

Volumetric Style Transfer using Neural Cellular Automata

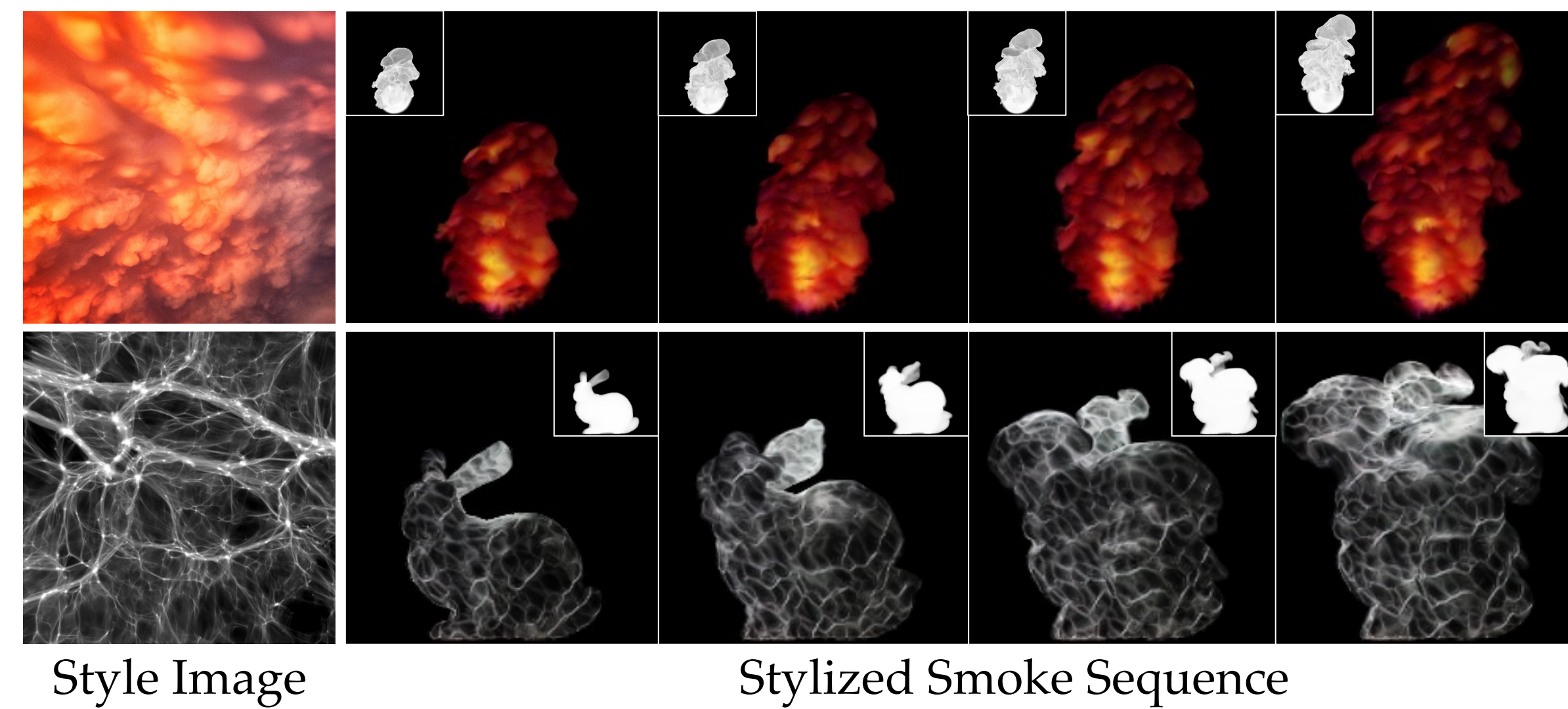
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Problem

- The difficulty of **exemplar-based stylization of 3D volumetric smoke data**:
- Ensuring the **stylization consistency** across **multi-views** and **time frames**
 - Preserving **visually plausible motion** as the original smoke data.
 - Requiring reasonable **time** and computational resources.



We introduce **Volumetric Neural Cellular Automata (VNCA)**, a novel method synthesizing volumetric temporal textures for smoke stylizations in **real-time**.

