

# ***3D Scanning and Spatial Learning***

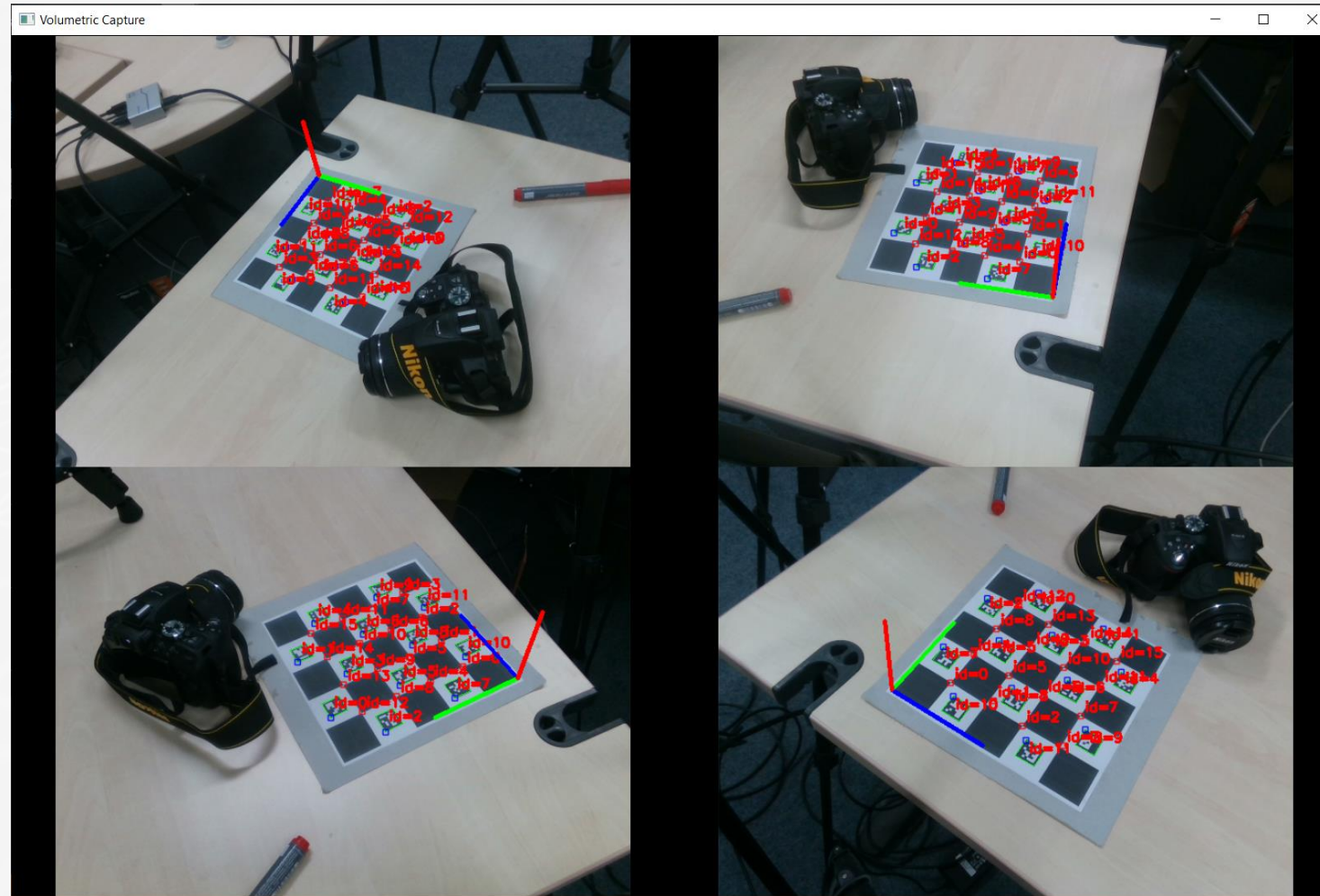
## ***Multi-view 4D