# 端圳大学 A Versatile Collage Visualization Technique

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## PROBLEM

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Collage techniques are commonly used in visualization to organize a collection of geometric shapes, facilitating the representation of visual features holistically, as seen in word clouds or circular packing diagrams. Typically, packing methods rely on object-space optimization techniques, which often necessitate customizing the optimization process to suit the complexity of geometric primitives and the specific application requirements. We introduce a versatile image-space collage technique designed to pack geometric elements into a given shape.

## PIPELINE

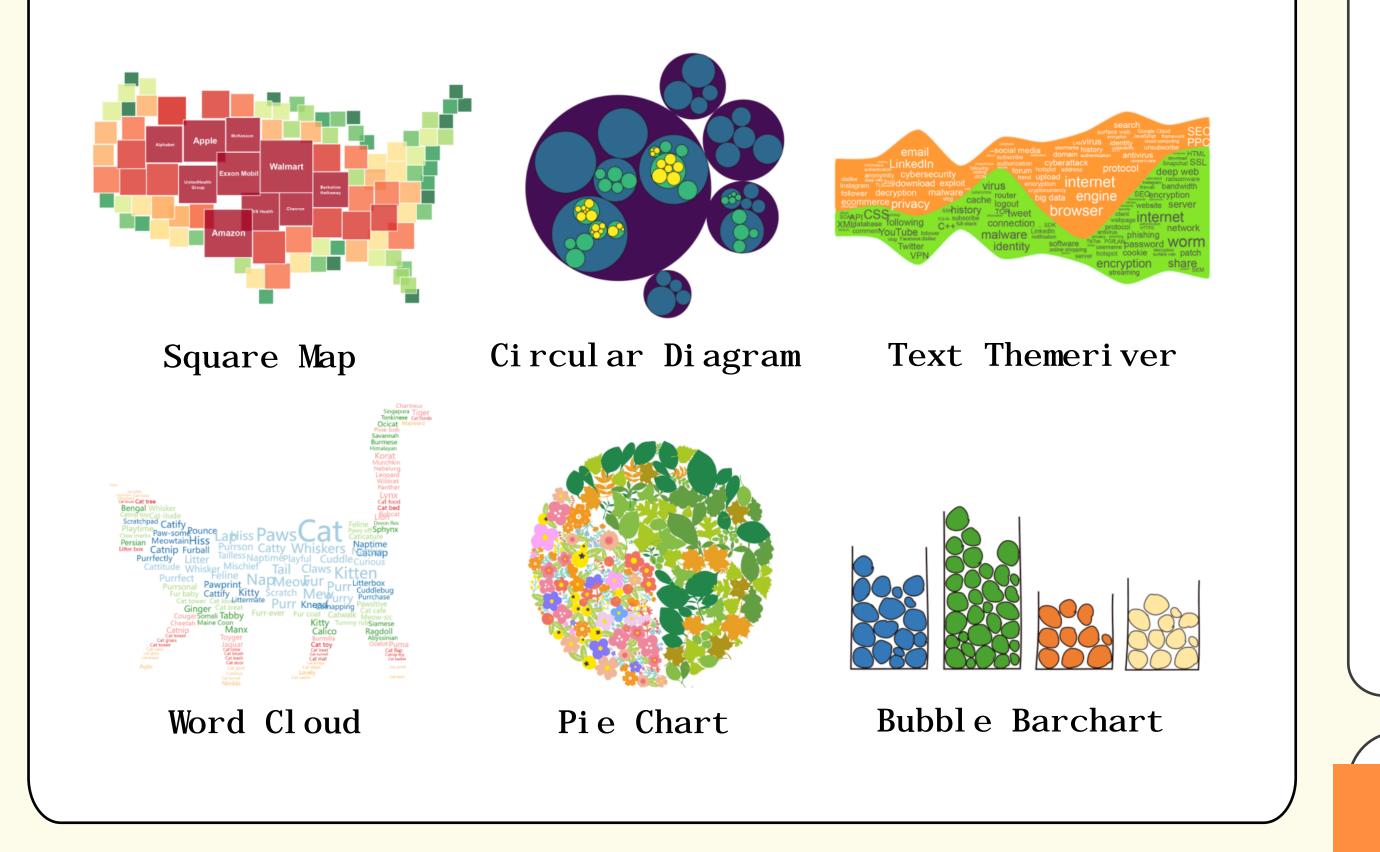
#### **Geometric Transformation**

To maintain data encoding fidelity in collage visualization, we optimize geometric transformations (scaling, translation, rotation) of visual primitives, ensuring their shape and size remain stable

