Last week

- Pose estimation
  - Depth map preprocessing
  - Point Correspondences: Fix Procrustes initialization
  - ICP for further alignment

- Voxelgrid
  - GPU approach – Proof of concept
  - Weighted averaging of frames

- Marching Cubes
  - GPU approach – Proof of concept

- Hardware Sync

Next week

- Pose estimation
  - ICP for further alignment
  - Build marker cube

- Voxelgrid GPU implementation
  - Improve buffer management, compute shader
  - More sophisticated approach

- Marching Cubes GPU implementation
  - Improve buffer management, compute shader

- Hardware Sync

TUM VISUAL COMPUTING