Volumetric Capture***

**Marcel Bruckner, Kevin Bein, Moiz Sajid**



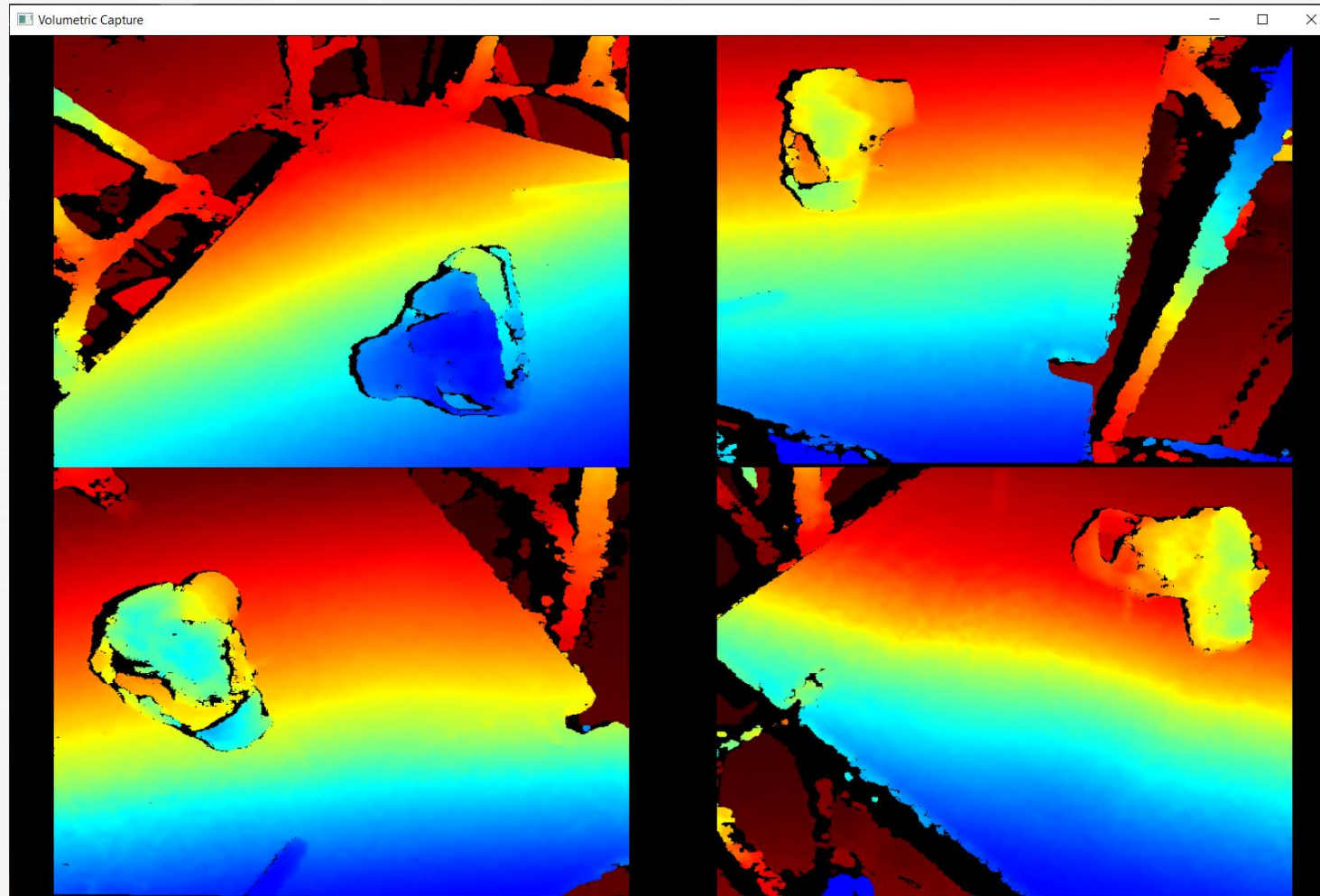
