

3D Scanning and Spatial Learning

Volumetric Capture

Marcel Bruckner, Kevin Bein, Moiz Sajid



Last week

- Optimization
 - Procrustes done – Bad results, fast
 - Point Correspondences done – Really good results, slow initialization
- Voxelgrid
 - CPU approach finished – Proof of concept
 - One frame currently, no averaging
- Marching Cubes
 - CPU approach finished – Proof of concept
 - Refined triangle extraction per cube cell
- Graphical User Interface

Next week

- Optimization
 - 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