#### **Position Initialization**



Project Homepage

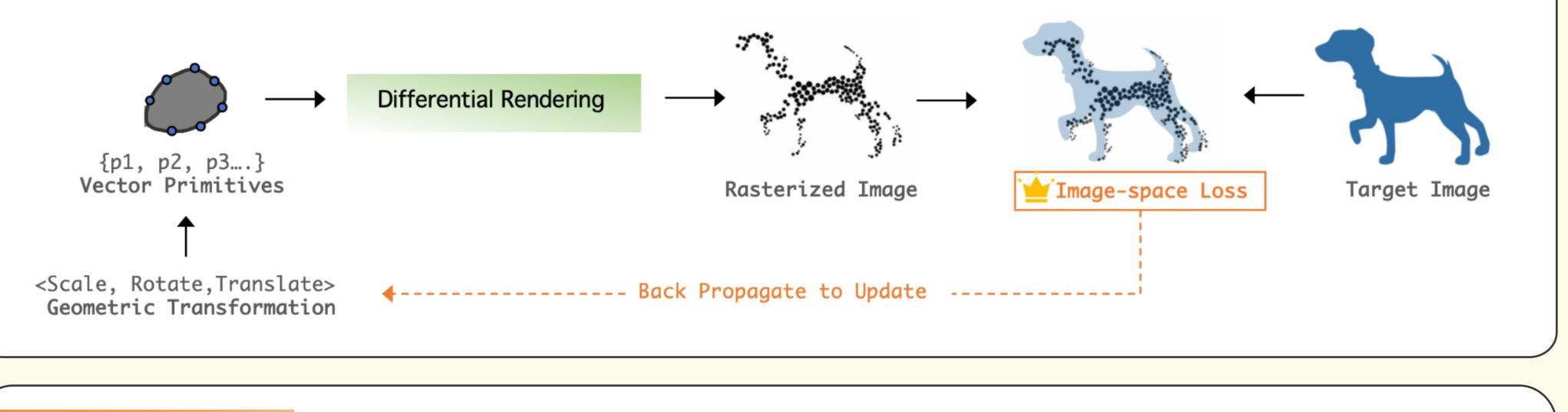


Proper initial placement of visual primitives using the Medial Axis Transform (MAT) ensures effective optimization by evenly distributing primitives within the target shape, reducing iterations and improving quality.