# Current state – Done

2



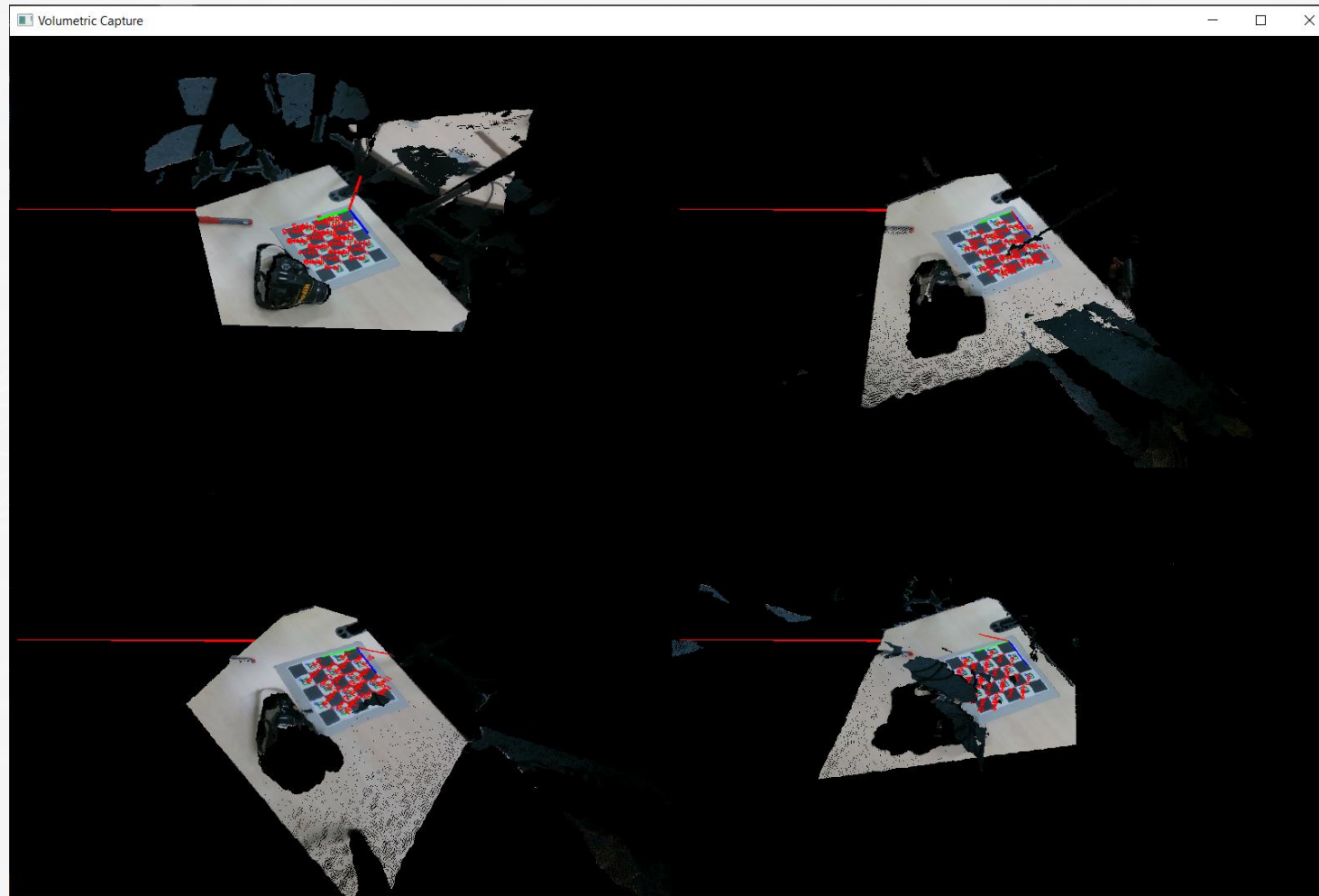
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3



