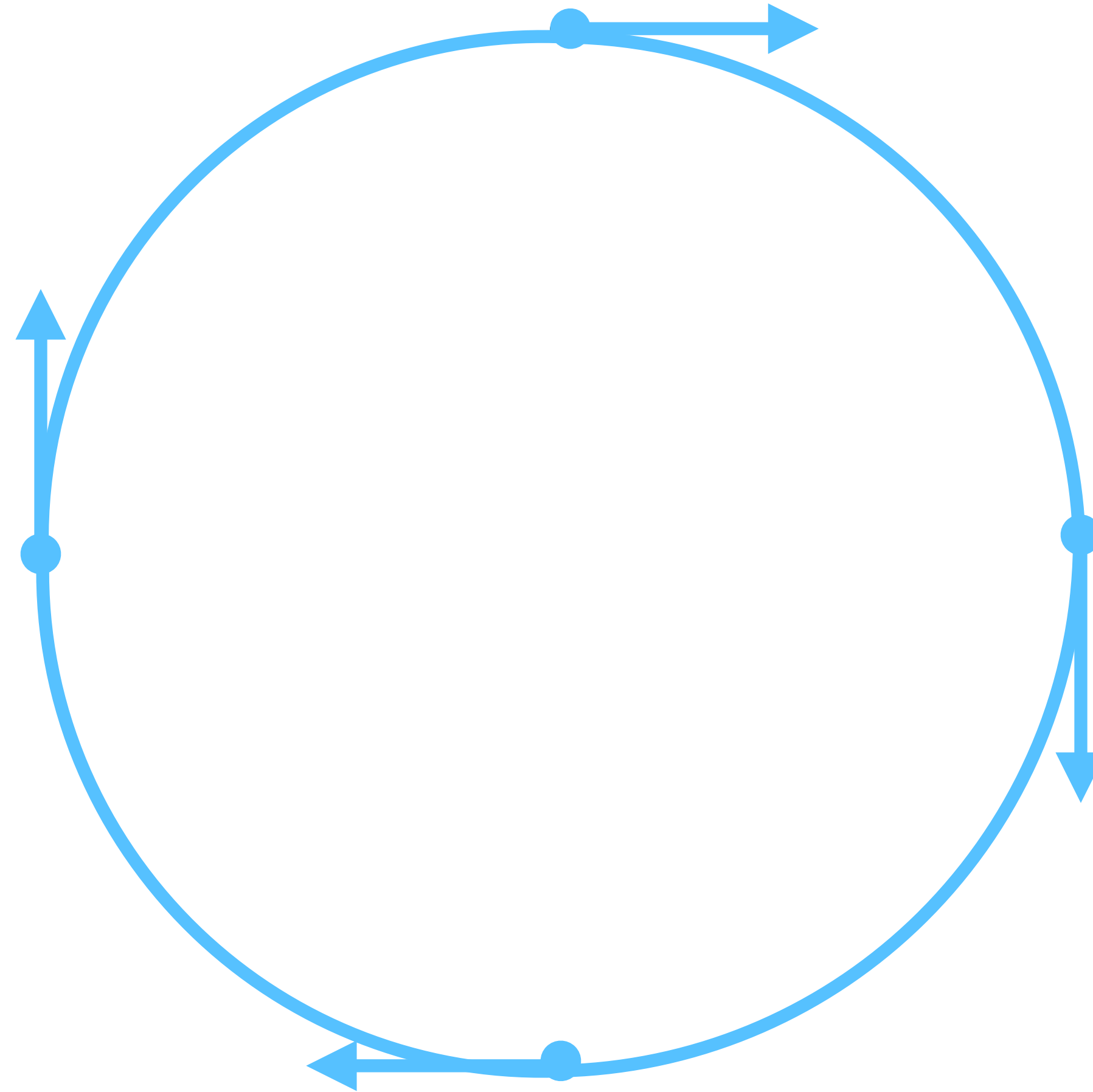
# Auto-Correcting Shapes



# Auto-Correcting Shapes

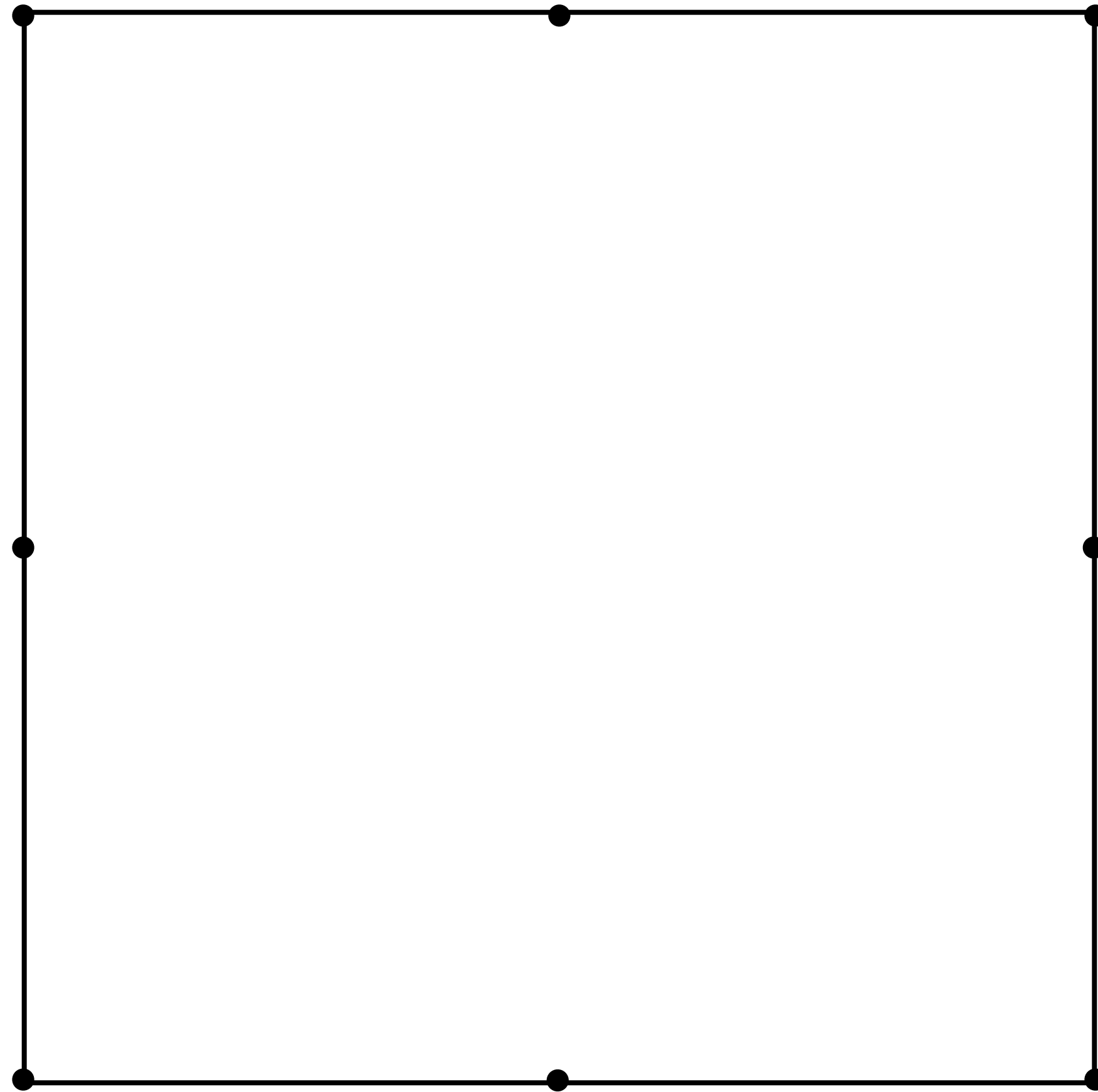


# Auto-Correcting Shapes

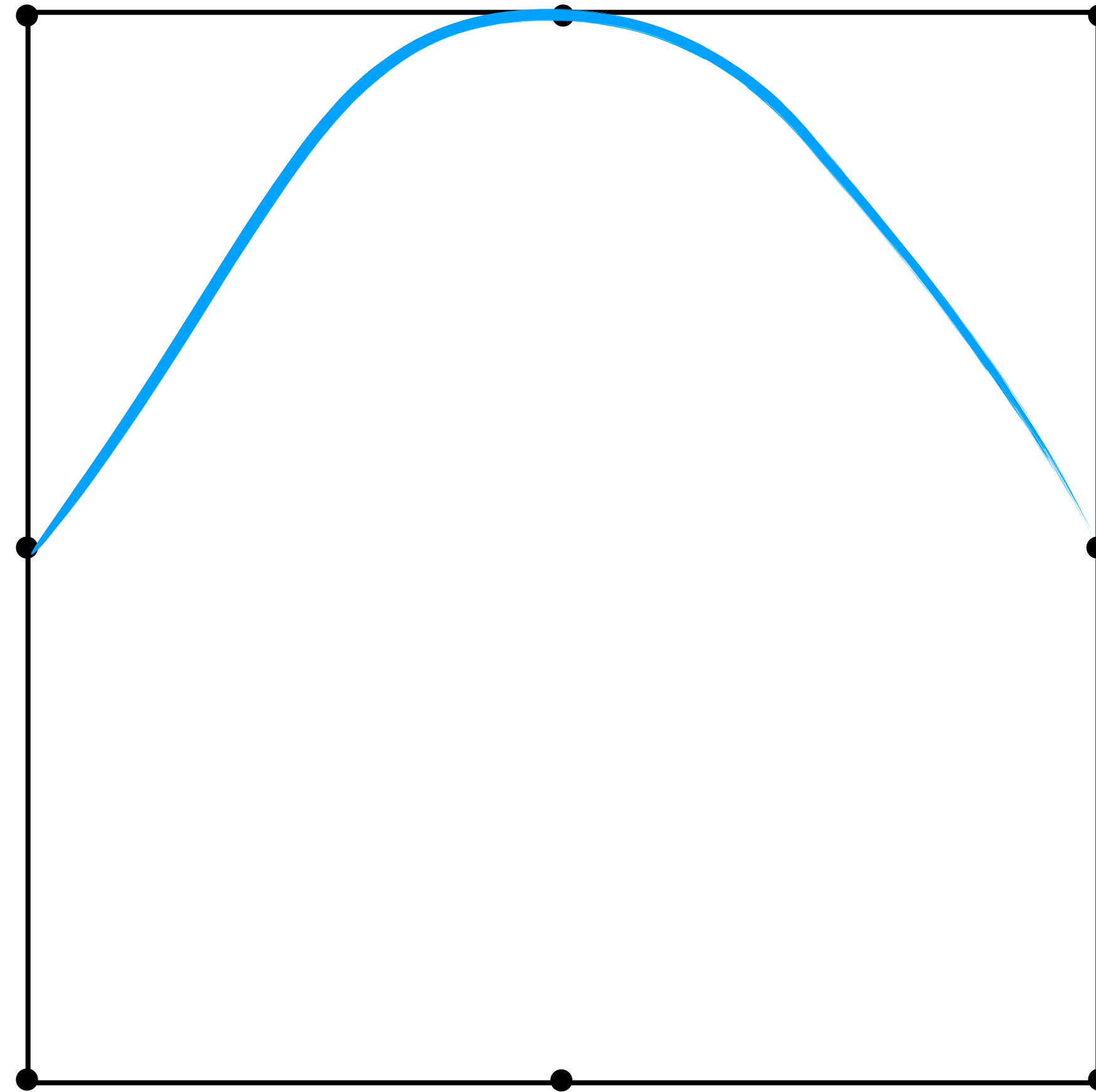




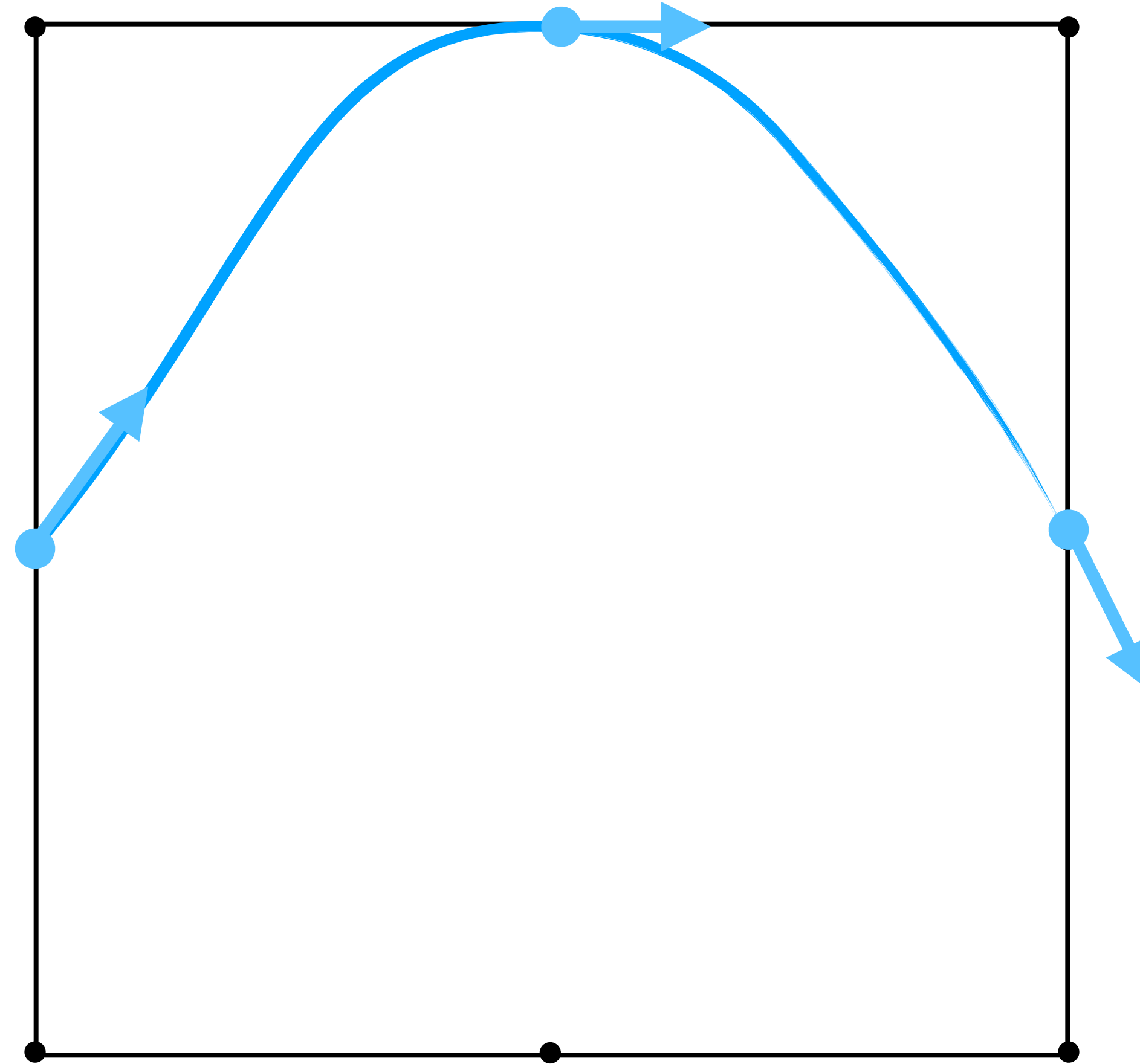
