

RESEARCH ARTICLE

Subdivision Strategies for Bone Models: A Comprehensive Analysis of Geometric and Visual Quality

G. PARRA-CABRERA¹, F. D. PÉREZ-CANO¹, AND J. J. JIMÉNEZ-DELGADO¹

Department of Computer Science, University of Jaén, 23071 Jaén, Spain

Corresponding author: G. Parra-Cabrera (gparras@ujaen.es)

This work has been supported by the Ministerio de Economía y Competitividad and the European Union (through FEDER funds) through research project DPI2015-65123-R. Open access funding: University of Jaén.

ABSTRACT Bone fracture modeling is a major challenge in medical image analysis and simulation, requiring accurate strategies to faithfully represent complex fracture patterns. This study conducts a comprehensive analysis of three subdivision strategies: approximation, triangulation, and a hybrid approach. The approximation method preserves mesh topology but exhibits visual inconsistencies with non-horizontal fractures. Triangulation accurately represents fractures but alters mesh topology. The hybrid approach balances geometric accuracy and visual fidelity by dynamically adjusting an approximation threshold. This minimizes deviations from the original fracture pattern and maintains visual quality. Using quality metrics, we evaluate these strategies for geometric accuracy, visual fidelity, and mesh topology. Our results indicate that the hybrid approach effectively balances accuracy and visual quality, making it a promising solution for bone fracture modeling. Expert validation and quantitative metrics underscore the importance of tailored approaches for different fracture patterns. This study significantly advances computational models for clinical and research applications, offering enhanced tools for improving the accuracy and realism of bone fracture simulations, ultimately benefiting surgical planning, prosthetic design, and medical training.

INDEX TERMS Bone fracture modeling, fracture pattern representation, geometric quality assessment, mesh subdivision strategies, quality metrics, triangulation techniques, visual realism.

I. INTRODUCTION

The research and practical application of bone models extend across diverse fields, including education, research, surgical planning, and medical device design [1]. In the biomedical and clinical field, bone models play a crucial role in various applications [2]. For research and education, they provide valuable resources for studying and teaching the anatomy, physiology, and biomechanics of bones [3]. They serve as effective visual learning tools, allowing for in-depth exploration of the skeletal system.

In surgical planning, bone models offer precise physical replicas of areas of interest, facilitating meticulous

preoperative planning, enhancing surgical precision, and potentially reducing operation time and postoperative complications [4]. In medical device design and testing, such as for prosthetics and orthotics, bone models enable engineers to test functionality and durability in simulated environments that mimic the biomechanical properties of the human skeleton.

Bone models are also fundamental in biomechanical research, allowing for the simulation of mechanical loads, investigation of bone tissue properties, and examination of various skeletal disorders and injuries [5], [6]. The importance of bone models continues to grow, driven by advancements in modeling techniques, simulations, and applications [7], [8], [9]. High-fidelity and personalized digital bone models have significantly improved surgical planning,

The associate editor coordinating the review of this manuscript and approving it for publication was Roberta Palmeri¹.

