Parametric Modeling as a Technology of Rapid Prototyping in Light Industry

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Abstract. The paper deals with the parametric modeling method of virtual mannequins for the purposes of design automation in clothing industry. The described approach includes the steps of generation of the basic model on the ground of the initial one (obtained in 3D-scanning process), its parameterization and deformation. The complex surfaces are presented by the wireframe model. The modeling results are evaluated with the set of similarity factors. Deformed models are compared with their virtual prototypes. The results of modeling are estimated by the standard deviation factor.

1. Introduction

Prototyping is compulsory in the design of a new article. Design of a quality prototype which is maximally alike the future article is a complex scientific and practical problem. Technologies of rapid prototyping have become popular recently [1]. A prototype is generally made on the basis of a solid CAD-model or a model with closed surface contours. Herewith parameterization is of a great importance. Parametric modeling is not as expensive as alternative methods of virtualization and enables to develop new models interactively by changing set parameters. Formally, this approach can be written as follows: development of a new model $\Omega$ by deforming an average base model $\Psi$ according to the set of specified parameters $\rho$. Thus, a new model $\Omega$, after being deformed is to satisfy a set of parameters $\rho$ [2].

For parameterization of objects with a complex geometric shape and presented as wireframe models special technologies are required which take into consideration the information on form and metric characteristics accepted in the object domain. Mannequins used in clothes production are among these objects. The existing CADs of clothes are applied by designers mainly for laying-out and enable to view articles in 2D dimensions only. Systems of three-dimensional scanning and data bases of real object prototypes (man is included [3]) which are being rapidly developed in recent years could be widely applied in clothing industry right up to individual customizing of clothes. However, there are two hindrances obstacle problems. First, the prices of scanning systems are too high for clothing industry. Second, these systems are not integrated into CADs of clothes well enough. On the other hand, models obtained by scanning of real objects have a lot of empirical data and can be applied as the basis for parameterization followed by the design adjusted to the needs of a particular customer.
This approach demands for the development of methods and ways of getting information on the form of the object under modeling. Therefore, the problem of complex object parameterization is an urgent one and needs to be solved by generating new models on the ground of semantic information and evaluation of modeling quality [4, 5].

Thus, two interrelated problems are to be solved: complex objects need to be presented parametrically with further evaluation of parameterization results in order to define the efficiency. Formally, the problem can be stated as follows: there are two original models \( \gamma_1 \) and \( \gamma_2 \), on their basis models \( \alpha_1 \) and \( \alpha_2 \) are to be developed and specified by parameters \( \pi_1 \) and \( \pi_2 \) respectively; an undefined model \( \alpha' \), meeting the parameters \( \pi_2 \) is to be developed, and proximity of models \( \alpha' \) and \( \alpha_2 \) is to be evaluated.

2. Description of solution procedure

The basic information for development of a basic model includes 3D model of a female mannequin with a standard form – a right trunk. The model is obtained by three-dimensional scanning with Artec MH 3D Scanner hand scanner [6, 7], providing accuracy of order \( 10^{-2} \) mm. The delivery set includes ZScan Lite software, which enables to evaluate the results of scanning and export data into the most accepted format. The most wide-spread format is STL. It is used to keep three-dimensional models of objects in technologies of rapid prototyping, import into the systems of three-dimensional modeling and send to the three-dimensional printer. Figure 1 shows the photos of the object and the result of scanning.

![Figure 1](image)

The basic model has a polygon structure: set of points \( t_{ij}(x_{ij}, y_{ij}, z_{ij}) \), connected into triangular polygons \( p_i = (t_{i1}, t_{i2}, t_{i3}) \), \( \ i = 1, N \), \( \ j = 1, 3 \), where \( N \) – number of polygons. The model doesn’t have internal polygons, polygon crosses and holes. The centre-of-mass coordinate of the model \( C(x_m, y_m, z_m) \) coincides with the coordinates of origin of the global coordinate system \( O \), when:

\[
x_m = \frac{1}{3N} \sum_{i=1}^{N} \sum_{j=1}^{3} x_{ij} \quad y_m = \frac{1}{3N} \sum_{i=1}^{N} \sum_{j=1}^{3} y_{ij} \quad z_m = \frac{1}{3N} \sum_{i=1}^{N} \sum_{j=1}^{3} z_{ij}
\]

The model is oriented in such a way, that the horizontal plane \( xOy \) divides the upper and the low parts of the mannequin, the vertical plane \( yOz \) separates the front part from the rear one, and the vertical plane \( xOz \) divides the mannequin into two parts along the symmetry axis.