# Auto-Correcting Shapes



# Auto-Correcting Shapes



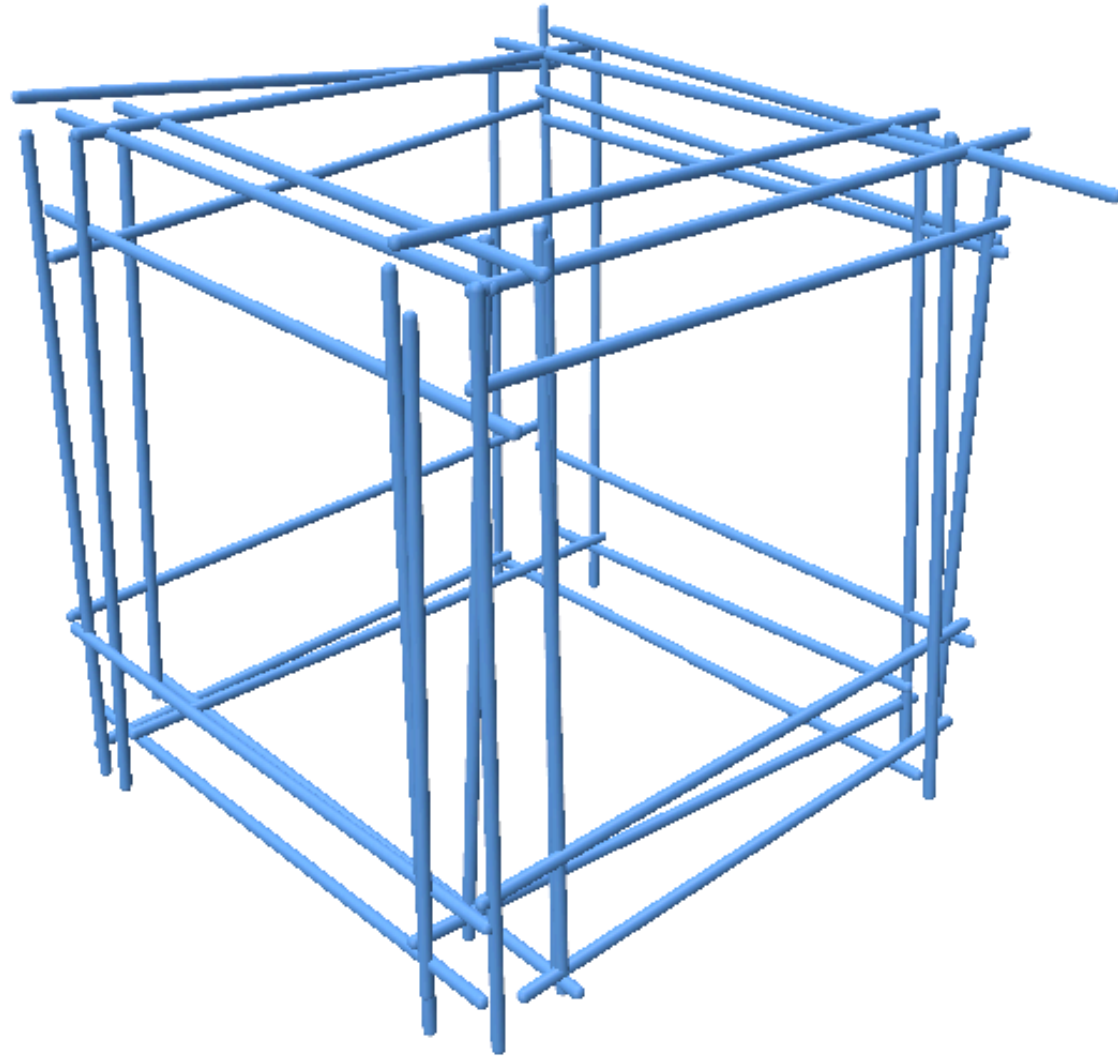
# Auto-Correcting Shapes



# Example

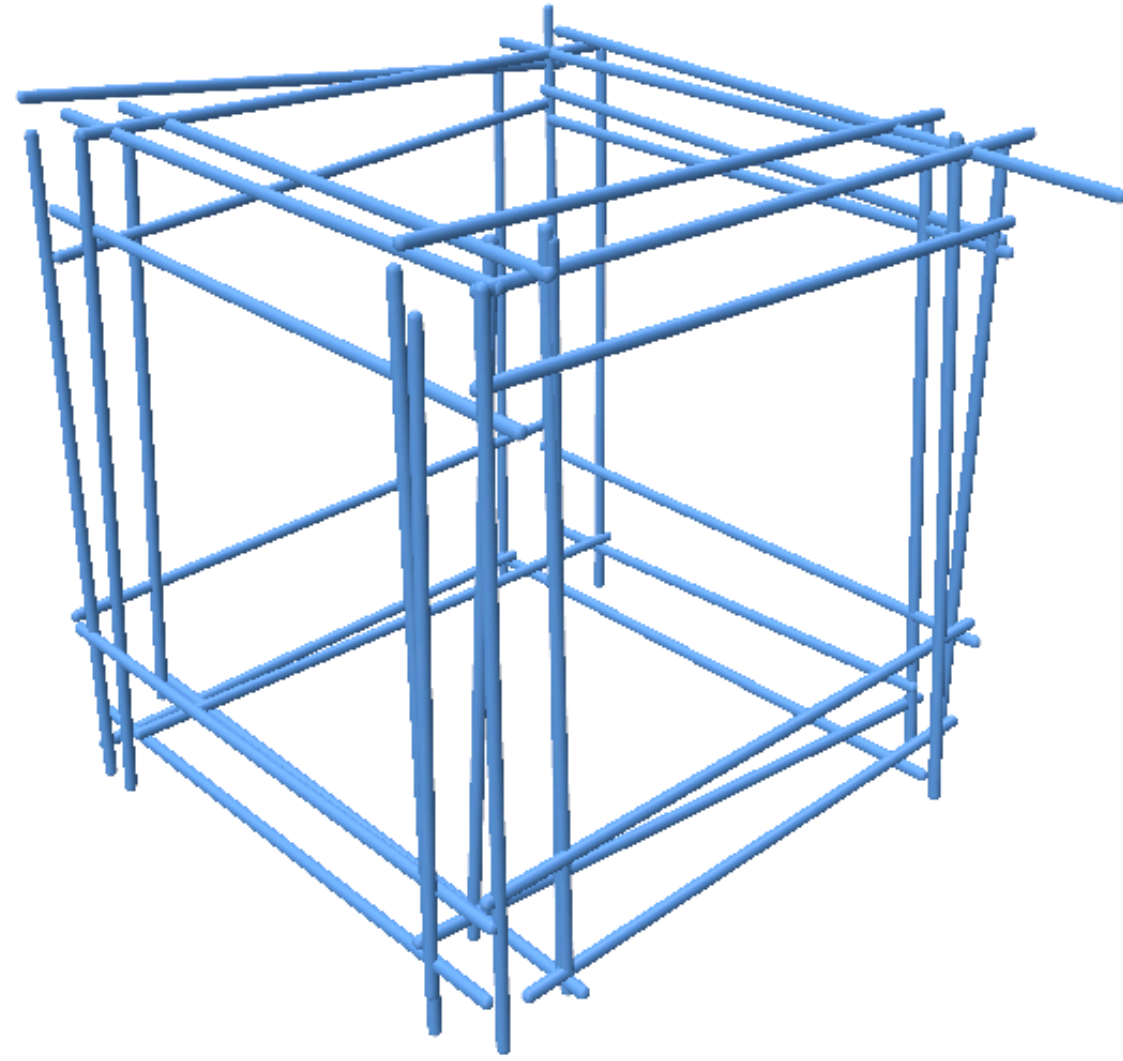
User Input

Scaffolds

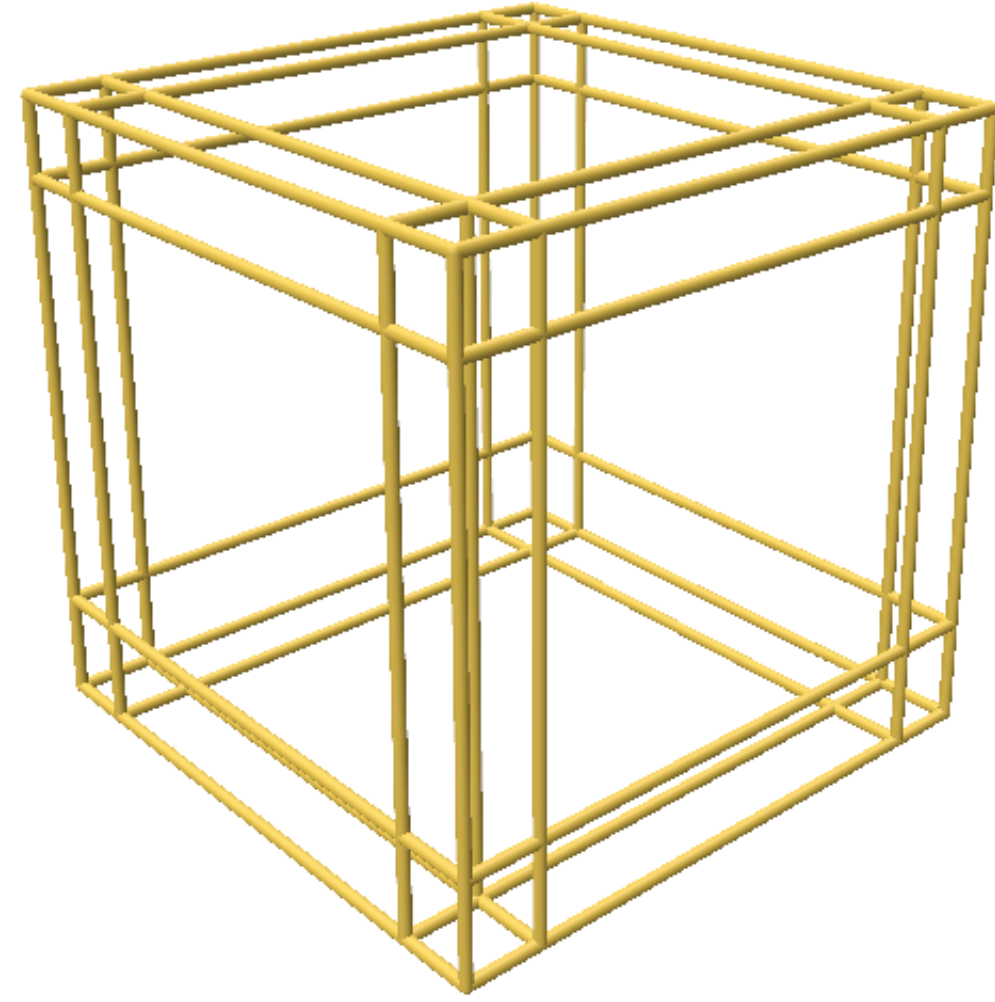


# Example

User Input



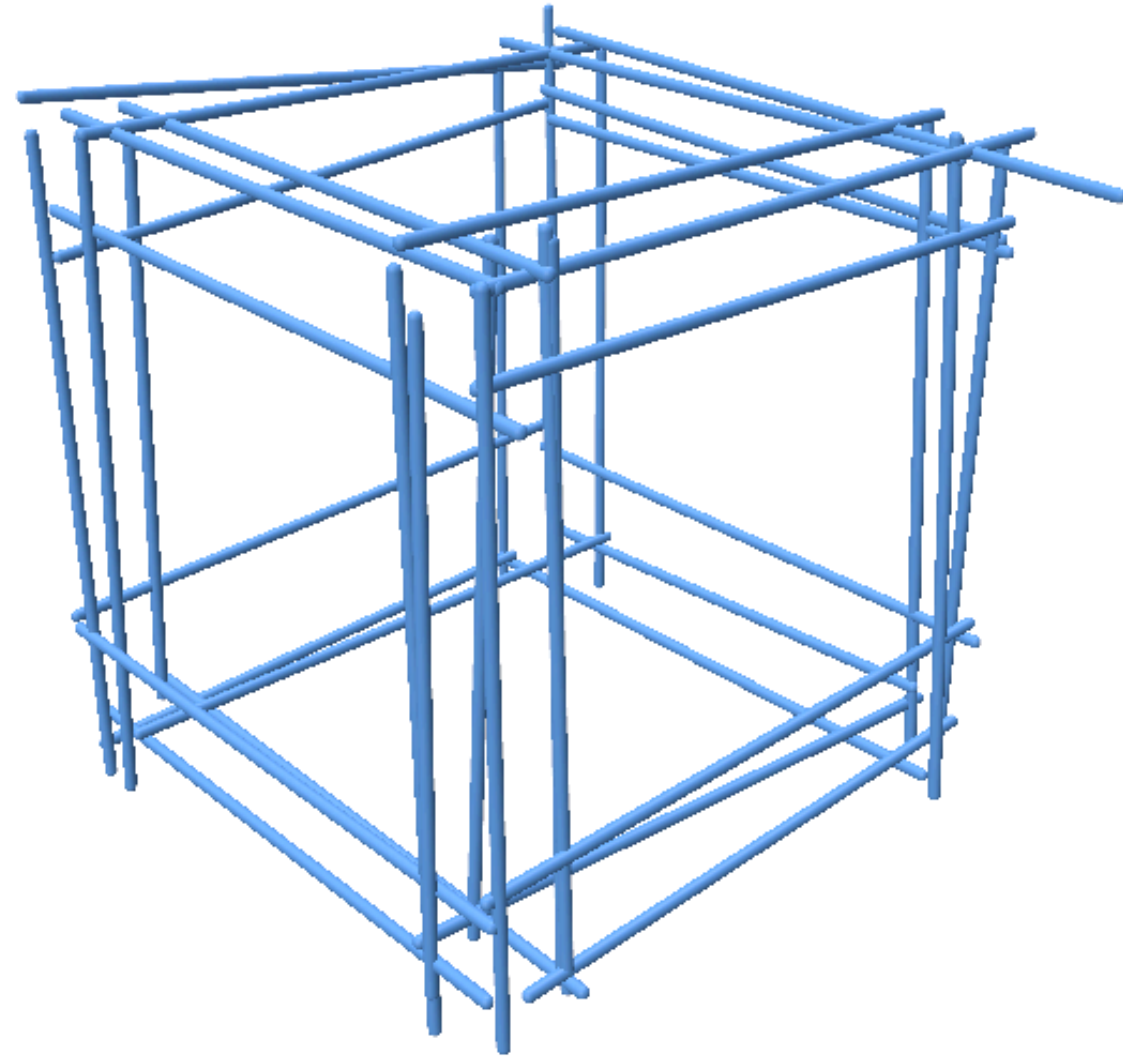
