

3D Scanning and Spatial Learning

Volumetric Fusion

Marcel Bruckner, Kevin Bein, Moiz Sajid



Last week

- Pose estimation
 - Marker cube assembled
 - Procrustes working with new setup
 - ICP for further alignment
- Voxelgrid
 - GPU approach improved
- Marching Cubes
 - GPU approach improved
- Hardware Sync

Next week

- Pose estimation
 - Finish marker cube
 - Fix Bundle Adjustment for new setup
 - ICP for further alignment
- Voxelgrid & Marching Cubes
 - Push framerate
- Hardware Sync
- Final presentation

Marker Cube