- [11] T. Okada, Y. Iwasaki, T. Koyama, N. Sugano, Y.-W. Chen, K. Yonenobu, and Y. Sato, "Computer-assisted preoperative planning for reduction of proximal femoral fracture using 3-D-CT data," *IEEE Trans. Biomed. Eng.*, vol. 56, no. 3, pp. 749–759, Mar. 2009.
- [12] H. Cohen, C. Kugel, H. May, B. Medlej, D. Stein, V. Slon, I. Hershkovitz, and T. Brosh, "The impact velocity and bone fracture pattern: Forensic perspective," *Forensic Sci. Int.*, vol. 266, pp. 54–62, Sep. 2016.
- [13] P. Cignoni, C. Montani, and R. Scopigno, "A comparison of mesh simplification algorithms," *Comput. Graph.*, vol. 22, no. 1, pp. 37–54, Feb. 1998.
- [14] A. Willis, D. Anderson, T. Thomas, T. Brown, and J. Marsh, "3D reconstruction of highly fragmented bone fractures," *Med. Imag.*, vol. 6512, Jul. 2007, Art. no. 65121.
- [15] Y.-T. Xiong, W. Zeng, L. Xu, J.-X. Guo, C. Liu, J.-T. Chen, X.-Y. Du, and W. Tang, "Virtual reconstruction of midfacial bone defect based on generative adversarial network," *Head Face Med.*, vol. 18, no. 1, pp. 1–16, Dec. 2022.
- [16] Y. Xu, X. Tong, and U. Stilla, "Voxel-based representation of 3D point clouds: Methods, applications, and its potential use in the construction industry," *Autom. Construct.*, vol. 126, Jun. 2021, Art. no. 103675, doi: [10.1016/j.autcon.2021.103675](https://doi.org/10.1016/j.autcon.2021.103675).
- [17] J. Wang, L. Quan, and K. Tang, "A prediction method based on the voxel model and the finite cell method for cutting force-induced deformation in the five-axis milling process," *Comput. Methods Appl. Mech. Eng.*, vol. 367, Aug. 2020, Art. no. 113110, doi: [10.1016/j.cma.2020.113110](https://doi.org/10.1016/j.cma.2020.113110).
- [18] A. Sas, E. Tanck, A. Sermon, and G. H. van Lenthe, "Finite element models for fracture prevention in patients with metastatic bone disease. A literature review," *Bone Rep.*, vol. 12, Jun. 2020, Art. no. 100286.
- [19] A. Manmadhachary, R. Kumar, and L. Krishnanand, "Improve the accuracy, surface smoothing and material adaption in STL file for RP medical models," *J. Manuf. Processes*, vol. 21, pp. 46–55, Jan. 2016, doi: [10.1016/j.jmapro.2015.11.006](https://doi.org/10.1016/j.jmapro.2015.11.006).
- [20] J. Wu, R. Westermann, and C. Dick, "A survey of physically based simulation of cuts in deformable bodies," in *Proc. Comput. Graph. Forum*, vol. 34, 2015, pp. 1–20.
- [21] J. Mitani, "A simple-to-implementation method for cutting a mesh model by a hand-drawn stroke," in *Proc. Eurographics Workshop Sketch-Based Interfaces Model.*, 2005, pp. 1–16.
- [22] G. Turkiyyah, W. B. Karam, Z. Ajami, and A. Nasri, "Mesh cutting during real-time physical simulation," in *Proc. SIAM/ACM Joint Conf. Geometric Phys. Model.*, Oct. 2009, pp. 809–819.
- [23] P. Caligiana, A. Liverani, A. Ceruti, G. M. Santi, G. Donnici, and F. Osti, "An interactive real-time cutting technique for 3D models in mixed reality," *Technologies*, vol. 8, no. 2, p. 23, May 2020, doi: [10.3390/technologies8020023](https://doi.org/10.3390/technologies8020023).
- [24] S. Berrone, A. Borio, and A. D'Auria, "Refinement strategies for polygonal meshes applied to adaptive VEM discretization," *Finite Elements Anal. Des.*, vol. 186, Apr. 2021, Art. no. 103502, doi: [10.1016/j.finel.2020.103502](https://doi.org/10.1016/j.finel.2020.103502).
- [25] T. Sorgente, S. Biasotti, G. Manzini, and M. Spagnuolo, "A survey of indicators for mesh quality assessment," *Comput. Graph. Forum*, vol. 42, no. 2, pp. 461–483, May 2023, doi: [10.1111/cgf.14779](https://doi.org/10.1111/cgf.14779).
- [26] S. Berrone and A. D'Auria, "A new quality preserving polygonal mesh refinement algorithm for polygonal element methods," *Finite Elements Anal. Des.*, vol. 207, Sep. 2022, Art. no. 103770, doi: [10.1016/j.finel.2022.103770](https://doi.org/10.1016/j.finel.2022.103770).
- [27] J. J. Jiménez-Delgado, G. Parra-Cabrera, F. D. Pérez-Cano, and A. Luque-Luque, "Generation and validation of osseous fracture patterns by forensic analysis," *IEEE Access*, vol. 8, pp. 211506–211525, 2020, doi: [10.1109/ACCESS.2020.3039233](https://doi.org/10.1109/ACCESS.2020.3039233).
- [28] H. Cohen, C. Kugel, H. May, B. Medlej, D. Stein, V. Slon, T. Brosh, and I. Hershkovitz, "The effect of impact tool geometry and soft material covering on long bone fracture patterns in children," *Int. J. Legal Med.*, vol. 131, no. 4, pp. 1011–1021, 2017.
- [29] H. Cohen, C. Kugel, H. May, B. Medlej, D. Stein, V. Slon, T. Brosh, and I. Hershkovitz, "The influence of impact direction and axial loading on the bone fracture pattern," *Forensic Sci. Int.*, vol. 277, pp. 197–206, Aug. 2017, doi: [10.1016/j.forsciint.2017.05.015](https://doi.org/10.1016/j.forsciint.2017.05.015).
- [30] G. Parra-Cabrera, F. D. Pérez-Cano, and J. J. Jiménez-Delgado, "Fracture pattern projection on 3D bone models as support for bone fracture simulations," *Comput. Methods Programs Biomed.*, vol. 224, Sep. 2022, Art. no. 106980, doi: [10.1016/j.cmpb.2022.106980](https://doi.org/10.1016/j.cmpb.2022.106980).
- [31] P. Knupp, C. Ernst, D. Thompson, C. Stimpson, and P. Pebay. (2006). *The Verdict Geometric Quality Library*. [Online]. Available: <https://www.osti.gov/biblio/901967>
- [32] J. Kellam, E. Meinberg, J. Agel, M. Karam, and C. Roberts, "Introduction: Fracture and dislocation classification compendium-2018: International comprehensive classification of fractures and dislocations committee," *J. Orthopaedic Trauma*, vol. 32, pp. S1–S10, 2018.