Auto-Corrected



Scaffolds

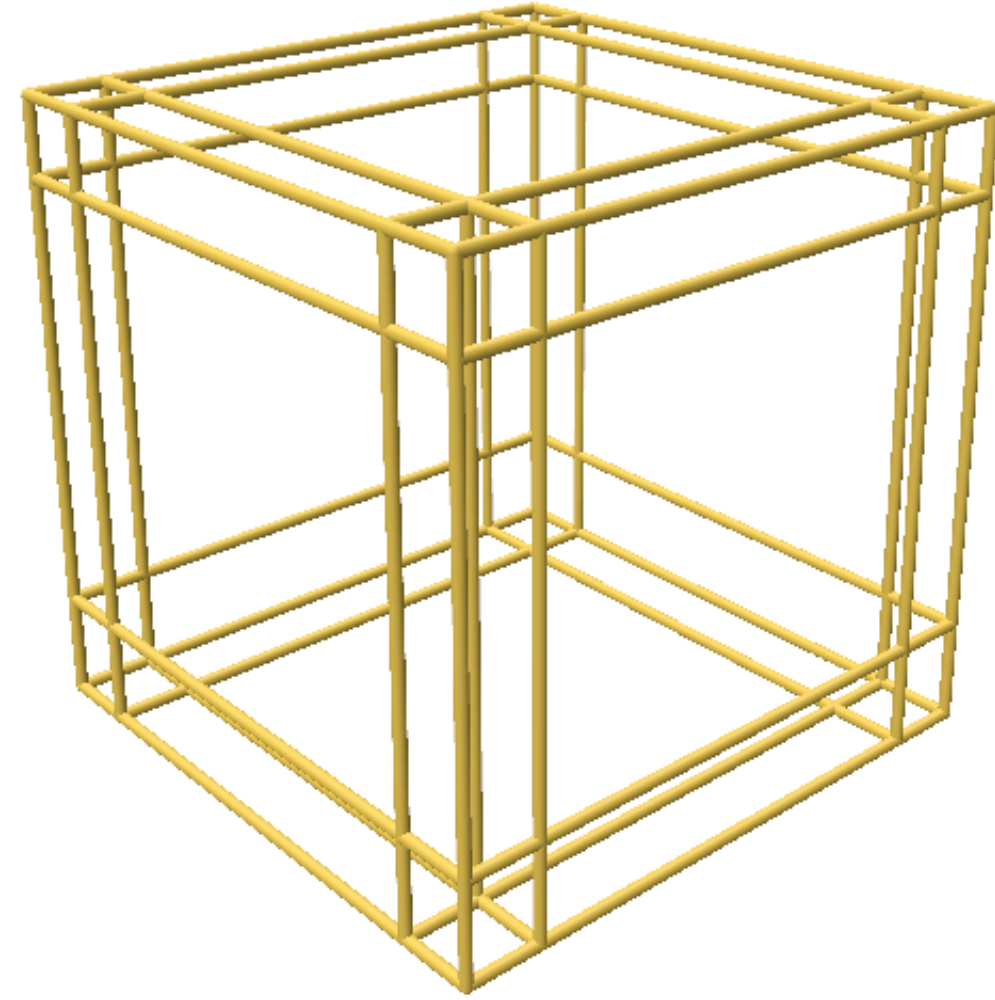
# Example

User Input

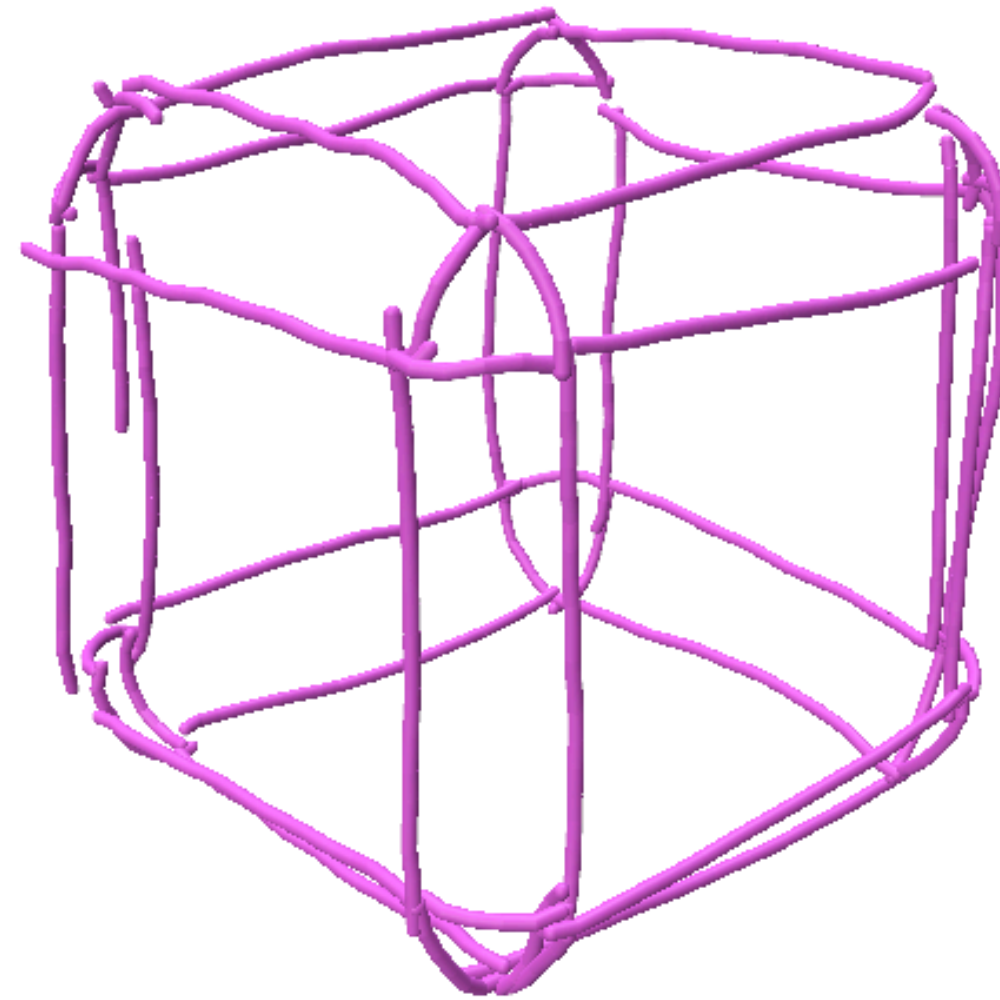


Scaffolds

Auto-Corrected



User Input

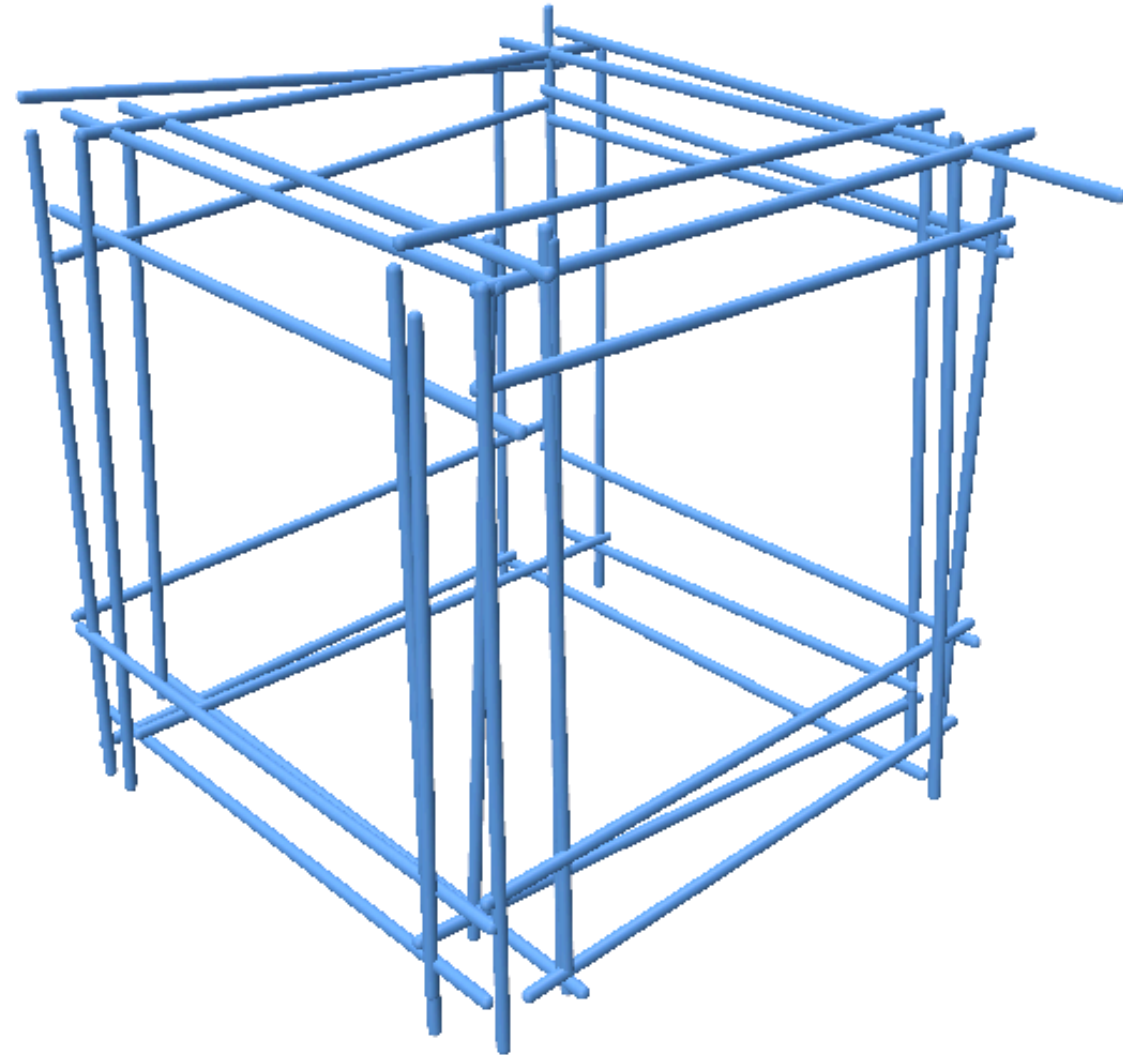


Shape Strokes

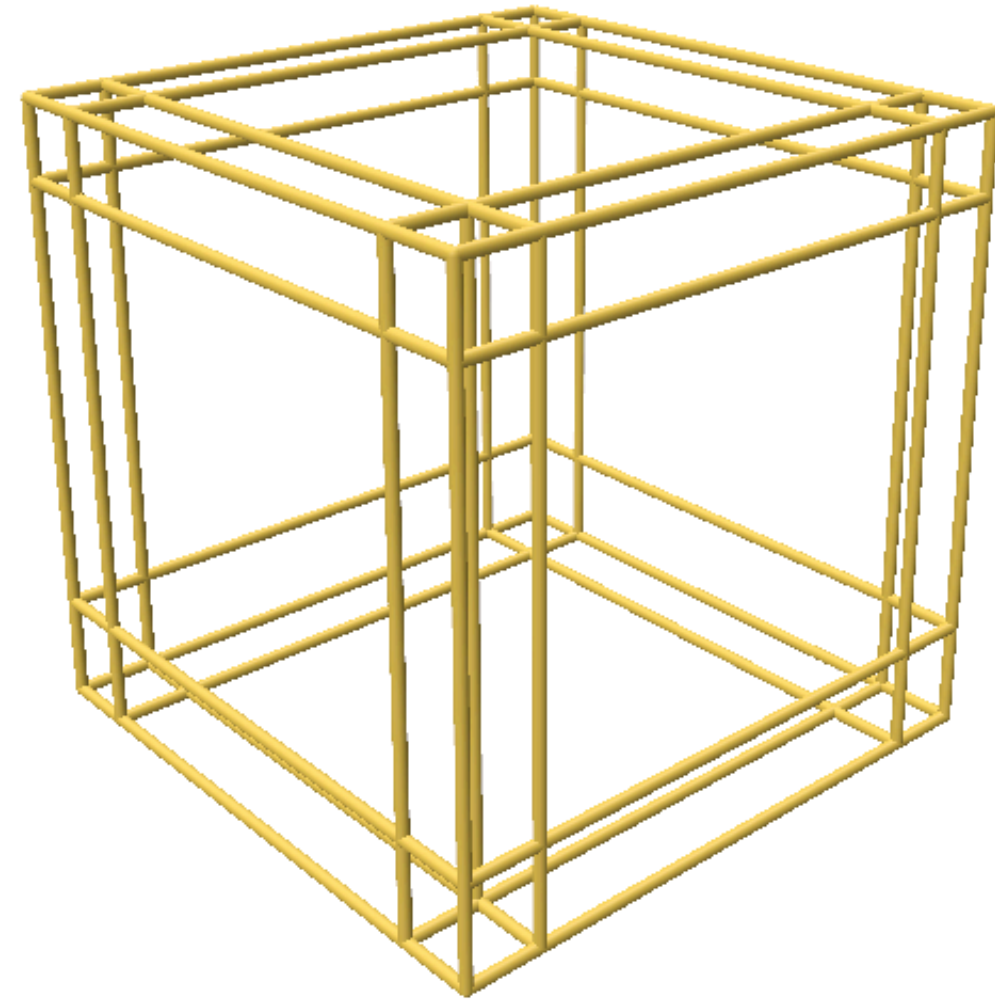
# Example

Scaffolds

