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3d Surface Geometry And Reconstruction

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The methods used to digitize and reconstruct complex 3D objects have evolved in recent years due to increasing attention from industry and research. 3D models have applications in various domains, including reverse engineering, collaborative design, inspection, entertainment, virtual museums, medicine, geology and home shopping. 3-D Surface Geometry and Reconstruction: Developing Concepts and Applications provides developers and scholars with an extensive collection of research articles in ...

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scene's geometry. In this paper, we present an algorithm capable to perform a fine and accurate 3D surface reconstruction of the environment from depth sensors. From the statistics of the input point cloud sampled into a voxel grid, local approximations of the surface are performed using an adaptive neighborhood capable to cope with the

3D Surface Reconstruction from Voxel-based Lidar Data

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We found our model to produce state of the art 3D surface reconstructions with high fidelity, resolution and detail. Method Given a set of input masked 2D images, our goal is to infer the following three unknowns: (i) the geometry of the scene, represented as a zero level-set of an MLP f ; (ii) the light and reflectance properties of the scene; and (iii) the unknown camera parameters.

Multiview Neural Surface Reconstruction with Implicit ...

High-quality reconstruction of geometry A core goal of our work is to capture detailed (or dense) 3D models of the real scene. Many SLAM systems (e.g. [15]) focus on real-time tracking, using sparse maps for localization rather than reconstruction. Others have used simple point-based representations (such as surfels [12] or aligned point-

KinectFusion: Real-time 3D Reconstruction and Interaction ...

The 3D reconstruction of objects is a generally scientific problem and core technology of a wide variety of fields, such as Computer Aided Geometric Design (CAGD), computer graphics, computer animation, computer vision, medical imaging, computational science, virtual reality, digital media, etc.

3D reconstruction - Wikipedia

In this work we address the challenging problem of multiview 3D surface recon-struction. We introduce a neural network architecture that simultaneously learns the unknown geometry, camera parameters, and a neural renderer that approximates the light reflected from the surface towards the camera. The geometry is represented

Multiview Neural Surface Reconstruction with Implicit ...

3D Reconstruction using Signed Distance Functions Im- plicit surface representations have been widely used in 3D modeling and reconstruction algorithms.

Intrinsic3D: High-Quality 3D Reconstruction by Joint ...

3-D Surface Geometry and Reconstruction: Developing Concepts and Applications. ... resulting in a faster reconstruction than in 3D (it is important to note t hat a 3D Delaunay triangulation i s.

[PDF] 3-D Surface Geometry and Reconstruction: Developing ...

Reconstruction of a 3D shape from a single 2D image is a classical computer vision problem, whose difficulty stems from the inherent ambiguity of recovering occluded or only partially observed surfaces.

Front2Back: Single View 3D Shape Reconstruction via Front ...

The recent advent of increasingly affordable and powerful 3D scanning devices capable of capturing high resolution range data about real-world objects and environments has fueled research into...

[PDF] Survey on 3D Surface Reconstruction

We investigate the problem of learning to generate 3D parametric surface representations for novel object instances, as seen from one or more views. Previous work on learning shape reconstruction from multiple views uses discrete representations such as point clouds or voxels, while continuous surface generation approaches lack multi-view consistency.

Pix2Surf: Learning Parametric 3D Surface Models of Objects ...

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3-D Surface Geometry and Reconstruction : Developing ...

Surface reconstruction from magnetic resonance (MR) imaging data is indispensable in medical image analysis and clinical research. A reliable and effective reconstruction tool should: be fast in prediction of accurate well localised and high resolution models, evaluate prediction uncertainty, work with as little input data as possible. Current deep learning state of the art (SOTA) 3D ...

Probabilistic 3D surface reconstruction from sparse MRI ...

Manipulating facial expressions is a challenging task due to fine-grained shape changes produced by facial muscles and the lack of input-output pairs for supervised learning. Unlike previous methods using Generative Adversarial Networks (GAN), which rely on cycle-consistency loss or sparse geometry (landmarks) loss for expression synthesis, we propose a novel GAN framework to exploit 3D dense ...