Contributions

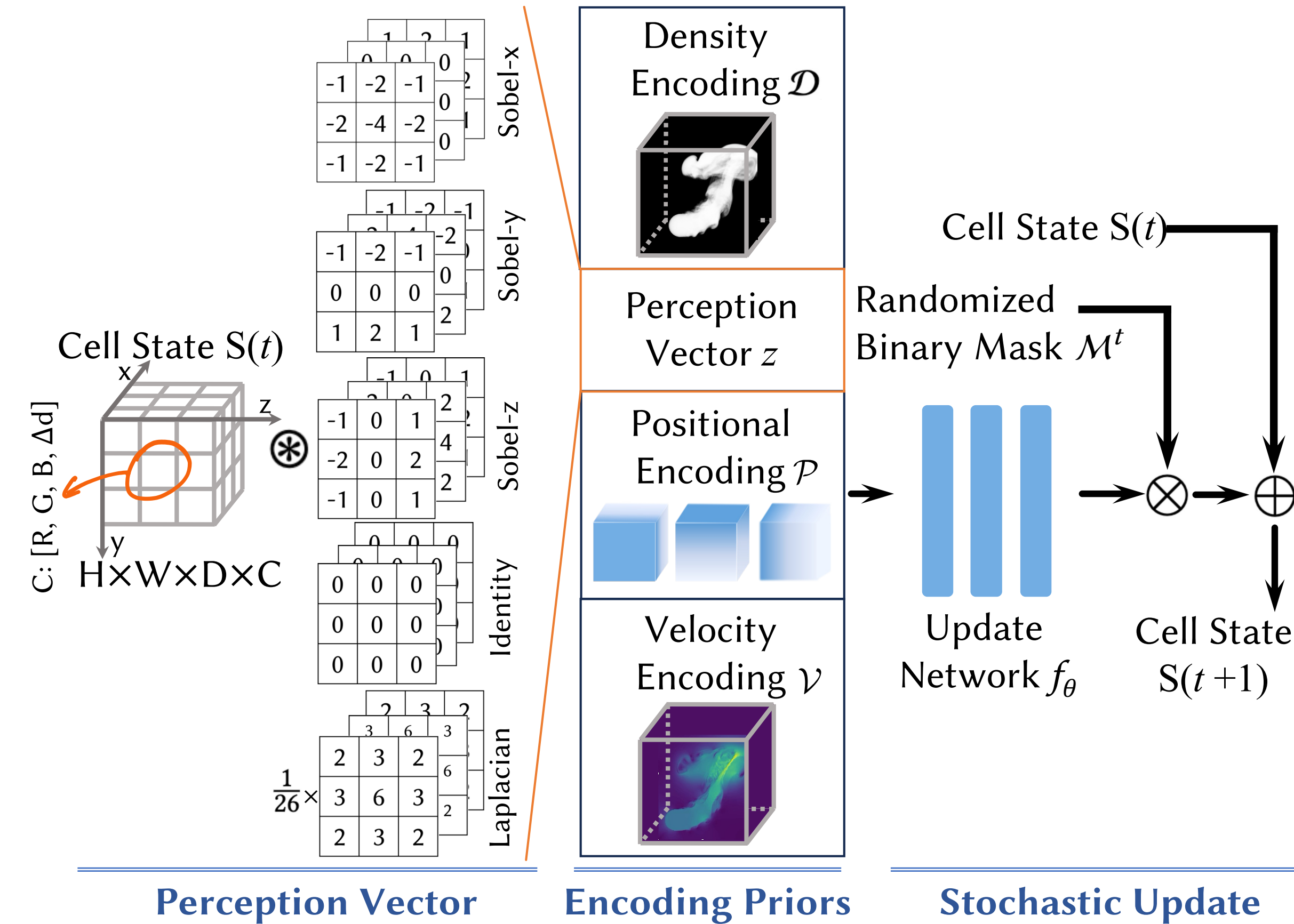
- VNCA present a novel volumetric temporal texturing method for real-time stylization of 3D smoke simulations that is consistent w.r.t the style image with visually plausible smoke motion.
- VNCA speed up baseline training by over an order of magnitude.
- VNCA synthesize texture volumes for mesh stylization.