User Input

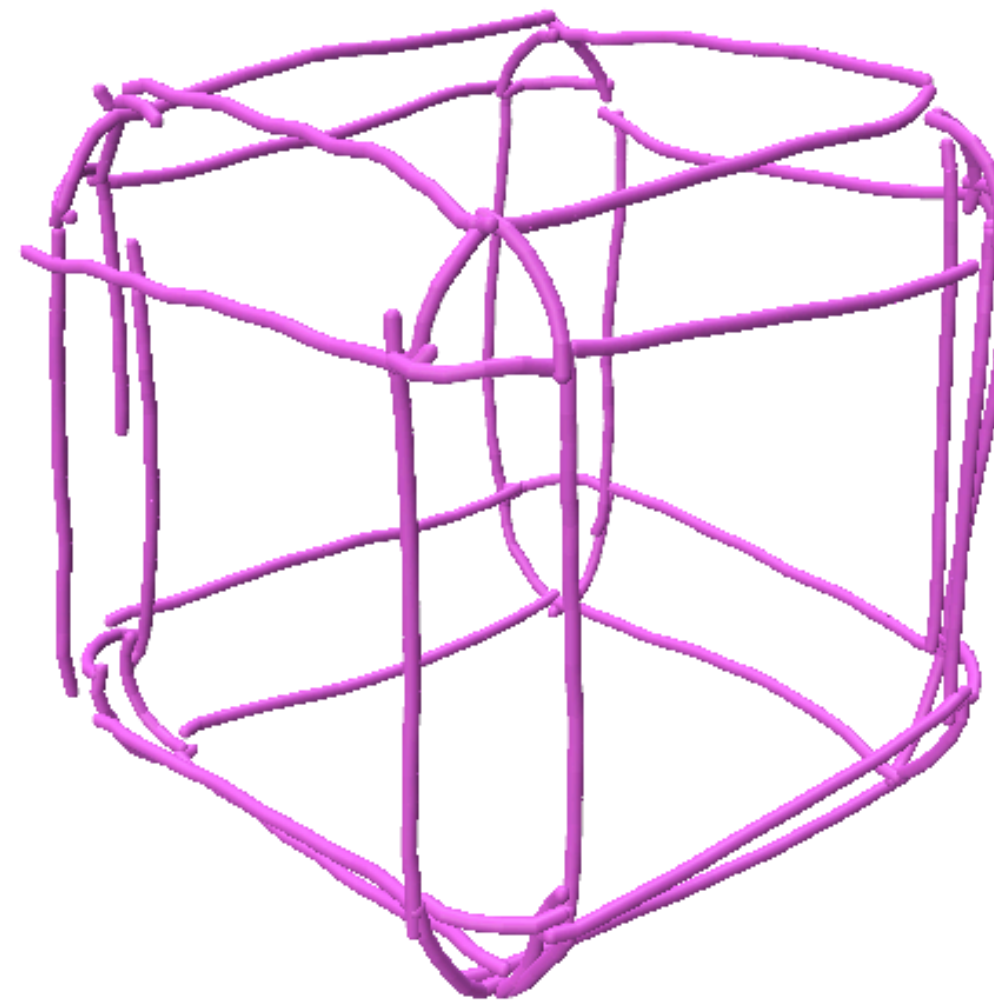


Auto-Corrected

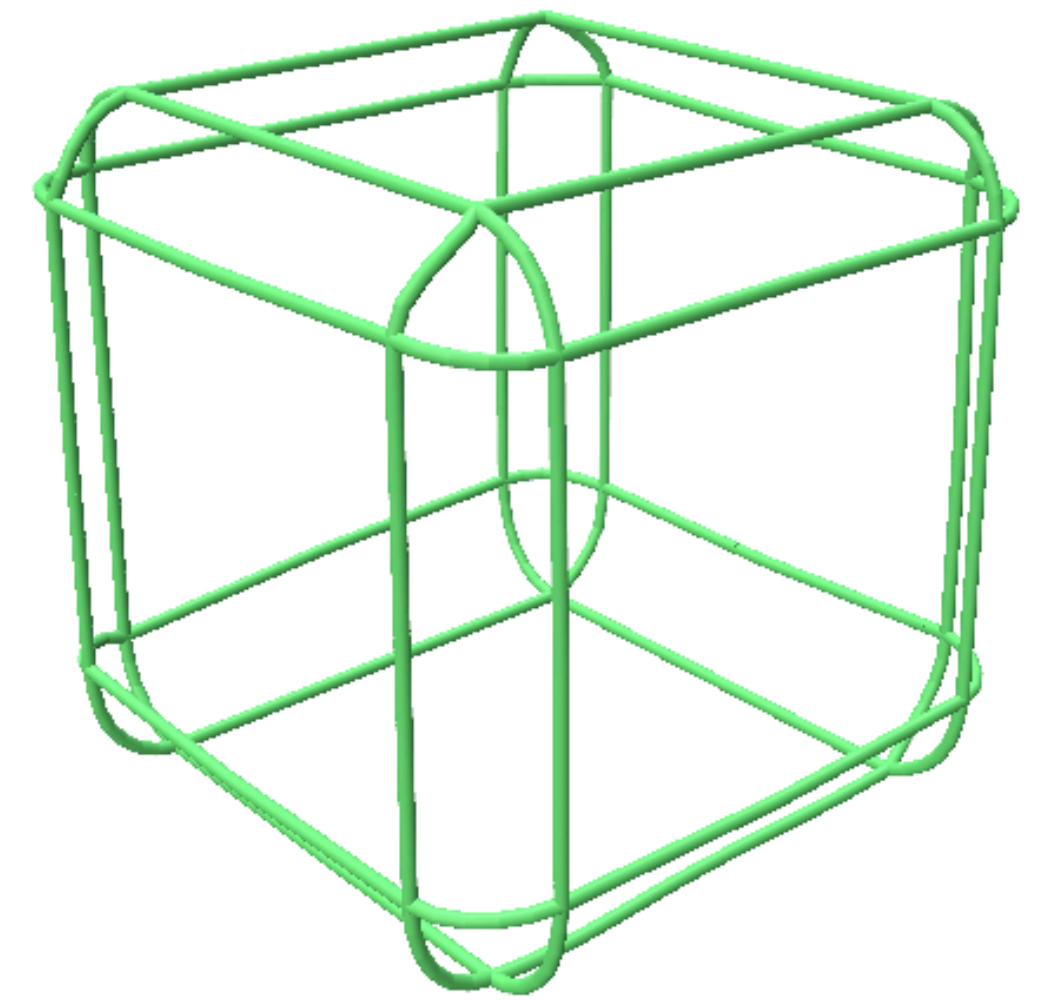


Shape Strokes

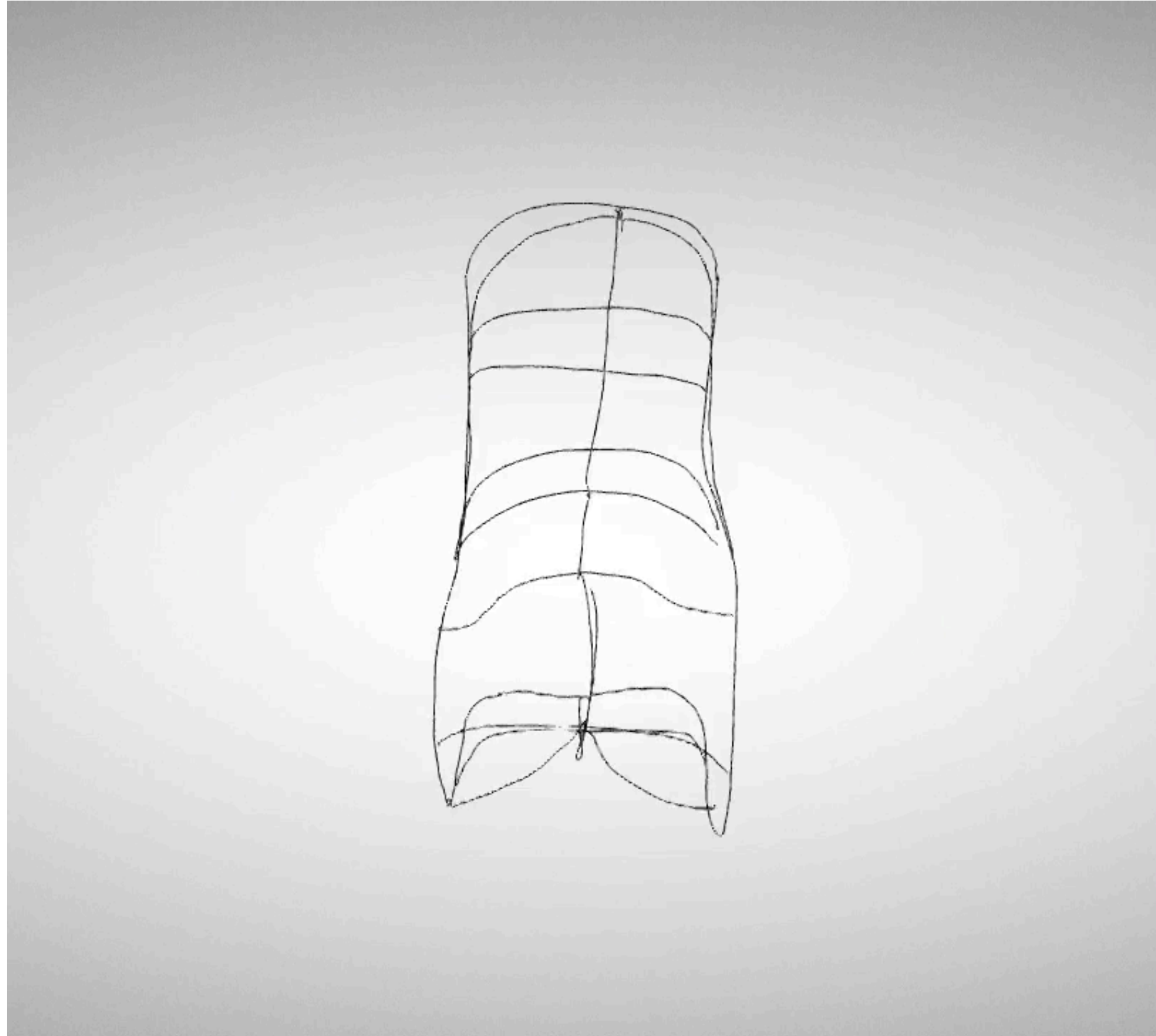
User Input



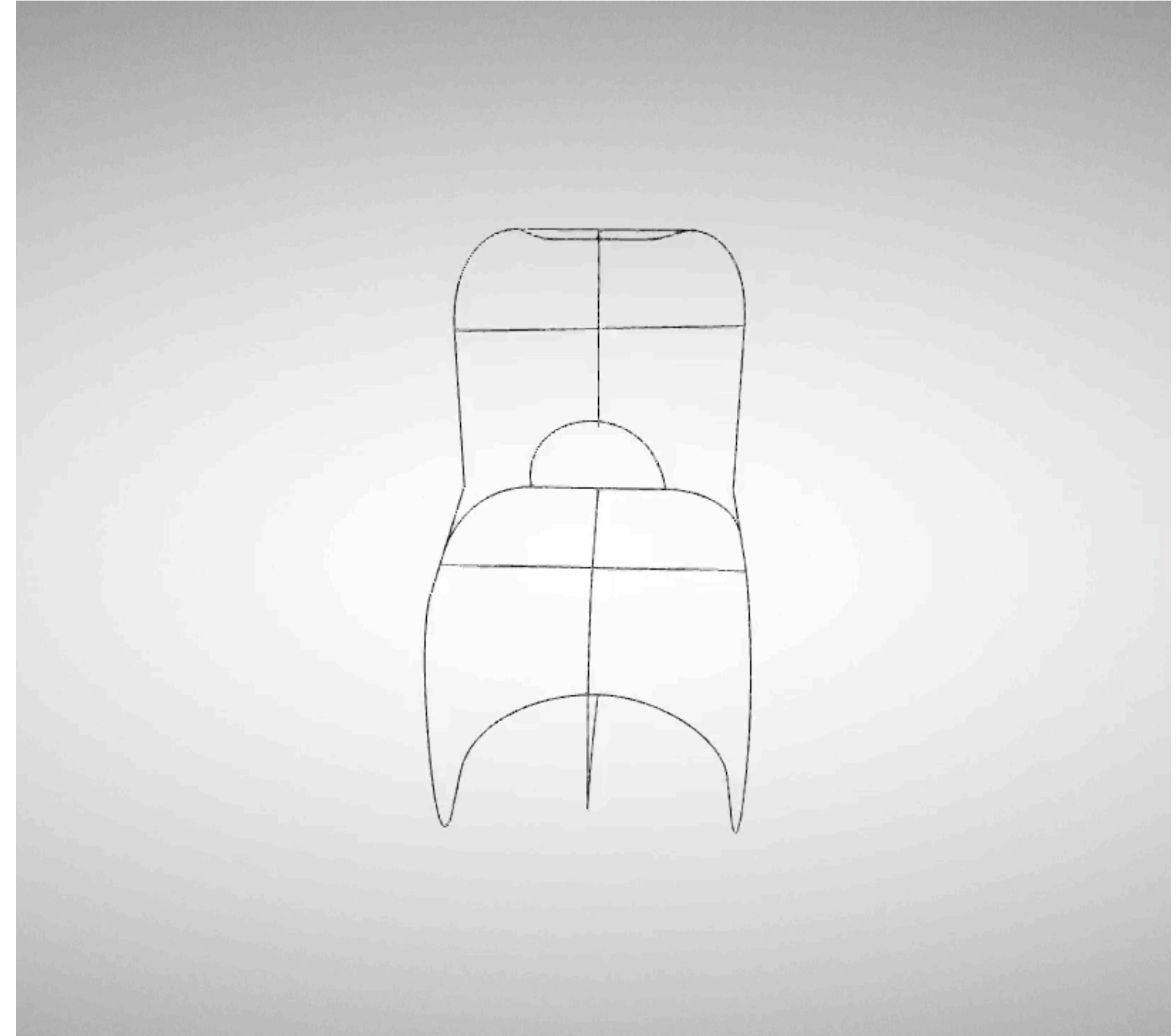
Auto-Corrected



# User Study



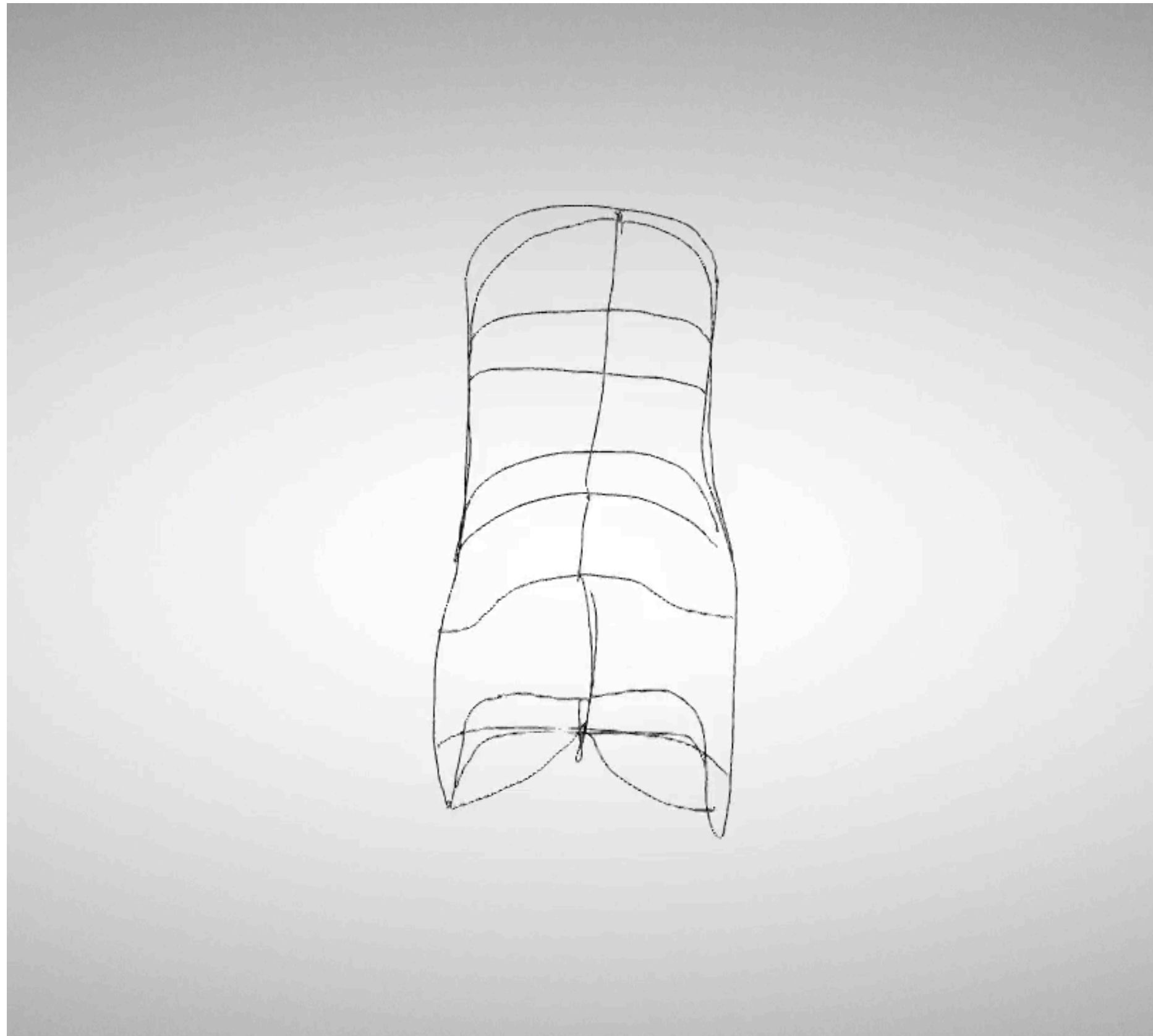
