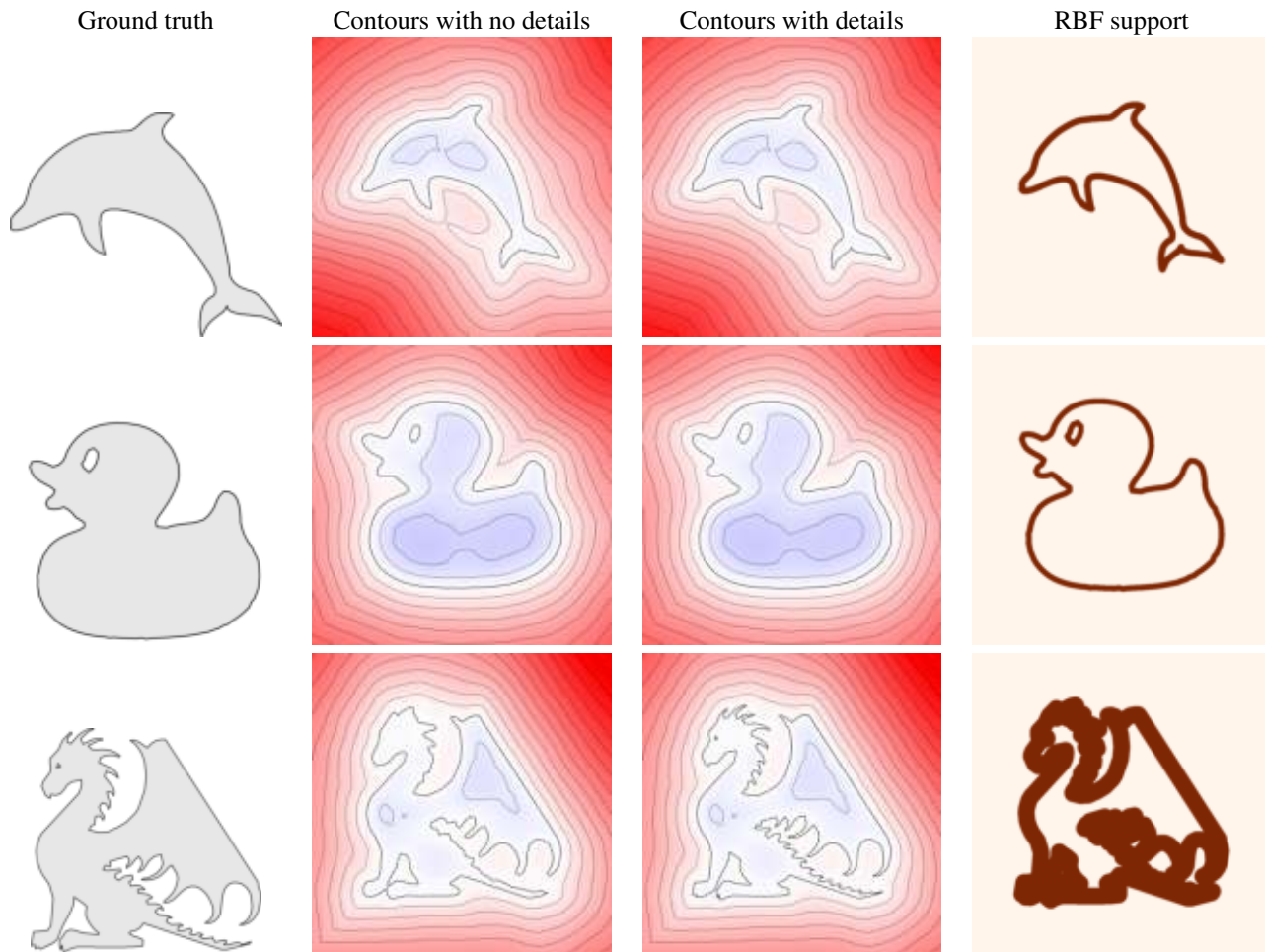


# Compactly supported detail fields for high quality neural implicit surfaces

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Supplemental material

## 2D models

As our method is not dependent on the dimension, we display results obtained from 2D polylines. We display the ground truth polyline, the isocontours of the neural function alone, the isocontours obtained with our RBF detail field and the support of our detail field. Each detail field was computed from 10k RBF centers sampled uniformly on the polyline.

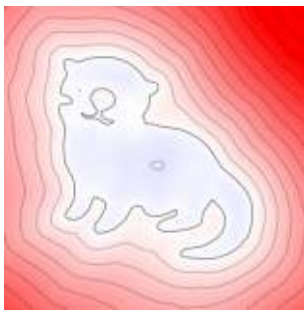
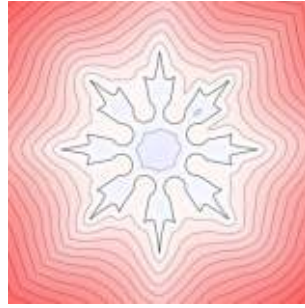


Ground truth

Contours with no details

Contours with details

RBF support



### 3D results

We display a gallery of trained models as meshes extracted from a marching cube of resolution  $500^3$ . The left column (gray) corresponds to the ground truth mesh, the middle column (red) corresponds to the zero level set of the neural function only, and the right column (blue) is our result extracted from the neural function plus the RBF detail field.



Figure 1: Armadillo



Figure 2: Brain



Figure 3: Coelacanth

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Figure 4: David head



Figure 5: Dragon2



Figure 6: Glykon



Figure 7: Lion

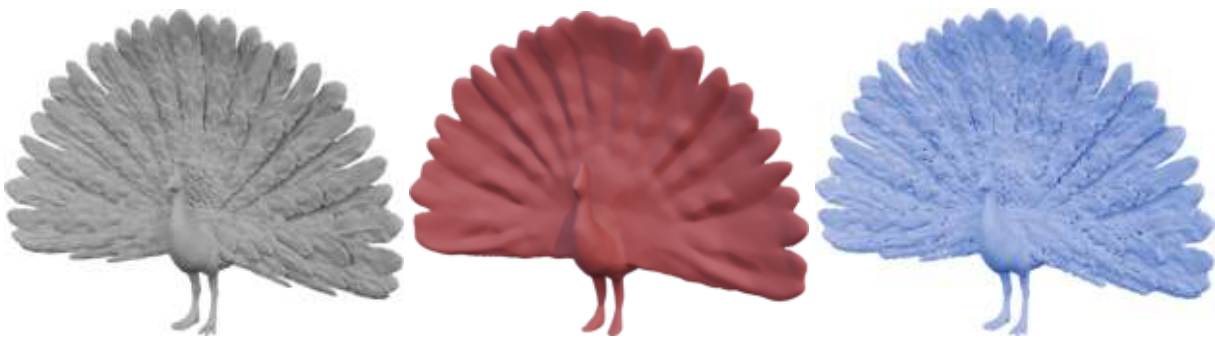


Figure 8: Peafowl



Figure 9: Ramses Statue



Figure 10: Raptor



Figure 11: Seahorse



Figure 12: Soccer Ball



Figure 13: Thai Statue



Figure 14: Tyrannosaurus



Figure 15: Vase Lion



Figure 16: Voronoi Bunny



Figure 17: Wicker Chair



Figure 18: Wildboar



Figure 19: XYZRGB Dragon