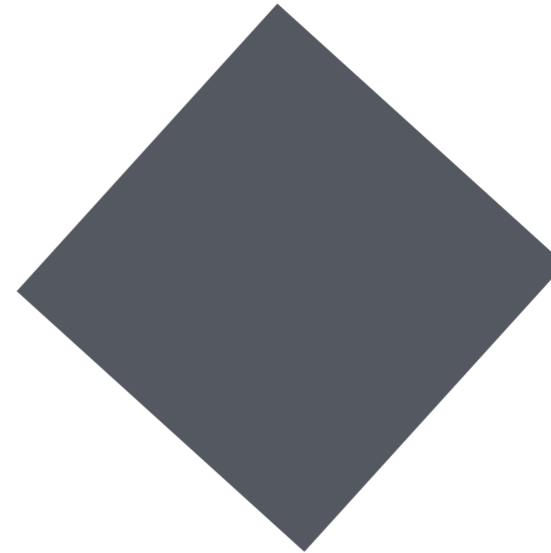


**University  
of Basel**

# Basic notions of shape modelling

# What is a shape



## Classical definition:

All geometrical information that remains when **location**, **scale** and **rotational** effects are filtered out from an object.

# What is a shape

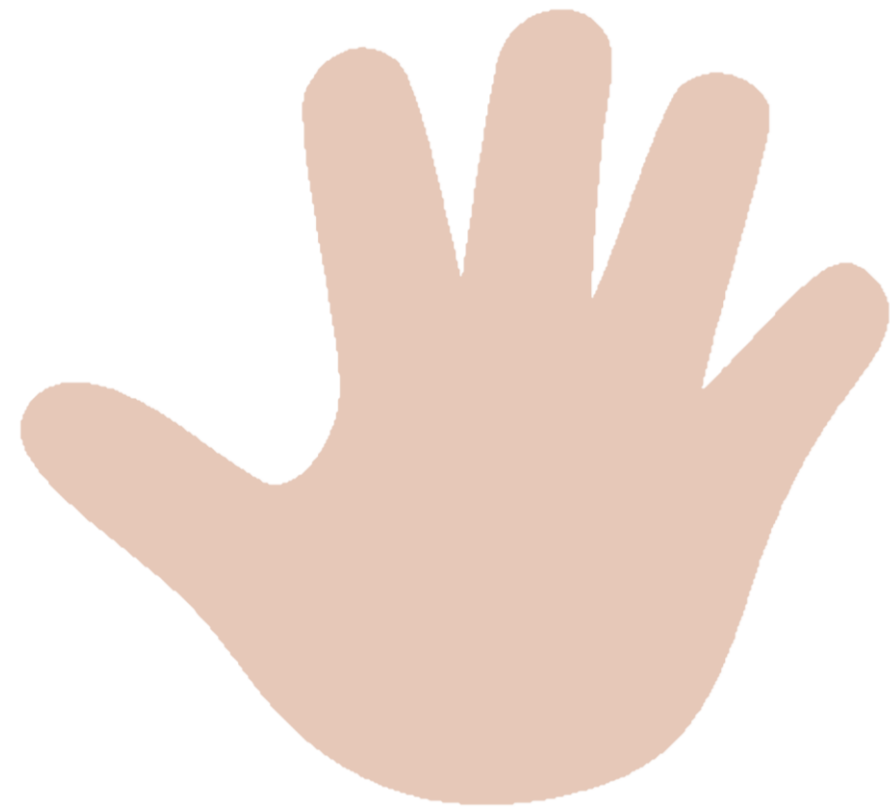


Our definition:

All geometrical information that remains when **location** and **rotational** effects are filtered out from an object.

# Shape and size

In biology, size and shape are often correlated.