**Without Auto-Correct**



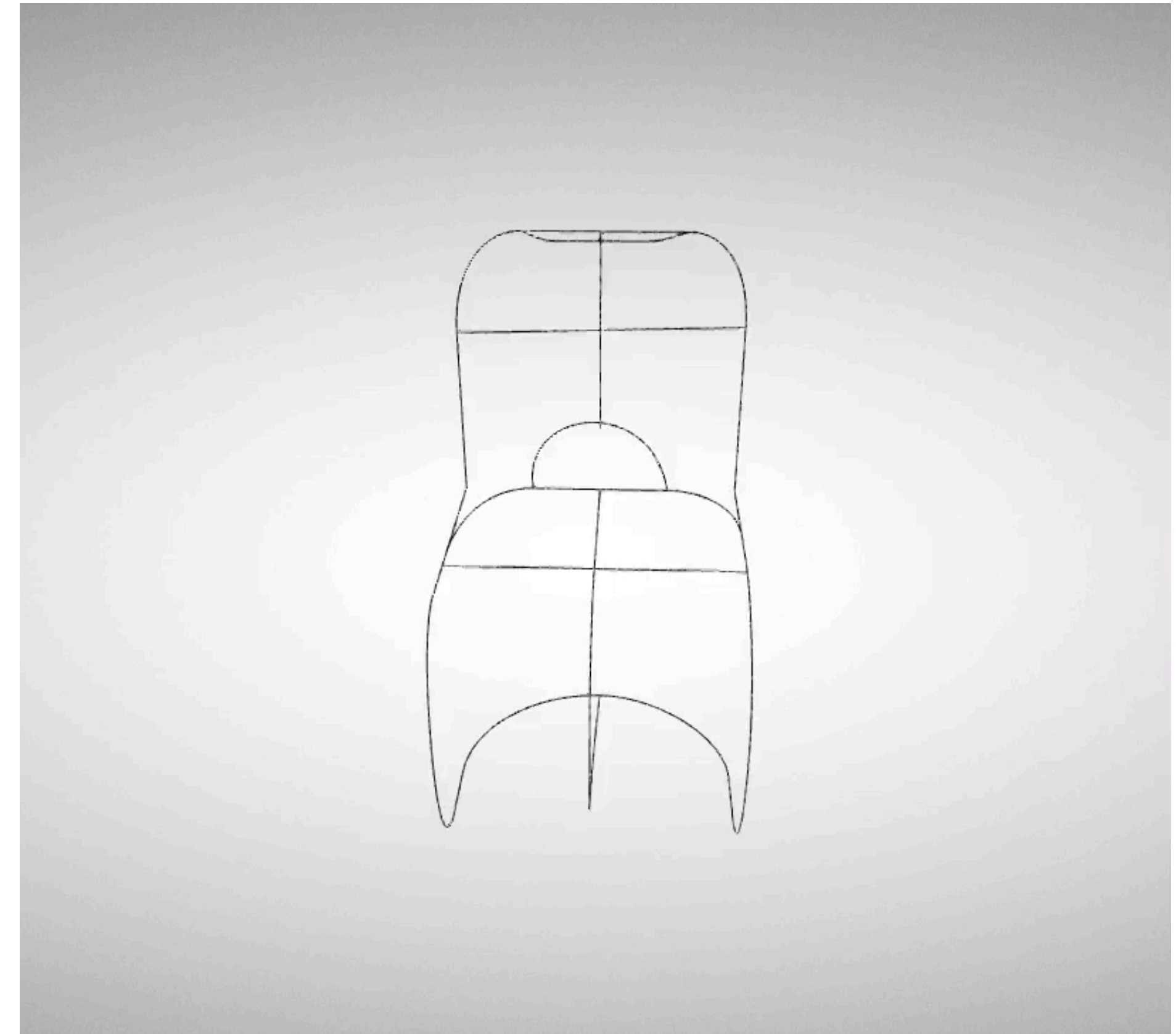
**With Auto-Correct**



# User Study

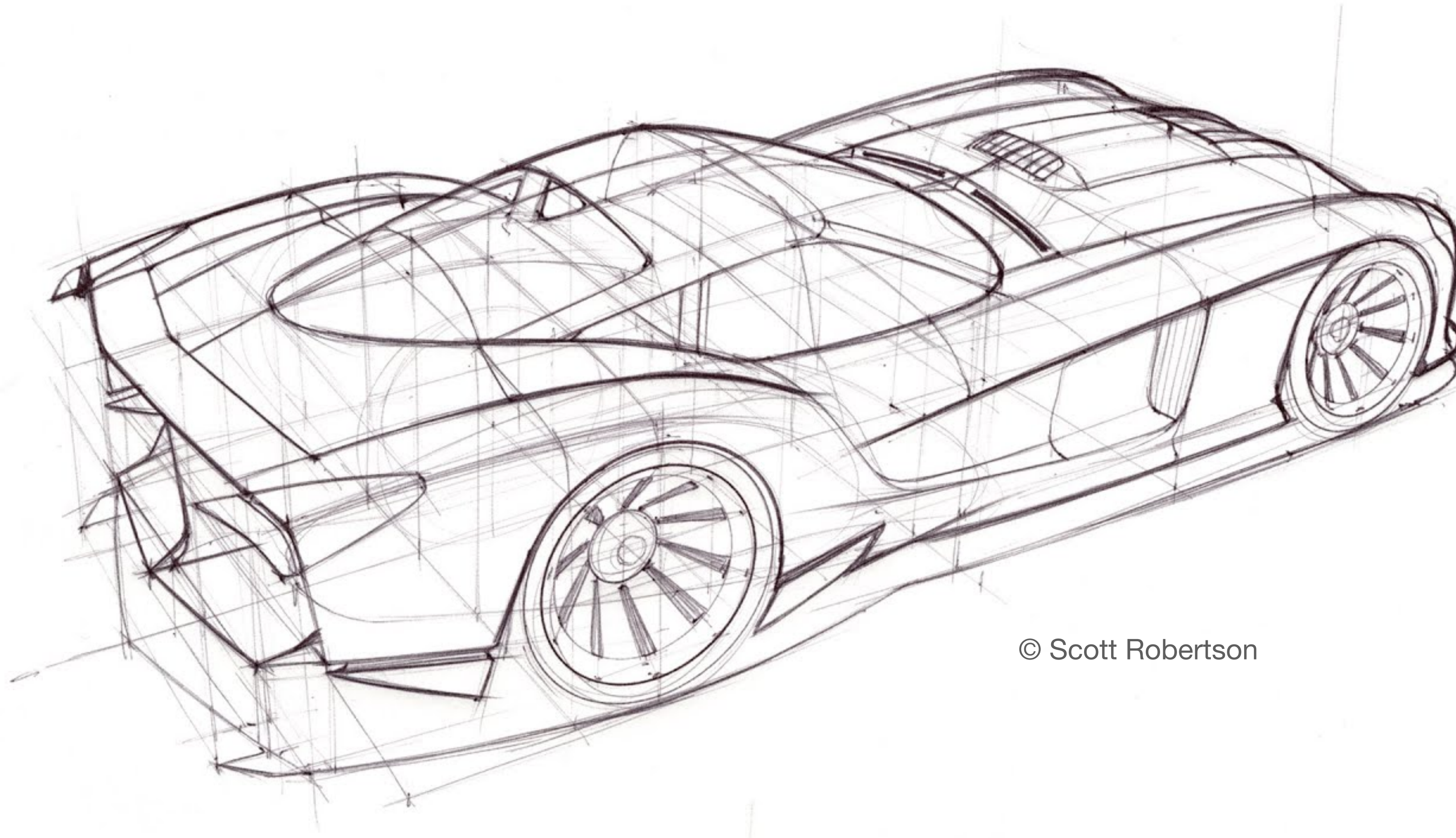


**Without Auto-Correct**



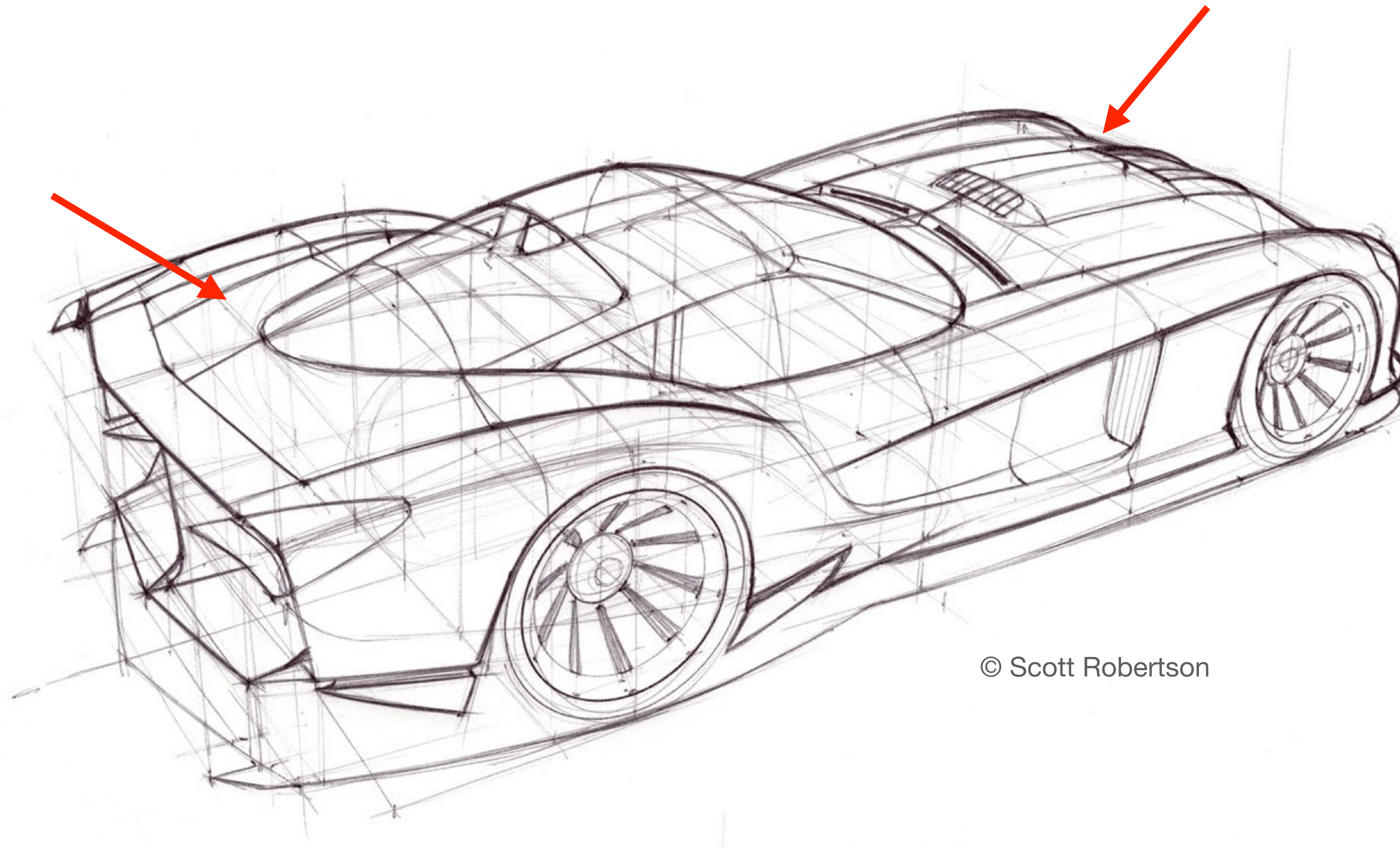
**With Auto-Correct**

# Limitations and