# Current state – Done

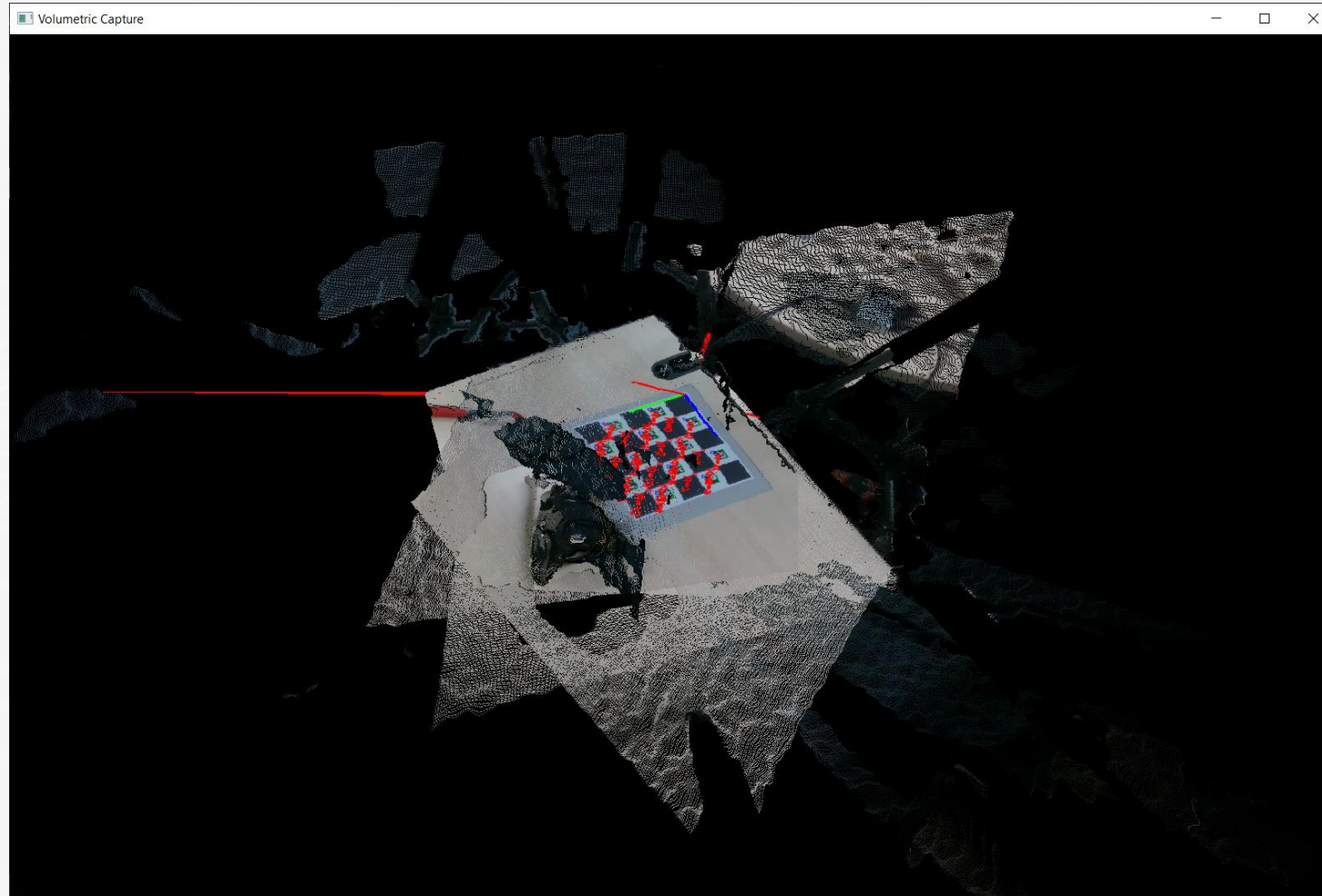
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