The base model under the deformation is a three-dimensional wireframe model with topology: a set of horizontal sections \( h_i \) with the same quantity of equidistant apices \( \{v_{ij}\} \) sorted out according to the
polar angles: \( i = 1, \overline{N}, \quad j = 1, \overline{M} \), where \( N \) – number of sections, \( M \) – number of points in the sections. The sections are on the levels: \( z_i = z_{i-1} + \Delta z \), \( z_1 = z_{\text{min}} \), \( \Delta z = (z_{\text{max}} - z_{\text{min}}) / N \), \( i = 2, \overline{N} \), where \( z_{\text{max}} \) – level of neck base from behind, \( z_{\text{min}} \) – level of perineum, \( N \) – number of sections. Thereupon, the points of each \( i \) section from \( h_i \) are arranged in such a way to meet the condition: \( \varphi_i < \varphi_2 < \ldots < \varphi_j < \ldots < \varphi_{M_i} \), where \( \varphi_j \) – is a polar angle of \( j \) point of \( i \) section.

One of the basic peculiarities of a mannequin form is \( xOz \) plane symmetry; therefore, the basic sections are subjected to the symmetrization – calculation of the averages between the left and right halves relative to the axis of symmetry, with the further smoothing – interpolation by third-order splines.

The parameterization of a human body is usually based on anthropometric or medical information: anthropometrical points [2], parameters of clothing industry [4], points of acupuncture [8], and types of spinal curvature [3] and so on. The results of anthropometric research and standards of clothing industry are referred to in paper [2], according to these data the main parameters of human body are height, chest, girth of hips and waist. Measured parameters 1–10 are shown in Fig. 2. To calculate them additional sections \( c_k = \{c_{ij}\} \), \( j = 1, \overline{M} \), \( k = 1, 5 \) and their girths (4–6) are determined besides the basic ones \( h_i \). The set of anthropometric points is applied for this purpose. Axial displacements \( Ox \) (7–9) and \( Oy \) (1–3) enable to follow up the position of spinal column. The number of parameters can be increased by making additional sections through the needed anthropometric points.

As a girth we see a perimeter of a minimal convex hull of additional section points. \( K \) section girth is calculated according to Graham algorithm. The deformation is seen as a change in the position and forms of base sections according to the similar change of additional sections. The deformation process includes several phases.

Axial displacement \( Oz \) of base sections proportionally to the changing parameter 10. The distances between base sections remain the same.

Axial displacement \( Oz \) of additional sections relative to the neck point according to parameters 1–3.

Scaling of additional sections according to parameters 4–6. Scaling is carried out in the section planes, for this purpose an optimization problem with efficiency function is solved:

\[
F(s) = \left| G_k - f(q_k \cdot S(s)) \right| \rightarrow \min,
\]

(2)
where $G'_k$ – a new girth, $f$ – function of section girth calculation, $q_k$ – range of $k$ additional section points, $S(s)$ – matrix of scaling on the plane, $s$ – scaling factor. The optimization problem is solved by coordinatewise descent.

Axial displacement $O_y$ of additional sections relative to the neck point according to parameters 7 – 9.

Scaling of base sections according to the new form of additional ones. The base sections which are between sections $c_{k-1}$ and $c_{k+1}$, are scaled for each $k$ additional section, and herewith, the scale factor $s$ decreases linearly from zero upwards and downwards relative to section $c_k$.

Developing the surface of quadrangular grid by connecting corresponding apices of adjacent sections, that is by adding edges \{(v_{ij},v_{i+1j})\}, $i = 1,N, j = 1,M$, where $N$ – number of sections, $M$ – number of points in $i$-section.

3. Results and Discussion

The results of modeling are evaluated by comparing the base model of an object with the model of another object deformed according to the parameters of the base model. The approaches of three-dimensional object evaluation usually differ in the method of object form description and in the metric, which is to define the degree of similarity. Analyzing the models of a particular class their comparison gets more efficient in terms of peculiarities of this class models. From this point of view the mannequin models are presented quite well by the set of horizontal parallel sections, which are smooth, symmetrical figures. Therefore, to evaluate the model forms 4 factors are applied, which are calculated for each half-section $h'_i$: perimeter of half-section $S'_i$, perimeter of half-section girth $S''_i$, descriptor of form $D_i$, area of half-section $A_i$. The factor, based on the shape function, is also considered [4, 7], that describes the model form on the whole and it is calculated not in view of random points on the surface of mannequin, but according to the points of sections $h_i$. In this case it is not difficult to choose points on the surfaces of compared models.

