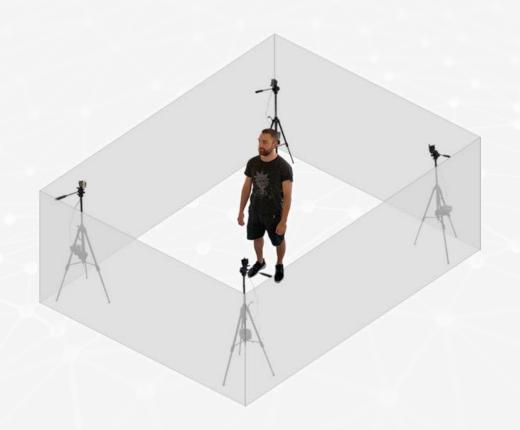
3D Scanning and Spatial Learning Multi-view 4D Volumetric Fusion

Marcel Bruckner, Kevin Bein, Moiz Sajid



Multi-view 4D Volumetric Capture Setup







Project Milestones

Camera setup 10.2019 Camera calibration Most of 11.2019

Non-rigid Tracking 01.2020











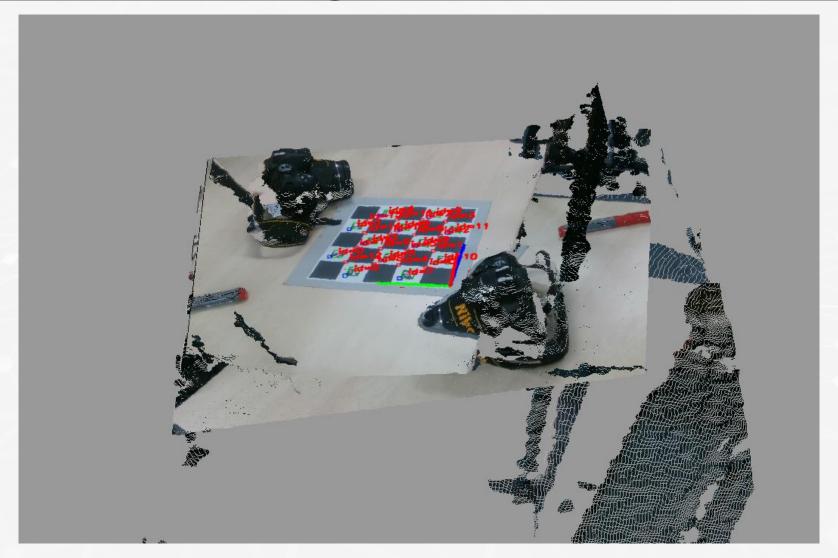


Preprocessing 10.2019

Volumetric Fusion and Blending 12.2019 Optimization 01.2020

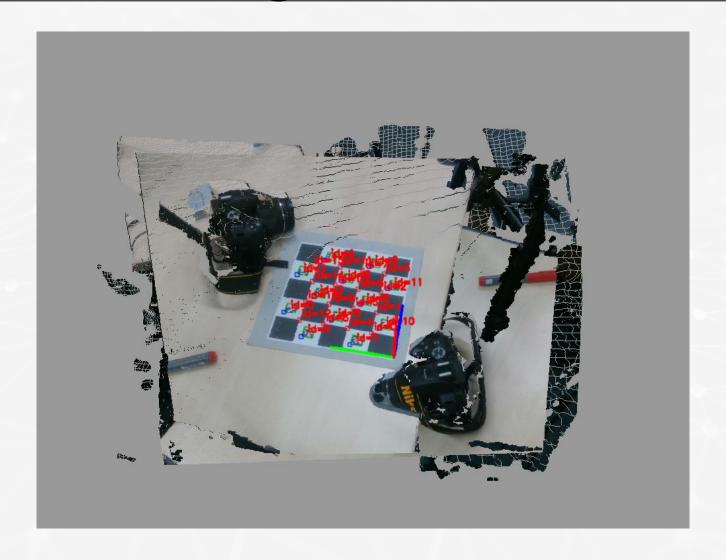


Pointcloud Rendering





Pointcloud Rendering





In progress

- Problem in estimating camera pose parameters
- OpenGL rendering -> Fixed for now
- CUDA computation support



Questions?