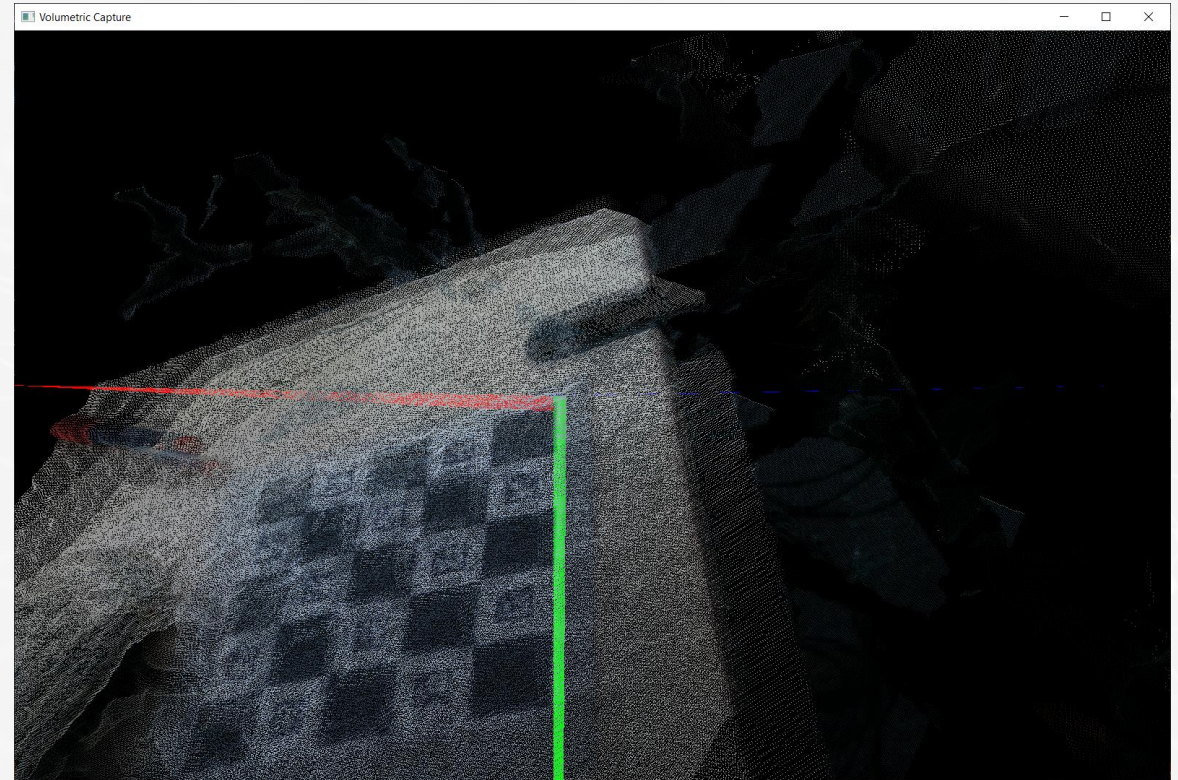
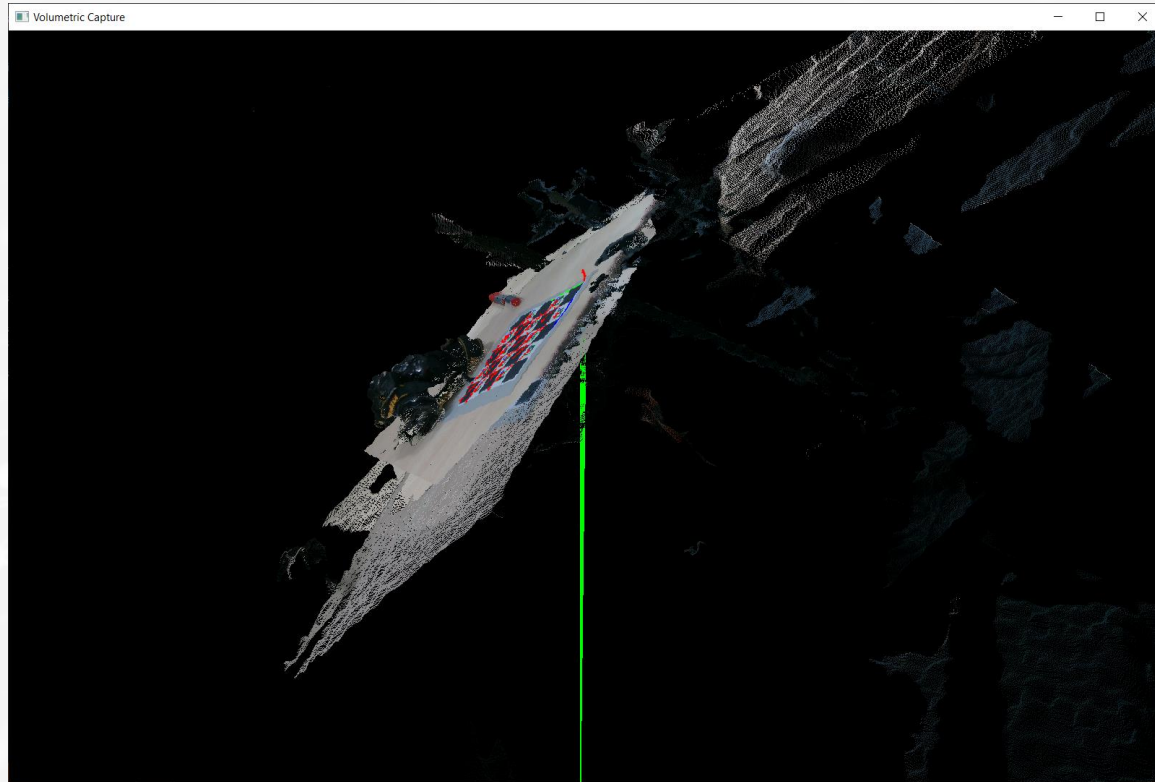