# Shape families

The family of triangle shapes



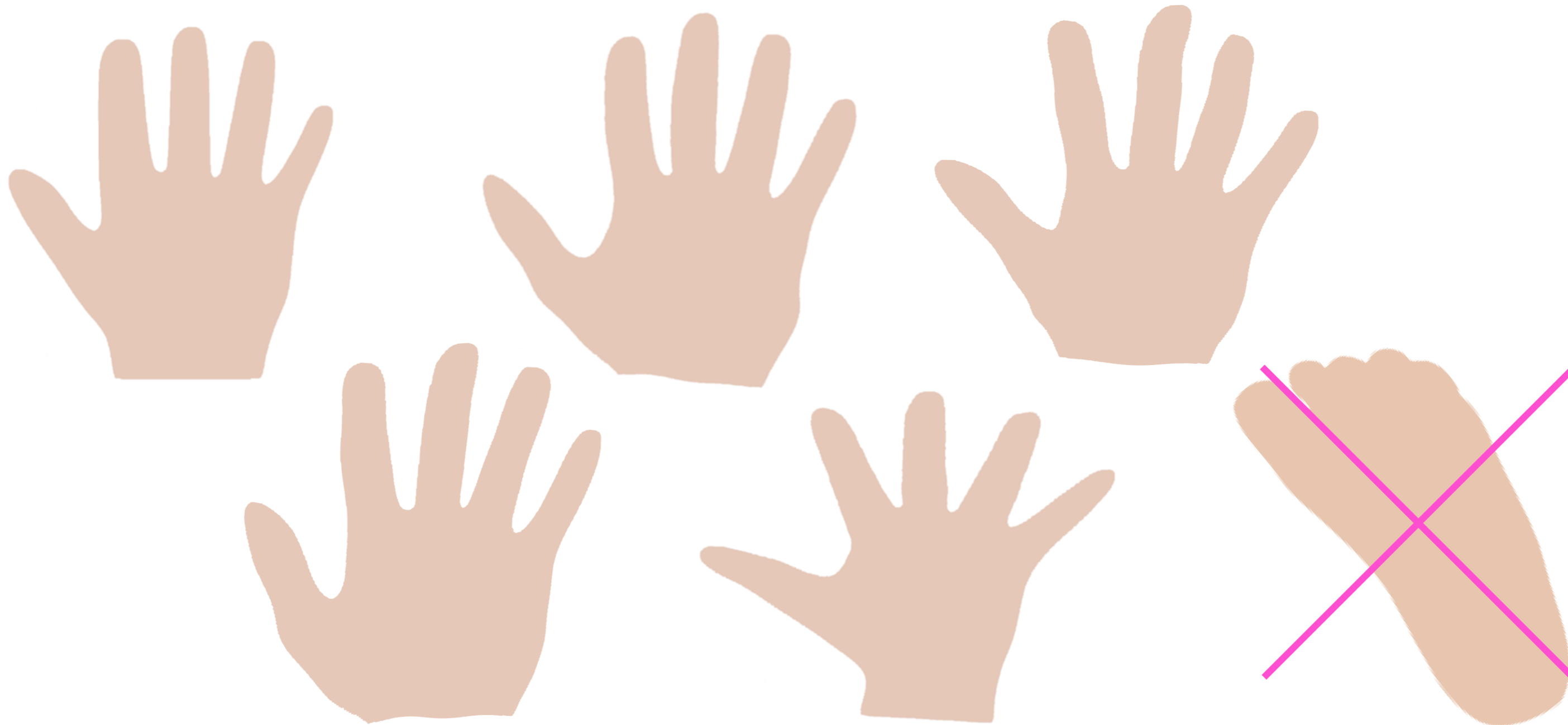
# Shape families

The family of hand shapes



# Shape families

The family of hand shapes