Comparison of Relevant Methods

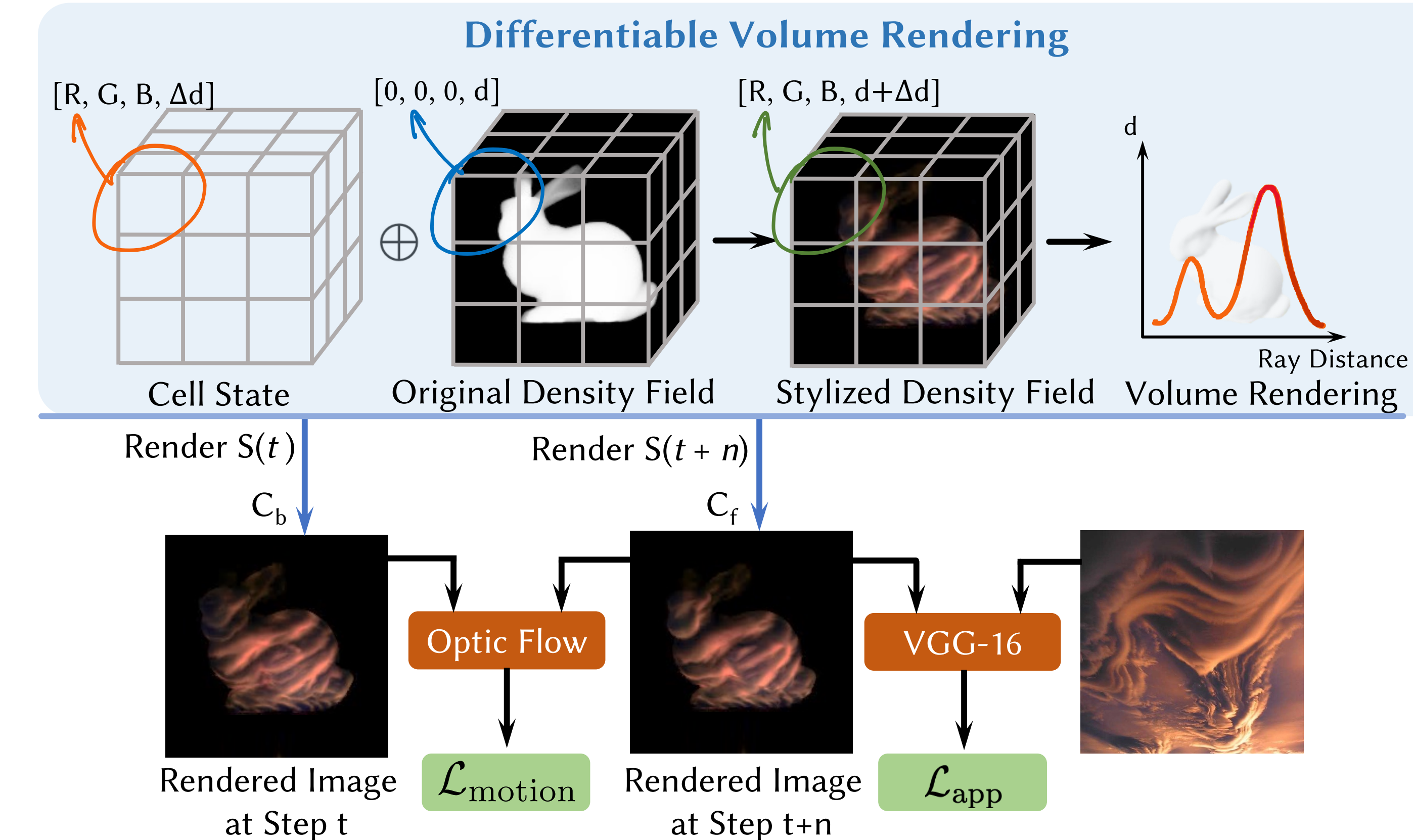
- No training time scale up.
- Inter-frame consistent.
- Generalize to unseen smoke.
- Color and density 3D stylization.
- Inference time < 10s/frame.
- Training GPU < 12GB.
- Generalize to mesh texturing.