Future Work



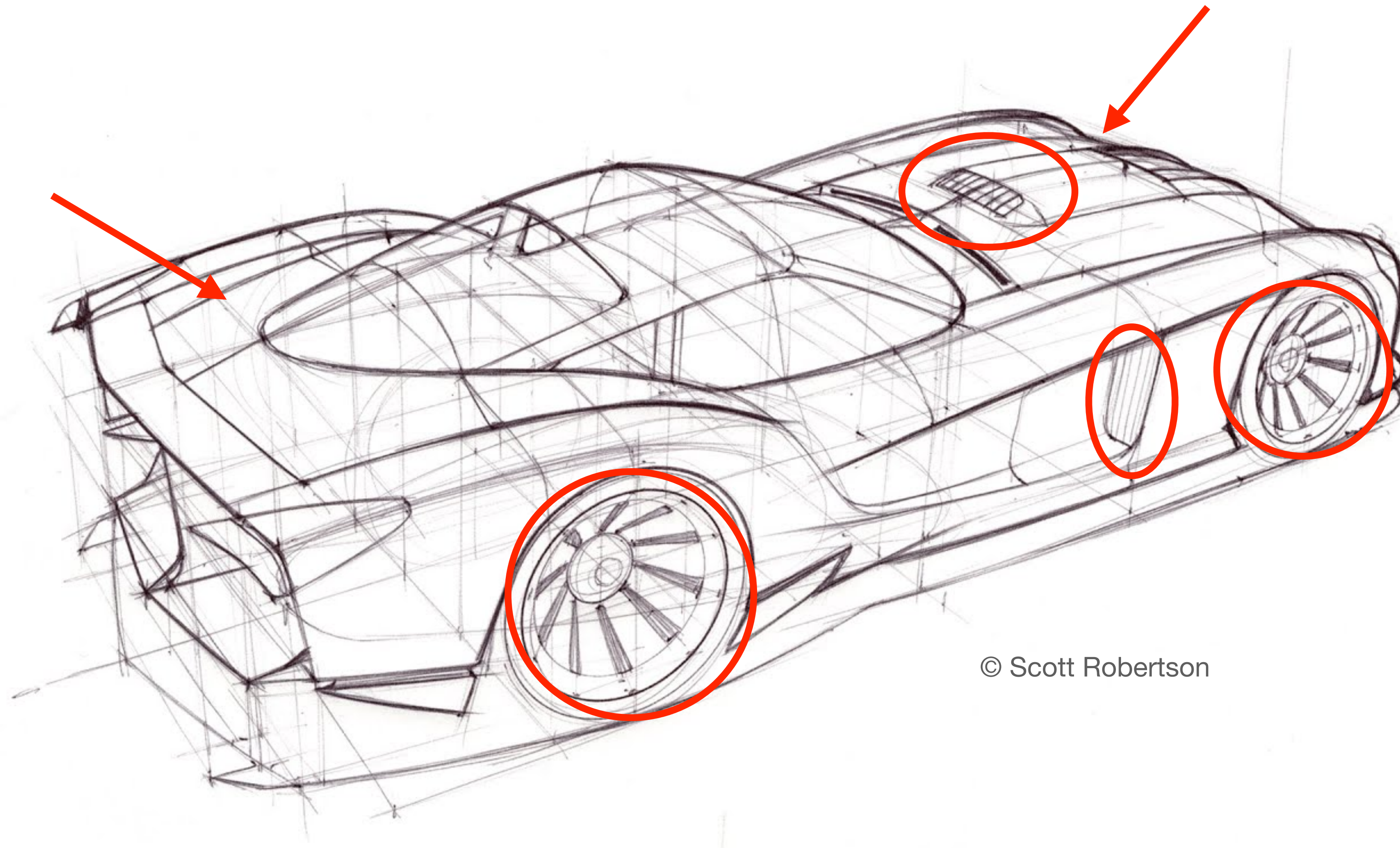
© Scott Robertson

# Limitations and Future Work



© Scott Robertson

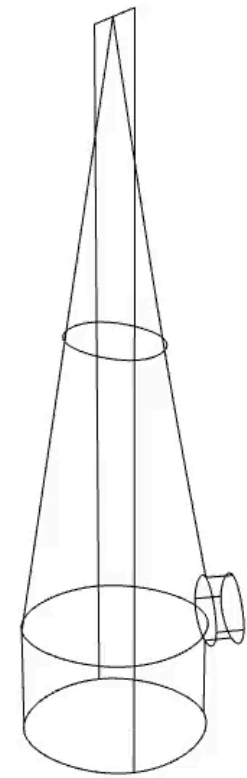
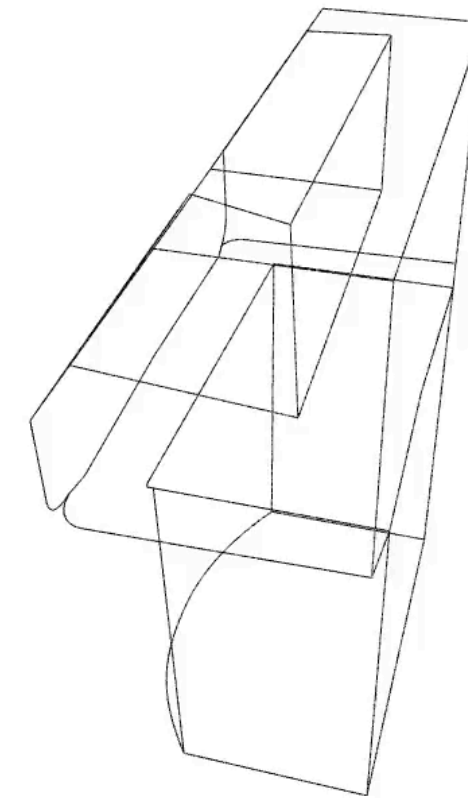
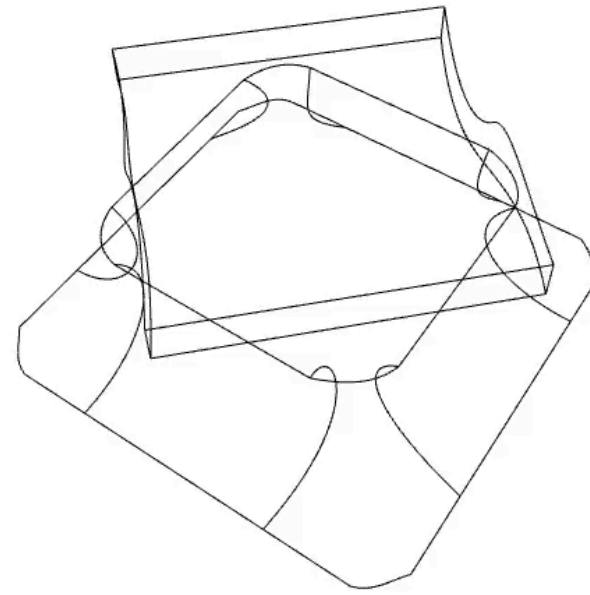
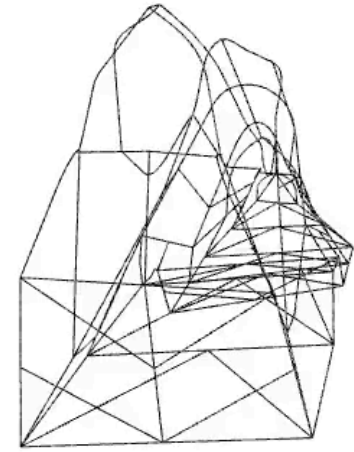