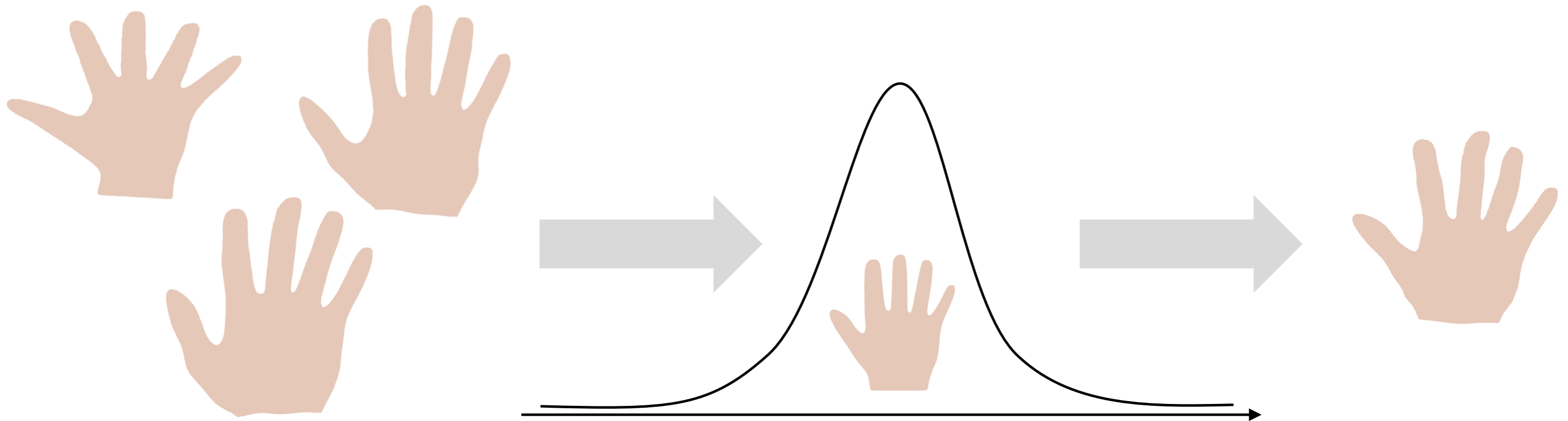




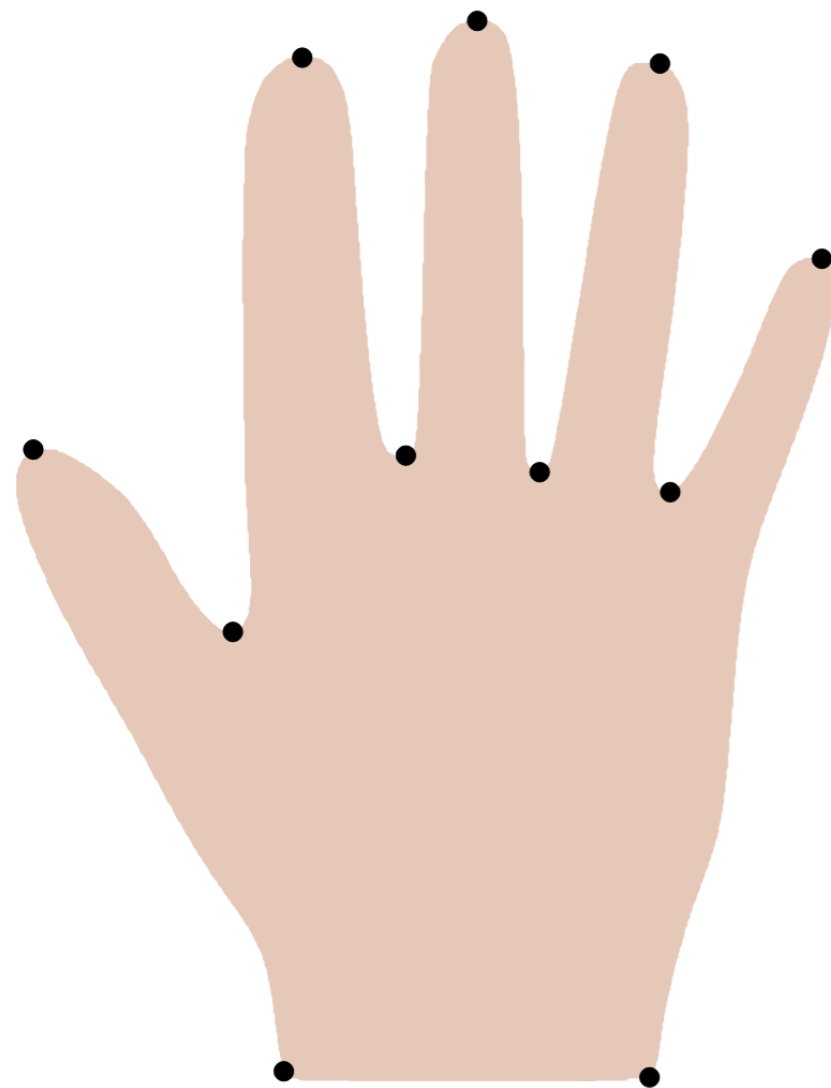
# Statistical shape models

Learn from examples how to generate new shapes