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5



# Current state – Done

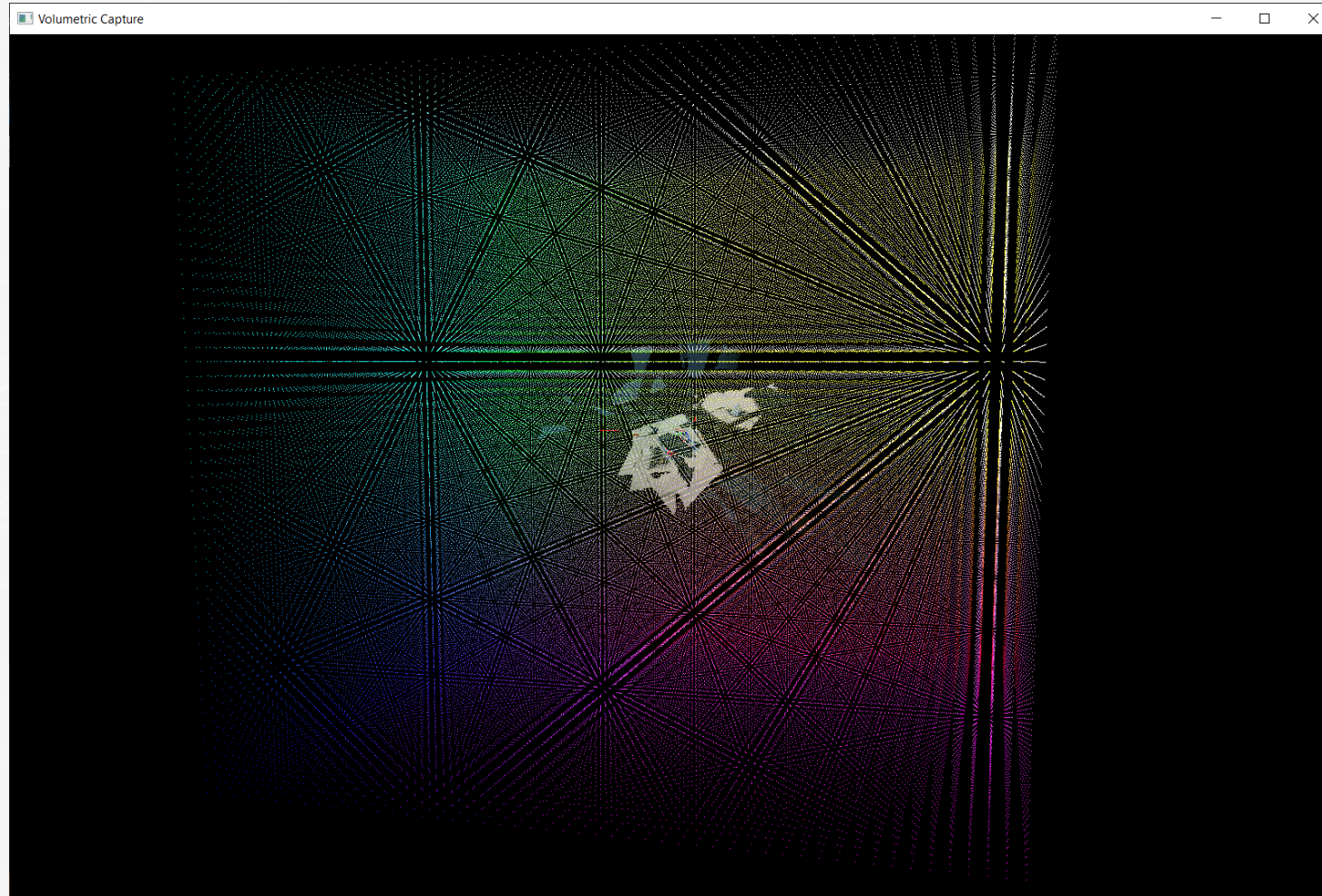
