# **Unfolding Cloth: Neural Deformation Fields for**



## **Simulation and Monocular Tracking**



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Abstract: We represent clothes as continuous neural fields instead of discrete meshes to address core challenges in cloth simulation and 3D surface tracking.

SotA

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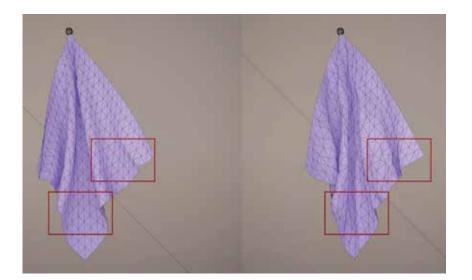
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## **Motivation for Representing Cloths as Neural Fields-**

#### **Cloth Simulation**

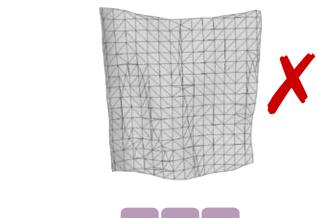
**Input:** *Initial cloth state, material, forces* **Output:** *Simulated cloth states* 

**3D Surface Tracking** 



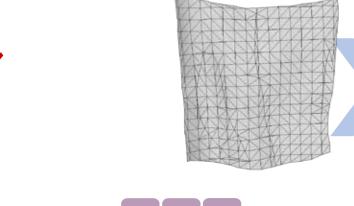
Simulation: Inconsistent w.r.t. discretisation

Discrete & non-adaptive mesh



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Finite Element Mesh simulation

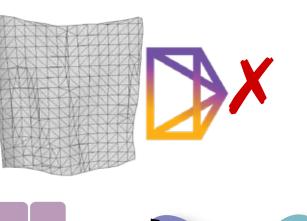


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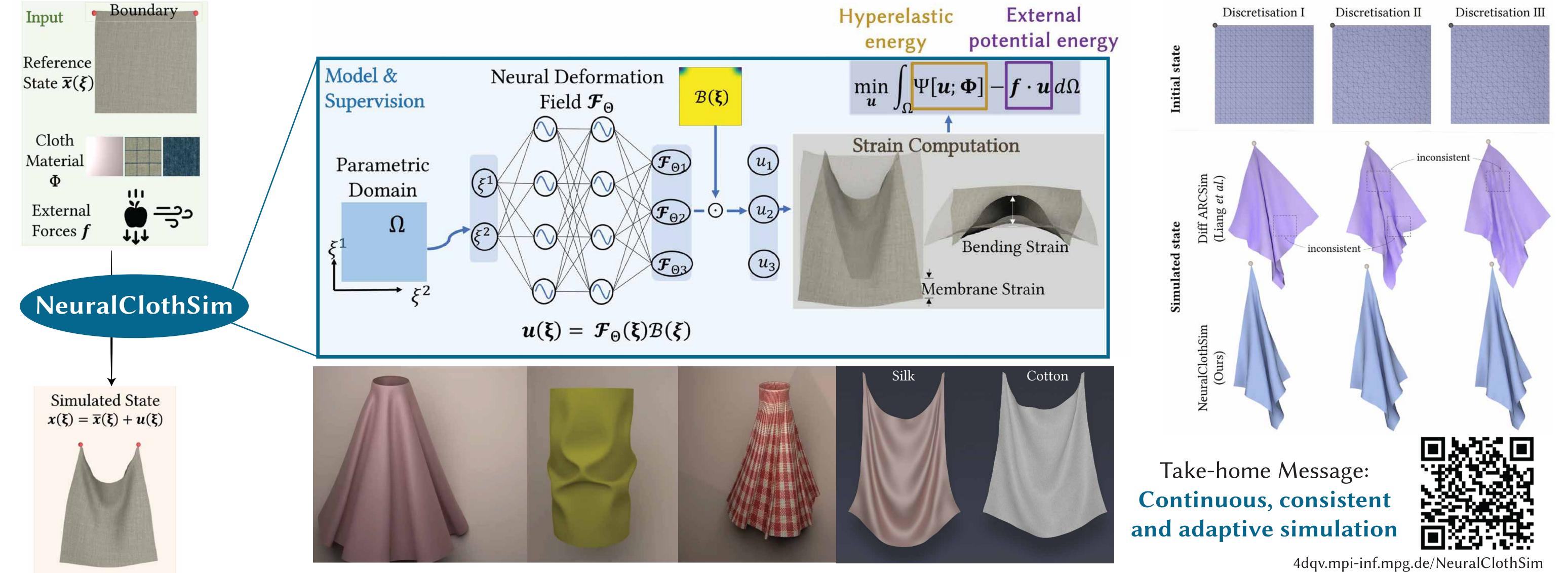
**Input:** *Initial state, monocular video* **Output:** *Reconstructed surface states* 

