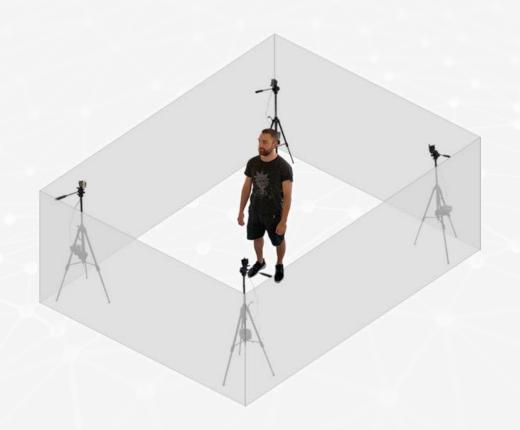
# 3D Scanning and Spatial Learning Multi-view 4D Volumetric Fusion

Marcel Bruckner, Kevin Bein, Moiz Sajid



### Multi-view 4D Volumetric Capture Setup







Camera setup 10.2019 Camera calibration Most of 11.2019

Non-rigid Tracking 01.2020













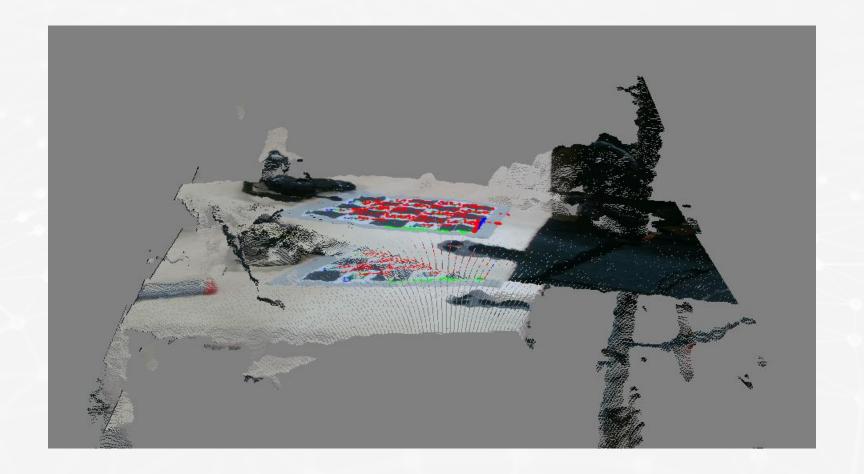
Preprocessing 10.2019

Volumetric Fusion and Blending 12.2019 Optimization 01.2020

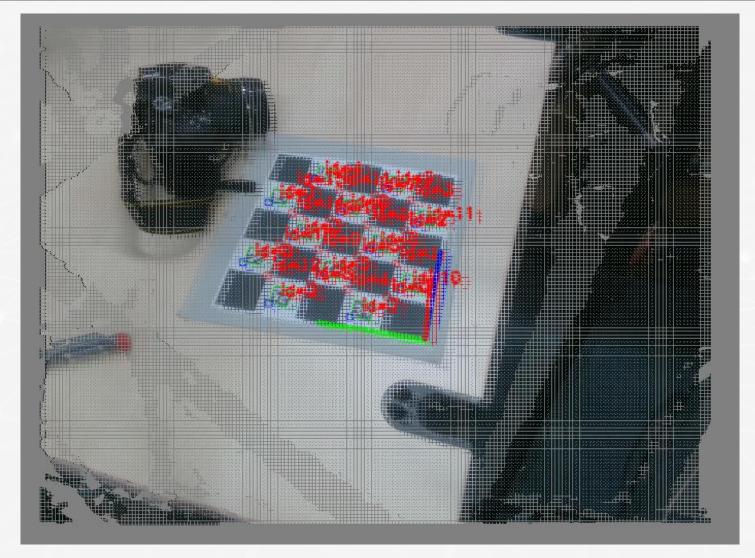














#### In progress

- Seminar weeks
- OpenGL rendering
- CUDA computation support



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