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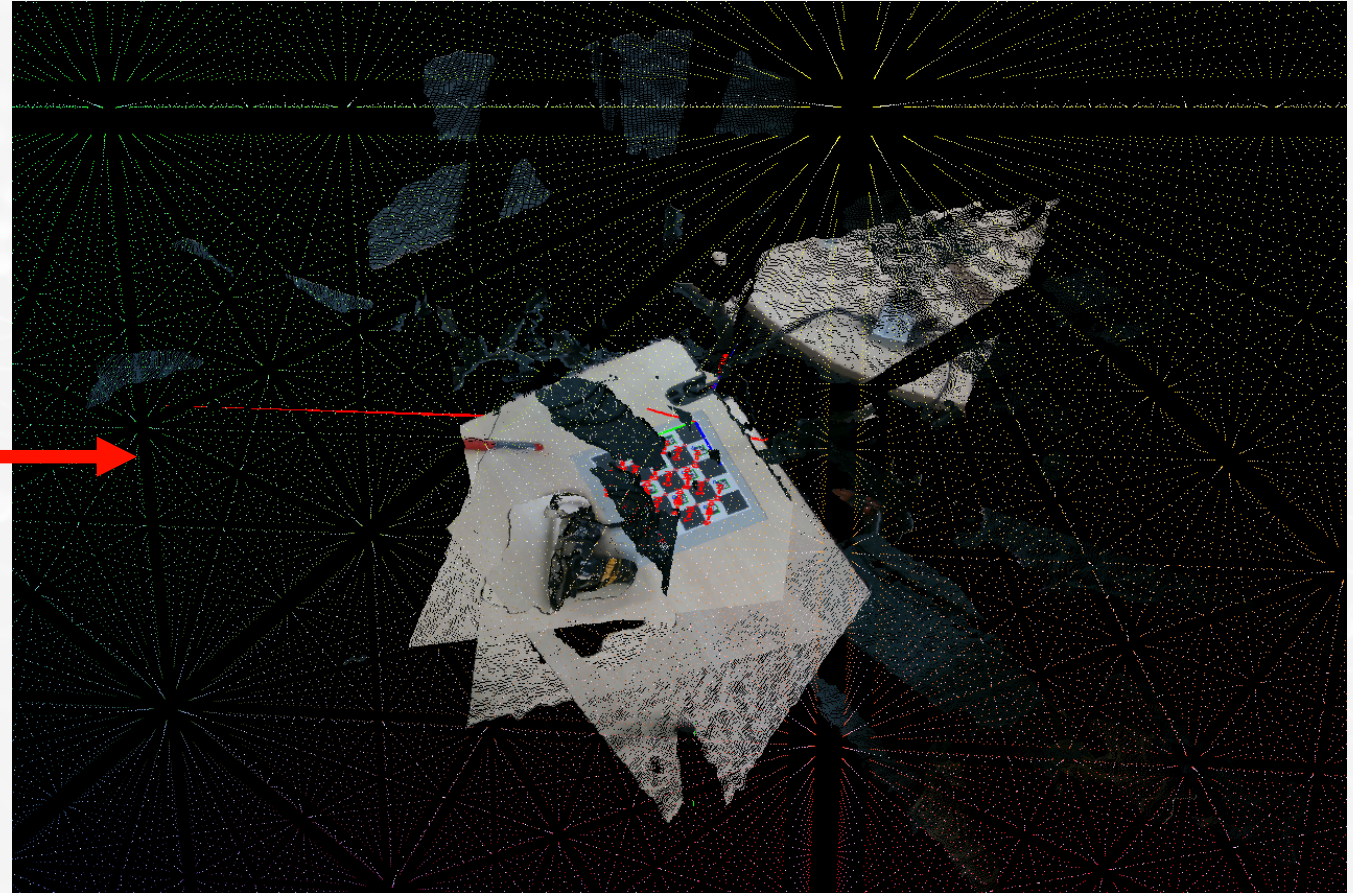