Task

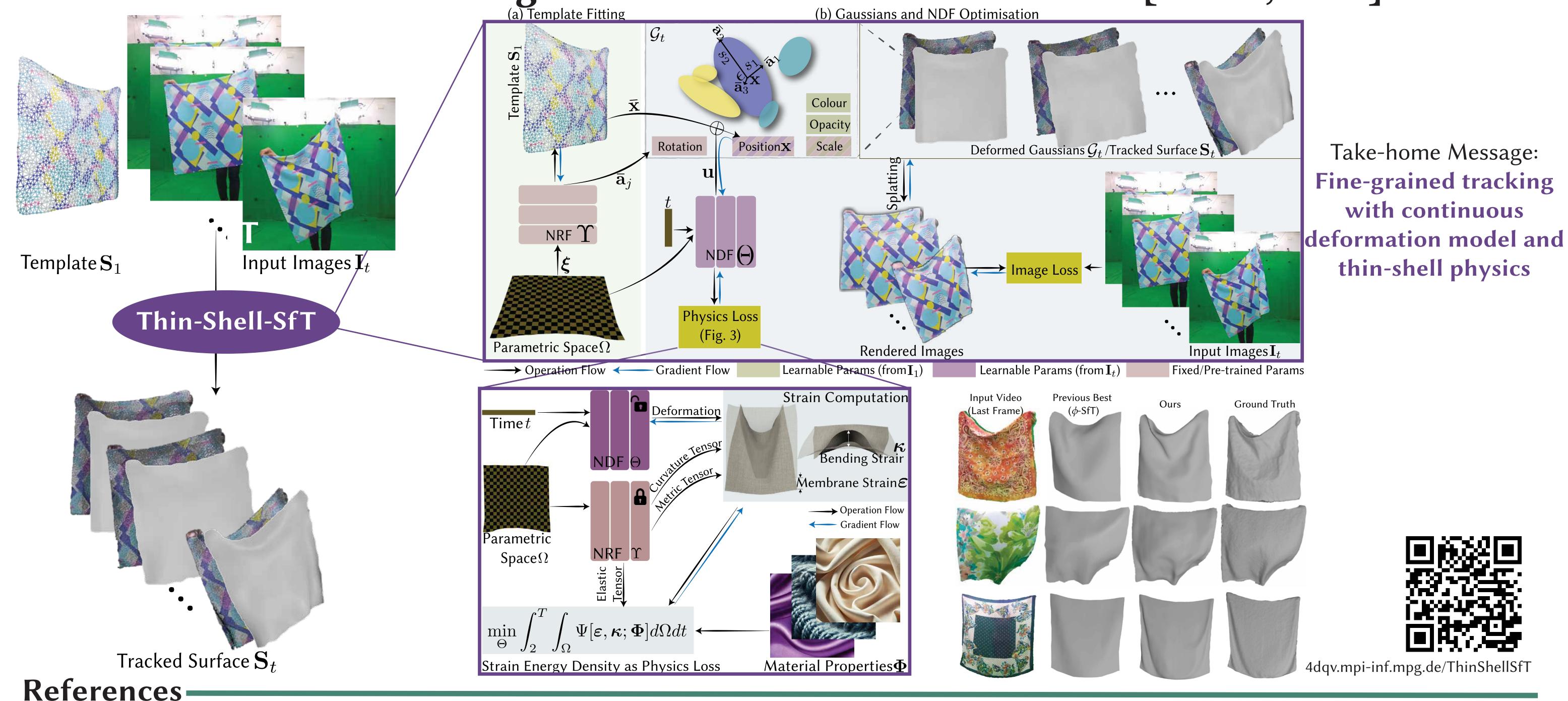
## Tracking: Missing folds/wrinkles **State-of-the-Art**

#### Continuous thin Continuous & adaptive Surface-induced 3D deformation field shell physics Gaussians (for tracking) Approaches

## **Cloth Simulation with Neural Deformation Fields** [NeurIPS, 2024]



### 3D Surface Tracking with Neural Deformation Fields [CVPR, 2025]



[1] Kairanda et al., NeuralClothSim: Neural Deformation Fields Meet the Thin Shell Theory. NeurIPS, 2024.

[2] Kairanda et al., Thin-Shell-SfT: Fine-Grained Monocular Non-rigid 3D Surface Tracking with Neural Deformation Fields. CVPR, 2025. [3] Kairanda *et al.*,  $\phi$ -SfT: Shape-from-Template with a Physics-based Deformation Model. *CVPR*, 2022.