Methods	A	B	C	D	E	F	G	Type
Kim et al. [2019]	✗	✓	✗	✗	✗	✓	✗	Optim.
Kim et al. [2020]	✗	✓	✗	✗	✗	✓	✗	
Aurand et al. [2022]	✗	✓	✗	✗	✓	✓	✗	Feed Forward
Guo et al. 2021	✓	✓	✓	✗	✓	✗	✗	
Aurand et al. [2022]	✓	✗	✗	✗	✓	✗	✗	Feed Forward
VNCA (Ours)	✓	✓	✓	✓	✓	✗	✓	

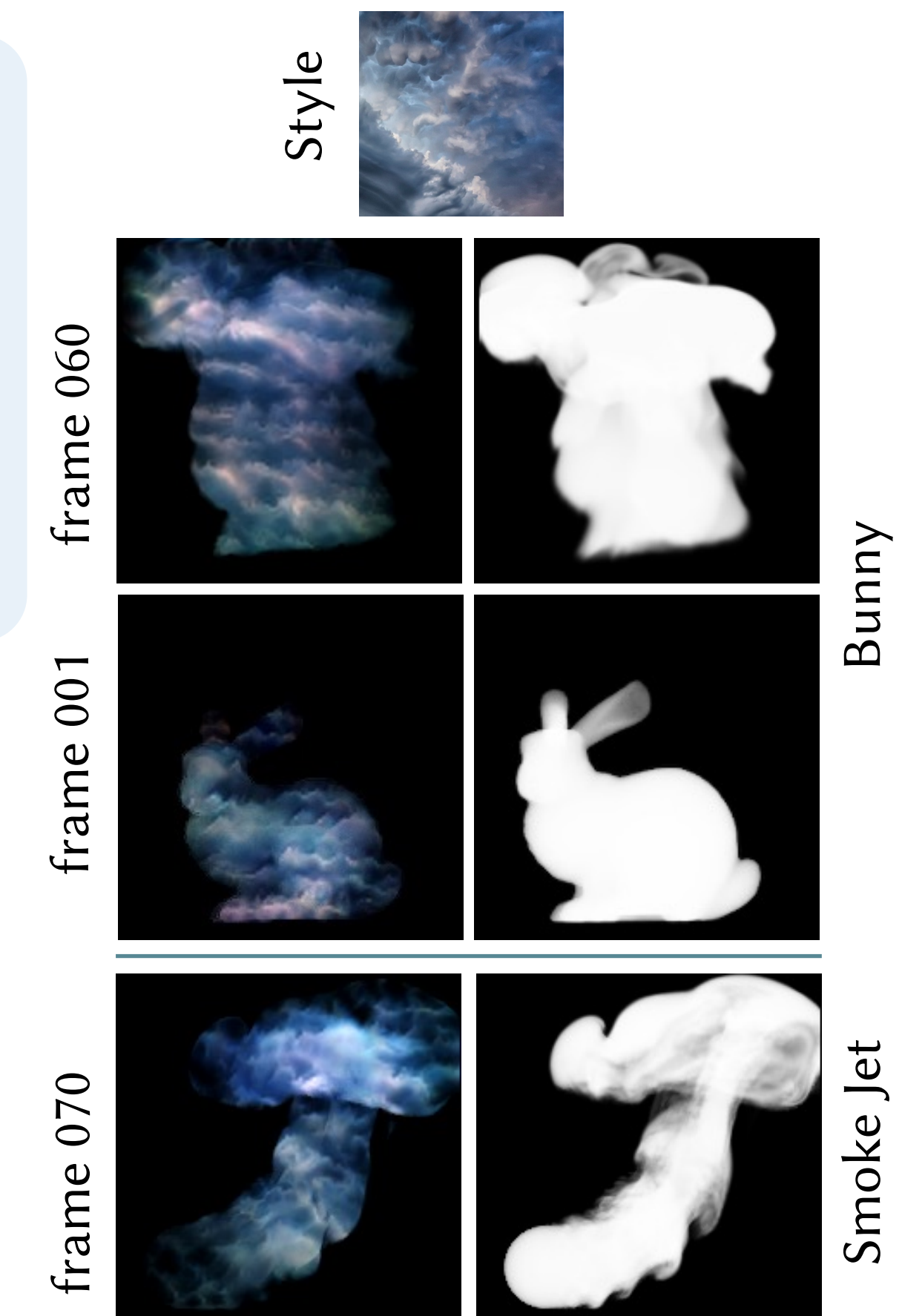
VNCA Update Rule



Training Scheme

