

## Supplementary Material: An additional trial of our lossless texture reconstruction based on ImMesh

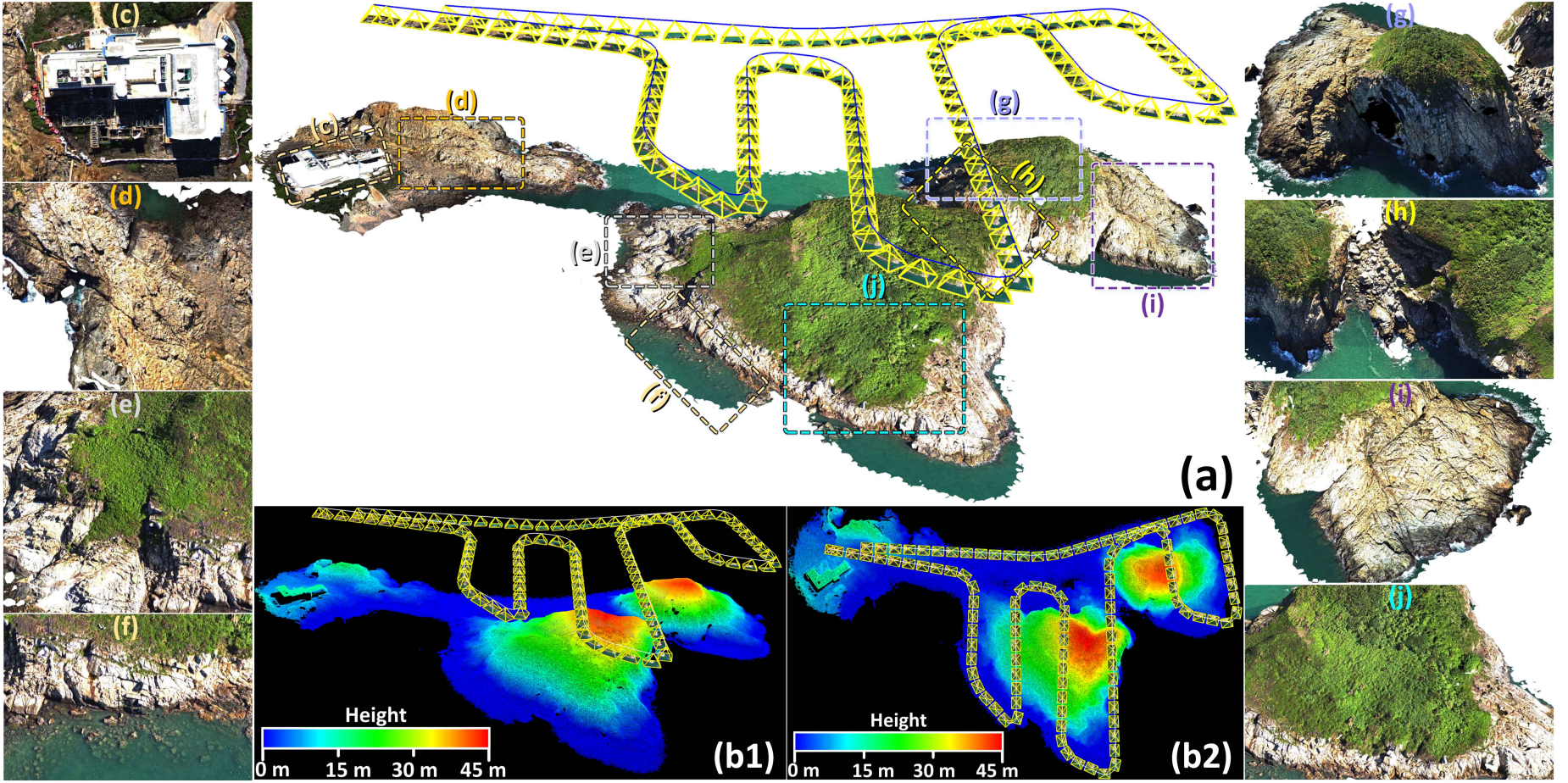


Fig. 1: In this trial, we collected the data by flying over islands in an “B”-like trajectory, as the blue path shown in (a). (b1) and (b2) show the side view and bird view of our reconstructed triangle mesh, where the mesh is colored by their altitude w.r.t. the sea level. (a) show the overview of our lossless texture reconstruction result, where we use the estimated camera poses (the yellow frustums) of R<sup>3</sup>LIVE++ for texturing the mesh with the collected images. The entire texture reconstruction of this 578 s sequence only costs 1210 s (on Intel i9-10900), with 583 s for ImMesh, 587 s for R<sup>3</sup>LIVE++, and 40 s for texturing. To see the detailed reconstruction process of the scene, please refer to our video on YouTube: [youtu.be/pzT2fMwz428?t=892](https://youtu.be/pzT2fMwz428?t=892).