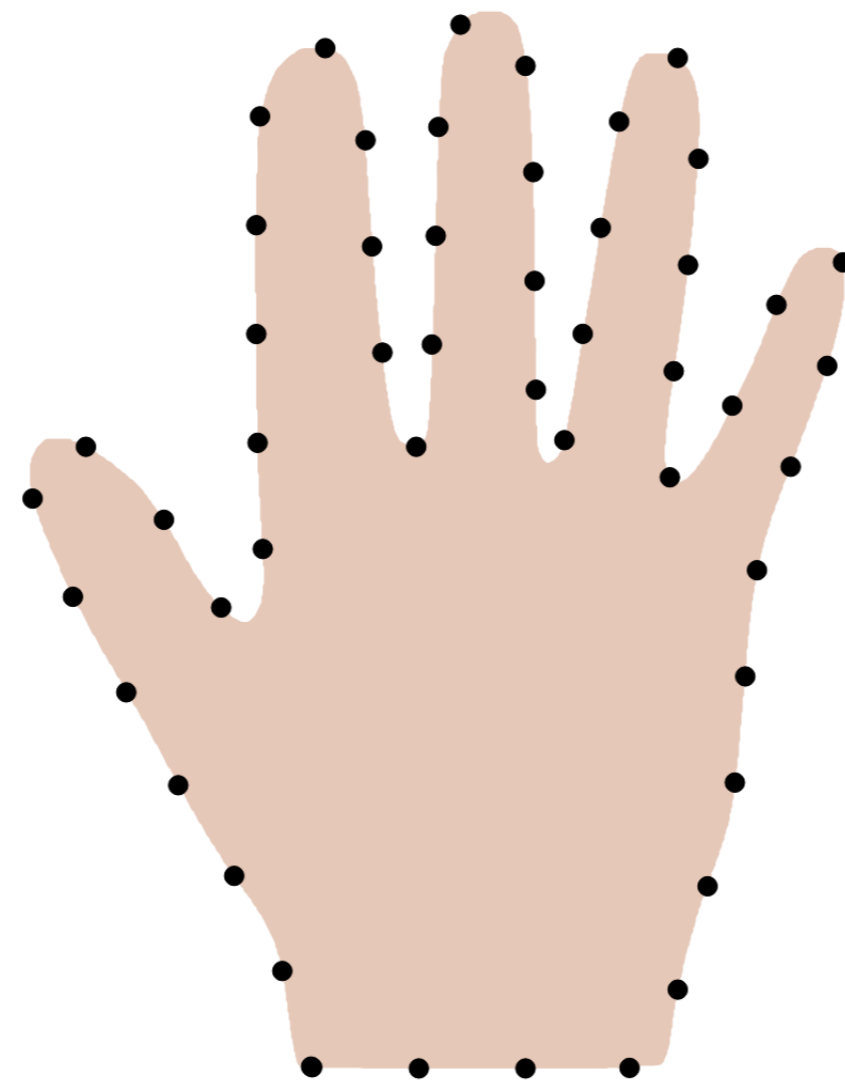
Example shapes



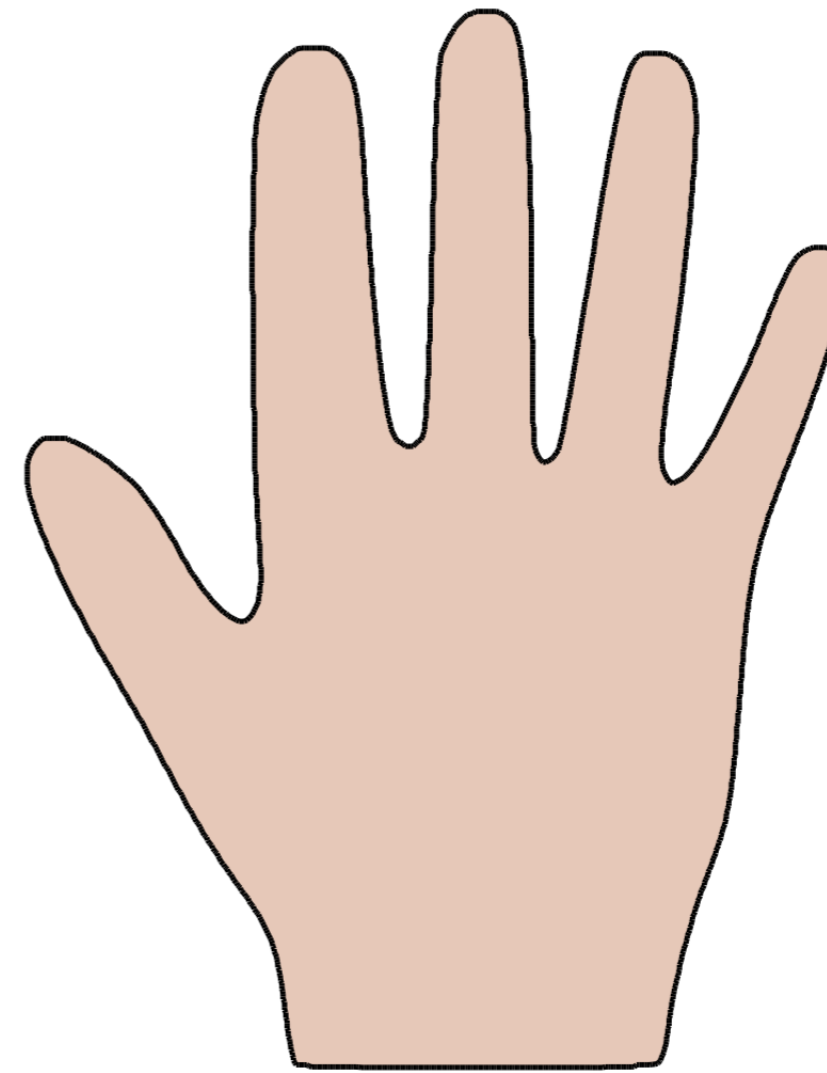
# Shape representation



Landmarks