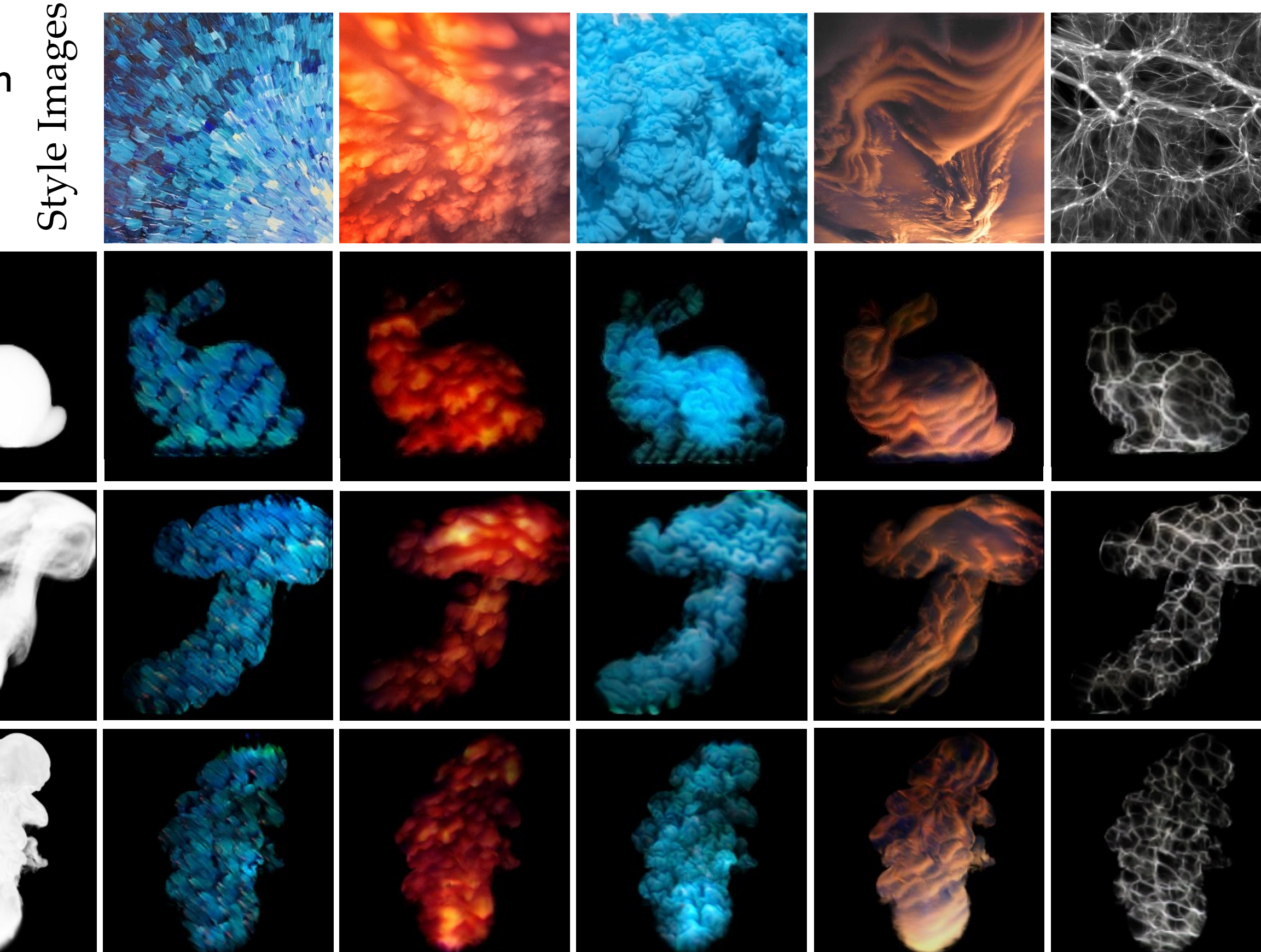


Generalization Ability



Stylization on Smoke Simulations

VNCA can both synthesize **colour** and modify **density** distribution for a stylization consistent with the input style image.



Stylization on Meshes

VNCA can synthesize **mesh stylization** with better consistency with the style image and fine-level details.