Perimeter of $i$ half-section:

$$S' = \sum_{j=1}^{M'-1} \sqrt{(x_j - x_{j+1})^2 + (y_j - y_{j+1})^2},$$

where $M'$ – number of half-section points, $v_j(x_j,y_j)$ – $j$ point of half-section.

Perimeter of $i$ half-section girth:

$$S'' = \sum_{k=1}^{K-1} \sqrt{(x_k - x_{k+1})^2 + (y_k - y_{k+1})^2},$$

where $K$ – number of girth points, $w_k(x_k,y_k)$ – $k$ point of girth.

Descriptor of $i$ half-section form:

$$D_i = \sum_{j=1}^{M'-1} L_j \cos \alpha_j, \quad L_j = \left| \overrightarrow{Ov_j} \right|, \quad \alpha_j = \frac{180}{M'} \cdot \left( \frac{j}{M'} \right), \quad j = 1,M',$$

where $M'$ – number of points in a half-section, where $\alpha_j$ – angle between radius-vector $\overrightarrow{Ov_j}$ and axis $Ox$ of the coordinate system $yOx$ of $i$ section, $v_j$ – $j$ point of half-section, $O_i$ – pole of the coordinate system $yOx$ of $i$ section, here $\overrightarrow{Ov_j} = \frac{1}{M} \sum_{j=1}^{M} \overrightarrow{Ov_j}$, where $M$ – number of points in a section.

The axes of the coordinate system of $i$ section $yOx$ are parallel to the axes of the global coordinate system $yOx$.

Area of $i$ half-section:
where $M'$ – number of points in a half-section, $\varphi_j$ – angle between vectors $\overrightarrow{O_jv_j}$ and $\overrightarrow{O_{j+1}v_{j+1}}$, $j = 1, M' - 1$.

Shape function – a set of Euclidian distances $\{\psi_s\}$ between all pairs of points in sections $h_s$, $s = 1, S$, $S = NM (NM - 1)/2$, where $N$ – number of sections, $M$ – number of points in sections. The compared factor is a density diagram $F$ of the set of Euclidian distances $\{\psi_s\}$.

The factors are compared by calculating the standard deviation of each factor:

$$\sigma = \sqrt{\frac{1}{n-1} \sum_{i=1}^{n} (P^I_i - P^II_i)^2},$$

where $P^I_i$ – $i$ value of factor for the first model, $P^II_i$ – $i$ value of factor for the second model, $n$ – for shape function – number of intervals in density diagram, in other cases – number of sections.

The algorithms presented in the paper are applied to the models of female mannequins (Fig. 3), containing 50 sections, each section has 200 points. The number of intervals in density diagrams makes 100. Each model was deformed according to the parameters of two others, then the models were compared pair-wise to evaluate the deformation.

The results of factor calculation before and after deformation are shown in Table 1. The obtained results help to conclude that forms of the models after deformation are much more similar to the model-prototypes because of the decreasing standard deviation.

**Table 1. Evaluation factors before and after deformation**

<table>
<thead>
<tr>
<th>Pair of compared models</th>
<th>Criterion of comparison (SD) according to the factors</th>
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</thead>
<tbody>
<tr>
<td></td>
<td>$S'$</td>
</tr>
<tr>
<td><strong>Before deformation</strong></td>
<td></td>
</tr>
<tr>
<td>I – II</td>
<td>0.3581</td>
</tr>
<tr>
<td>I – III</td>
<td>0.3268</td>
</tr>
<tr>
<td>II – III</td>
<td>0.3405</td>
</tr>
</tbody>
</table>
Conclusion
The paper provides the description of the approach of development of a base model with the set structure in view of polygon model of the original object. The original parameterization keeping the geometrics of a three-dimensional object model with a complex structure is investigated on the ground of clothing industry parameters and anthropometric research. Factors for evaluation of wireframe models similarity are suggested, models of female mannequins are compared in view of these factors. The described approach can be applied to develop virtual mannequins for the purposes of clothing industry.

References