#### **Loss Functions**

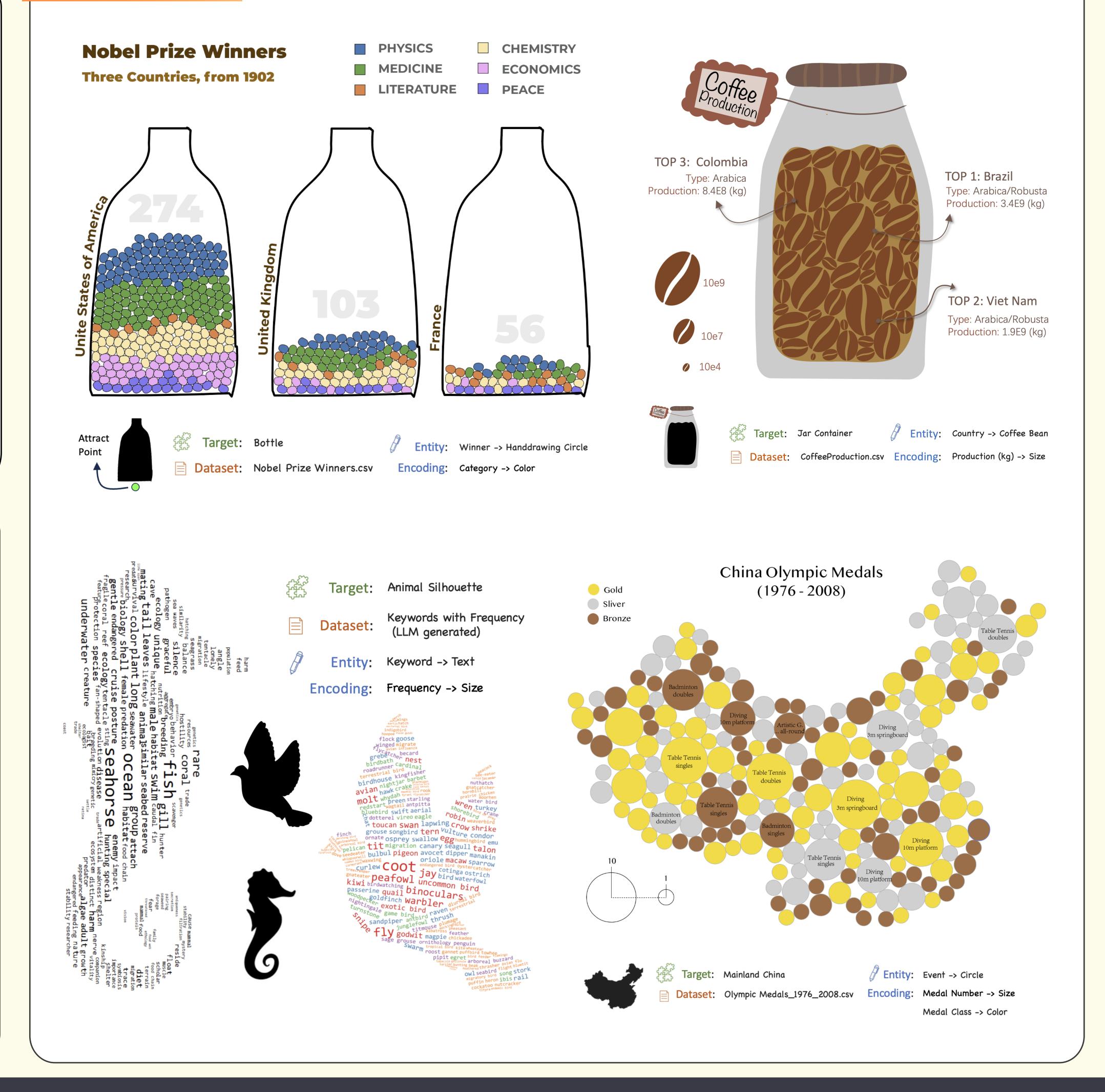
RESULTS

Our framework uses image-space loss functions (Boundary Fitness, Primitive Overlap, Data Fidelity, Force Attraction) to optimize visual primitives' arrangement, enhancing fit, reducing overlap, and maintaining data fidelity during optimization.



## BACKGROUND

Current methodologies often focus on optimizing object placements within these spaces, using tailored geometric descriptors and loss functions[1][2]. However, these approaches have limitations: optimization techniques may not generalize across different applications due to shape diversity and layout requirements[3]; complex shapes necessitate diverse descriptors[4]; and constraints exist with shapes that have curvature or open boundaries. To address these challenges, we propose a paradigm shift to image-space optimization using differential rendering[5].



#### REFERENCES

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[4] Van Kaick, Oliver, et al. "A survey on shape correspondence." Computer graphics forum. Vol. 30. No. 6. Oxford, UK: Blackwell Publishing Ltd, 2011.

[5] Li, Tzu-Mao, et al. "Differentiable vector graphics rasterization for editing and learning." ACM Transactions on Graphics (TOG) 39.6 (2020): 1-15.

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