G. PARRA-CABRERA was born in Los Villares, Jaén, in 1997. She received the Ph.D. degree in computer science from the University of Jaén, Spain, in 2023.

Since 2019, she has been collaborating with the Computer Graphics and Geomatics Research Group, University of Jaén. Currently, she is an Interim Professor of computer languages and systems with the University of Jaén. She has participated in several international conferences and published several articles in high-impact scientific journals related to this topic. Her research interests include bone modeling, medical image analysis, and fracture analysis.



F. D. PÉREZ-CANO was born in Jaén, in 1993. He received the Ph.D. degree in computer science from the University of Jaén, Spain, in 2023.

He has been an Interim Teacher of programming languages and computer systems with the University of Jaén, since 2019. He is currently a member with the Computer Graphics and Geomatics Research Group, University of Jaén. He is the author of several articles in high impact journals, two book chapters, and eight international conference papers. His research interests include modeling, computer graphics, medical image analysis, and bone fracture analysis multilevel.



J. J. JIMÉNEZ-DELGADO was born in Mancha Real, Jaén, Spain, in 1972. He received the B.S. and M.S. degrees in computer science from the University of Granada, Spain, in 1993 and 1996, respectively, and the Ph.D. degree in computer science from the University of Jaén, Spain, in 2006.

He is currently the Head of the Department of Computer Science, University of Jaén. He is a member with the Computer Graphics and Geomatics Research Group, University of Jaén. He was the Head of several research projects financed by ERDF funds related to bone fracture reduction, generation, analysis, and modeling. He is the author of three books, 30 book chapters, 34 high-impact articles, and more than 65 conference papers. His research interests include computer graphics, medical image analysis, computer methods in biomedicine, computer assisted applications in medicine, bone modeling, and bone fracture generation and analysis.

Dr. Jiménez-Delgado was a member of the Eurographics Association.

...

Open Access funding provided by 'University of Jaén' within the CRUI CARE Agreement