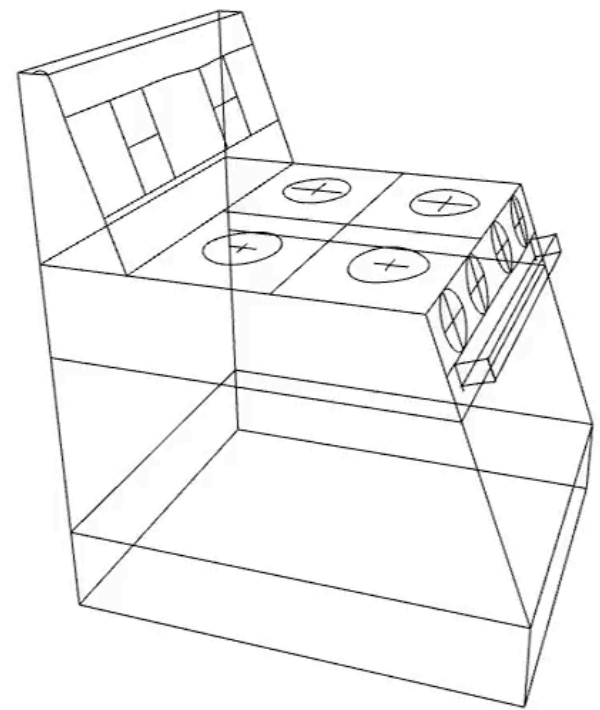
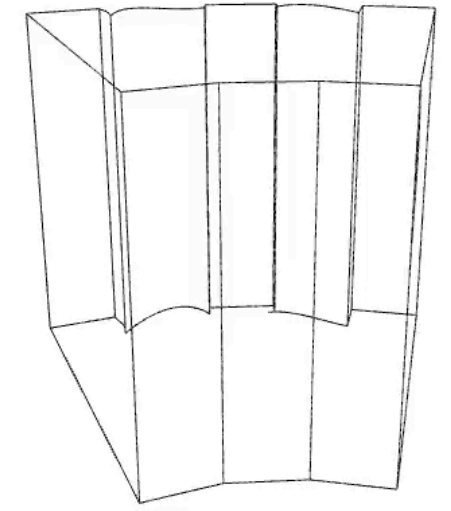
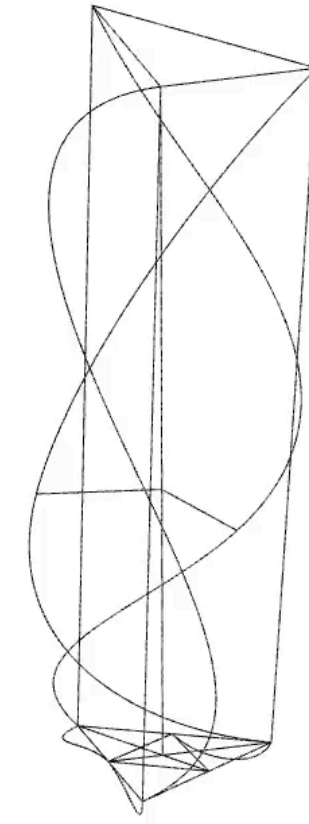
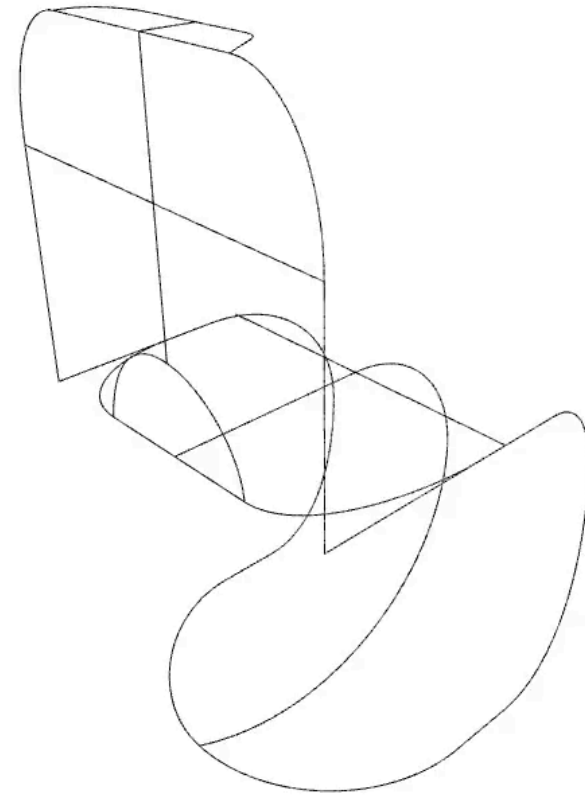
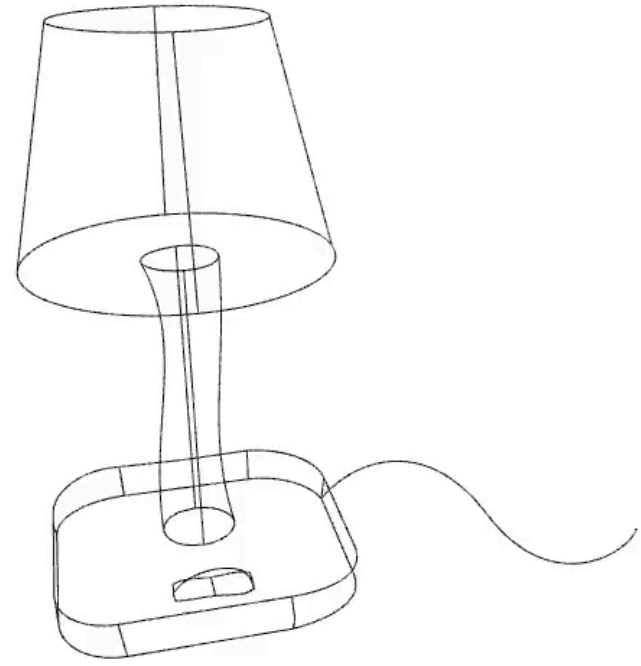
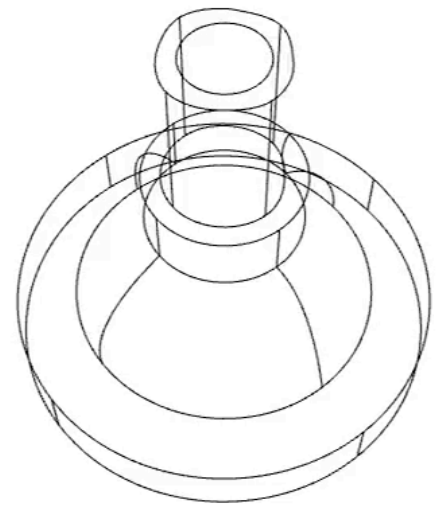
# Limitations and Future Work