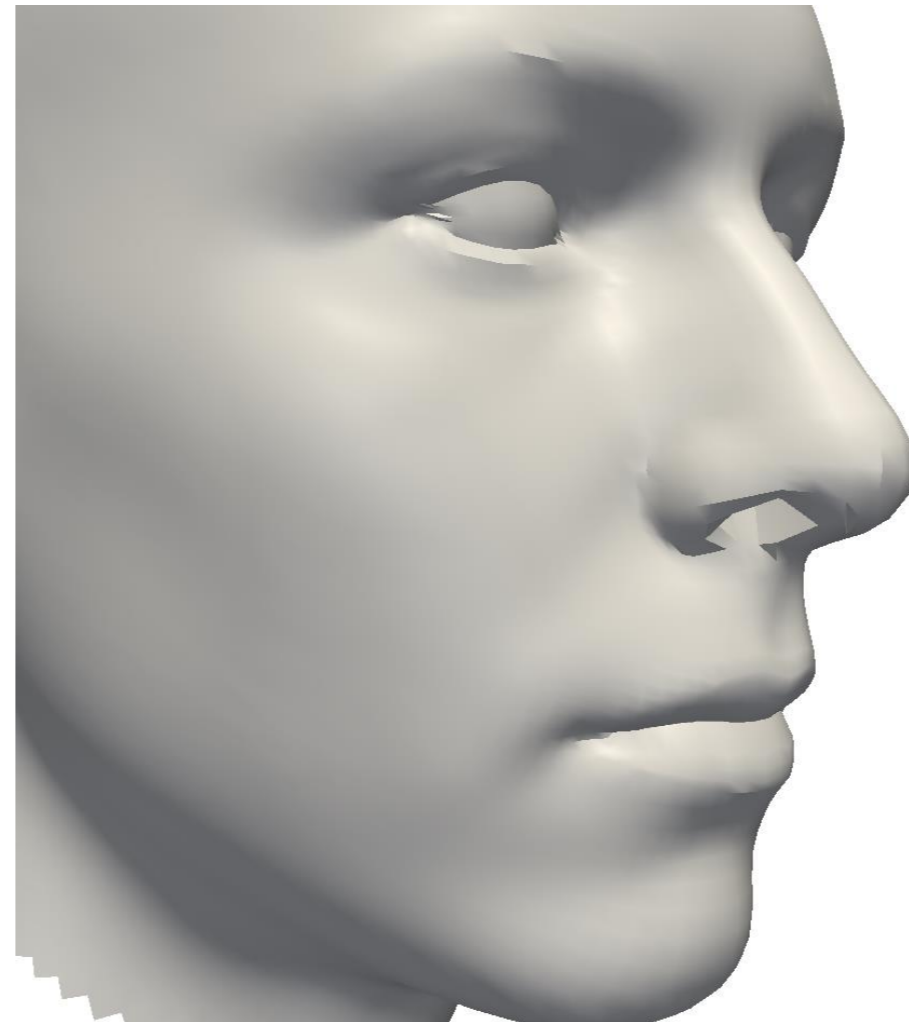
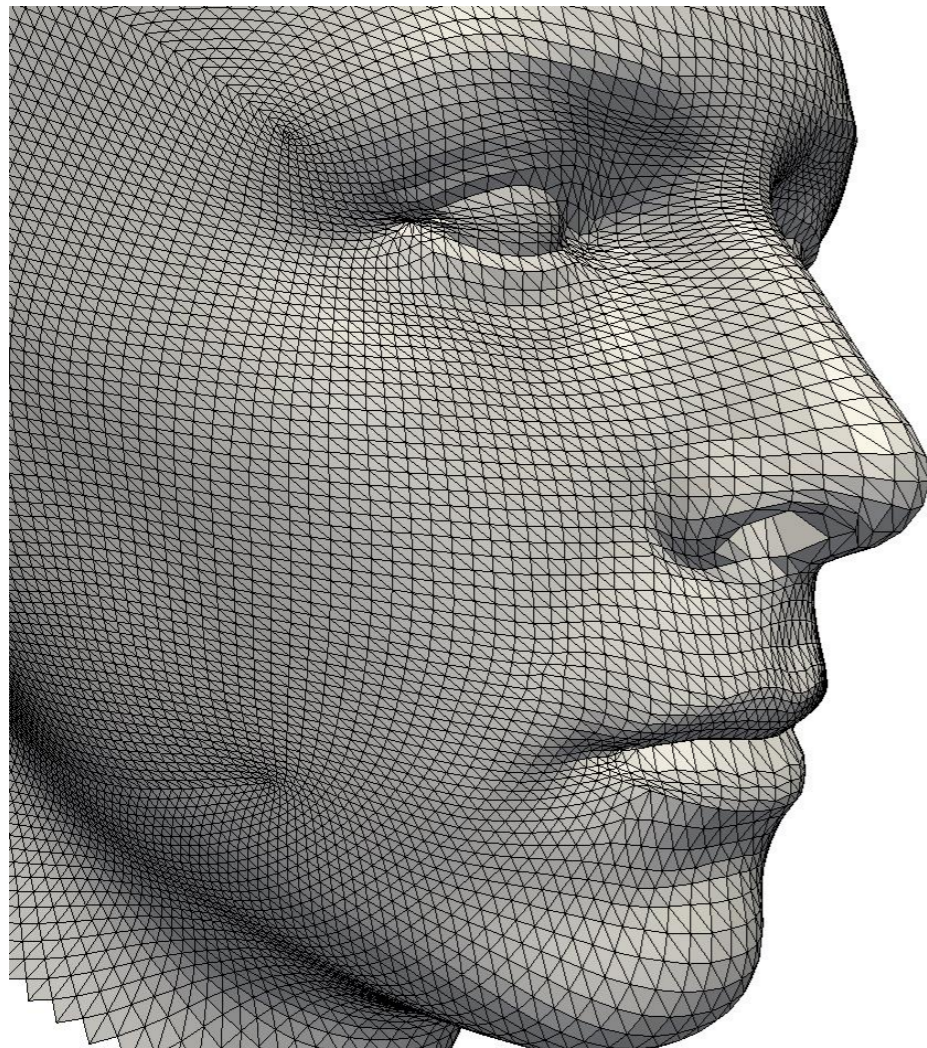
Dense points



Contour

# Shape representation

Surface points



# Point distribution models

- How can the points move, such that the shape remains within the family?
- Assumption: Shape variations within the shape family can be modelled by a **normal distribution**.