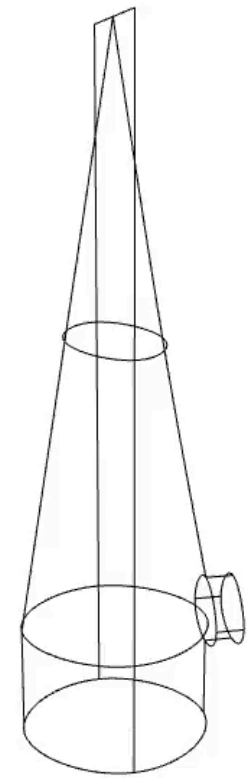
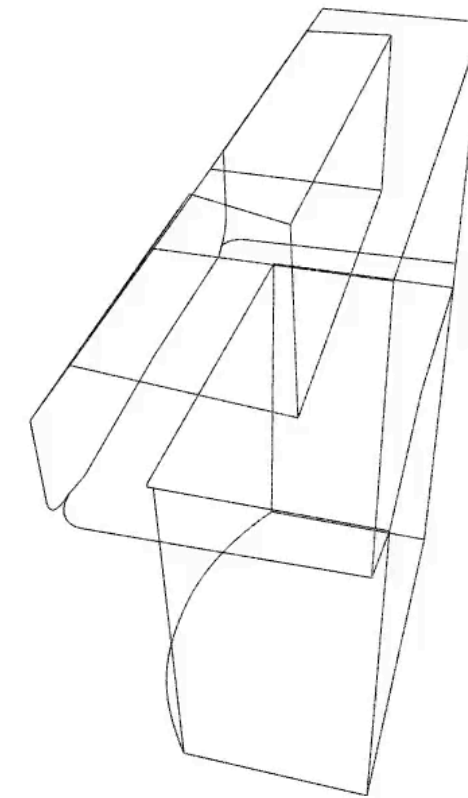
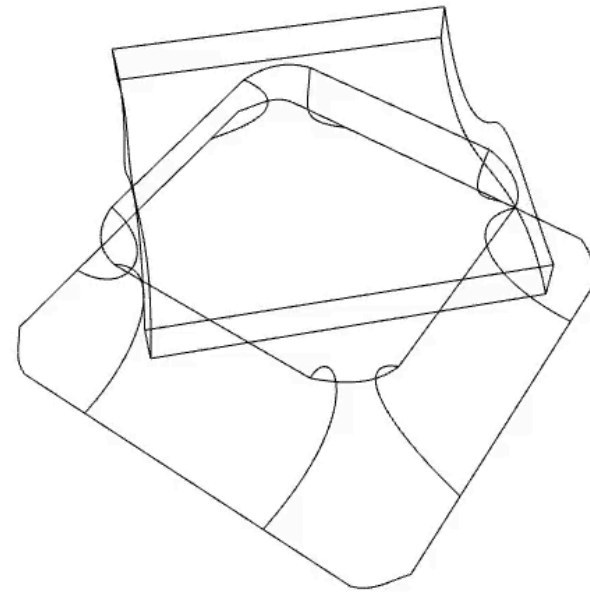
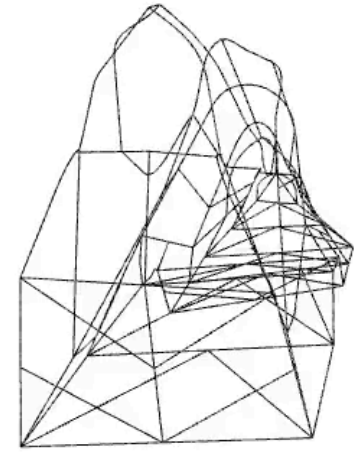
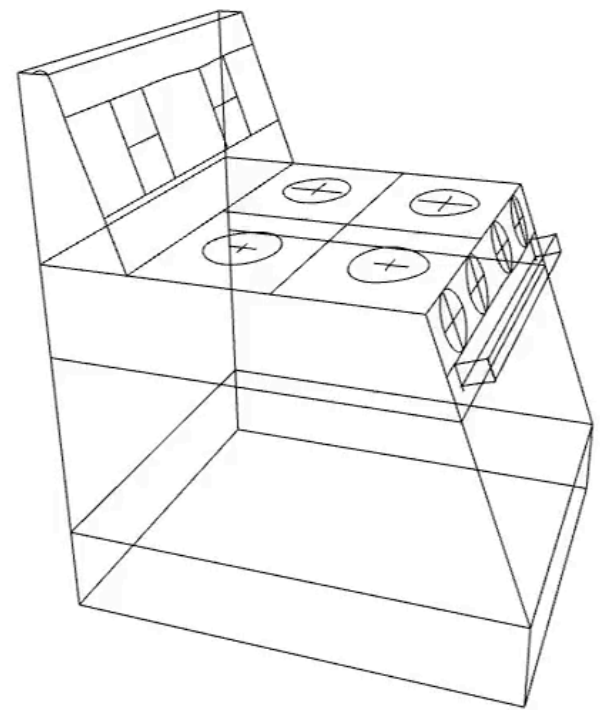
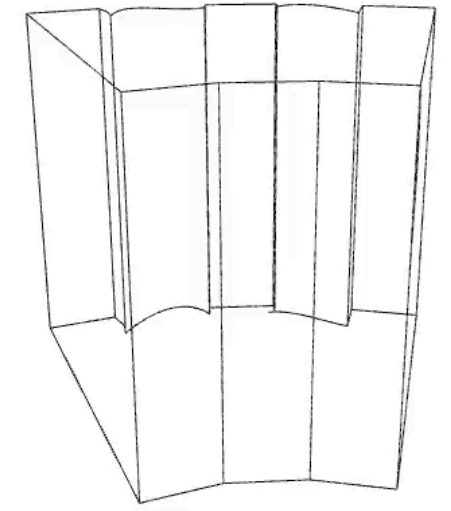
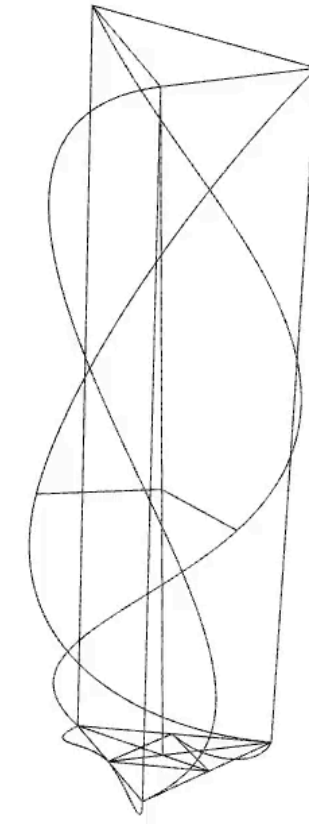
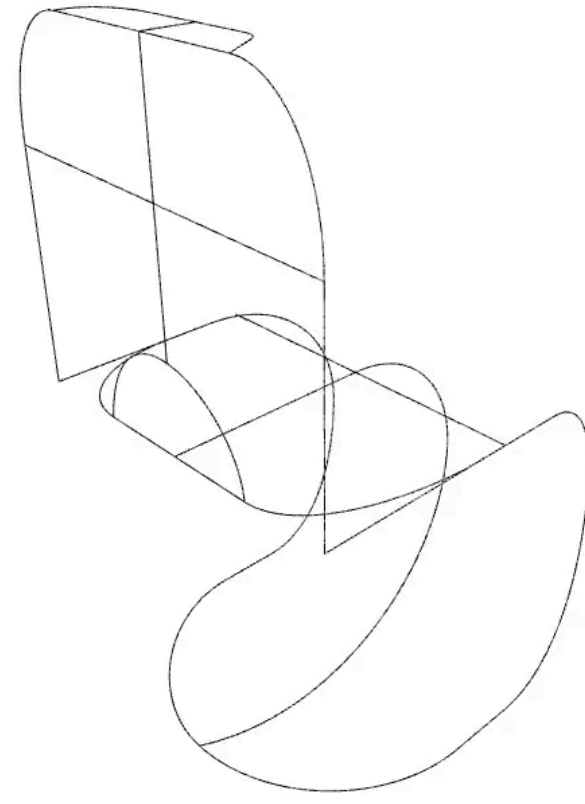
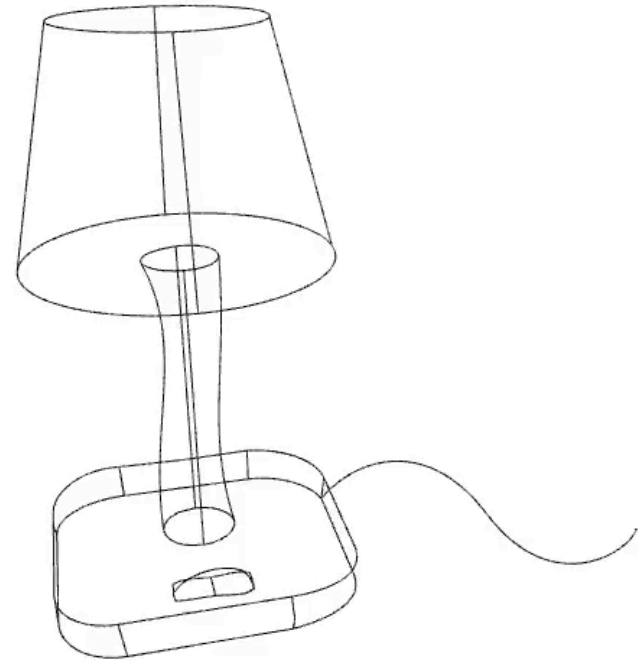
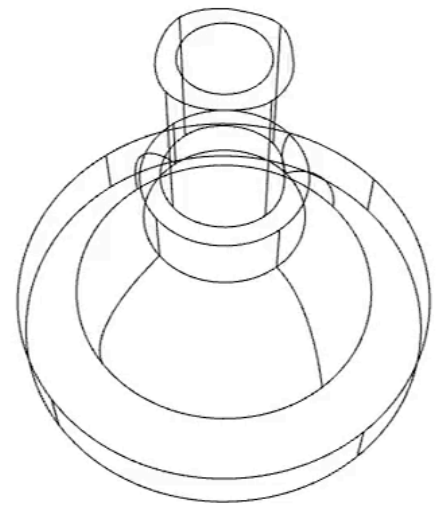
© Scott Robertson

# Conclusion

- ScaffoldSketch...
  - ... enables precise 3D curve drawing by decomposing auto-correct into scaffold and shape stages.
  - ... lets people transfer industrial design drawing skills into 3D.
  - ... resolves conflicting constraints with an iterative re-weighting scheme.



**Thank you**



**Thank you**