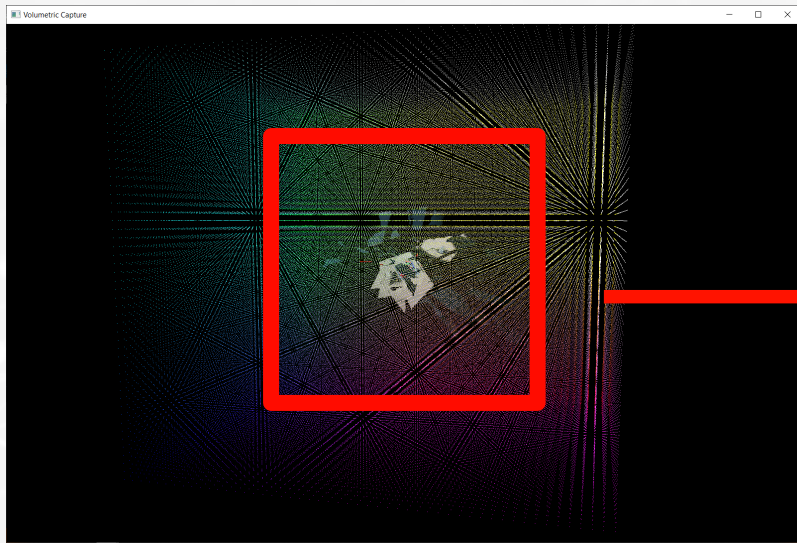
# Current state – In progress

7



# Current state – In progress

8





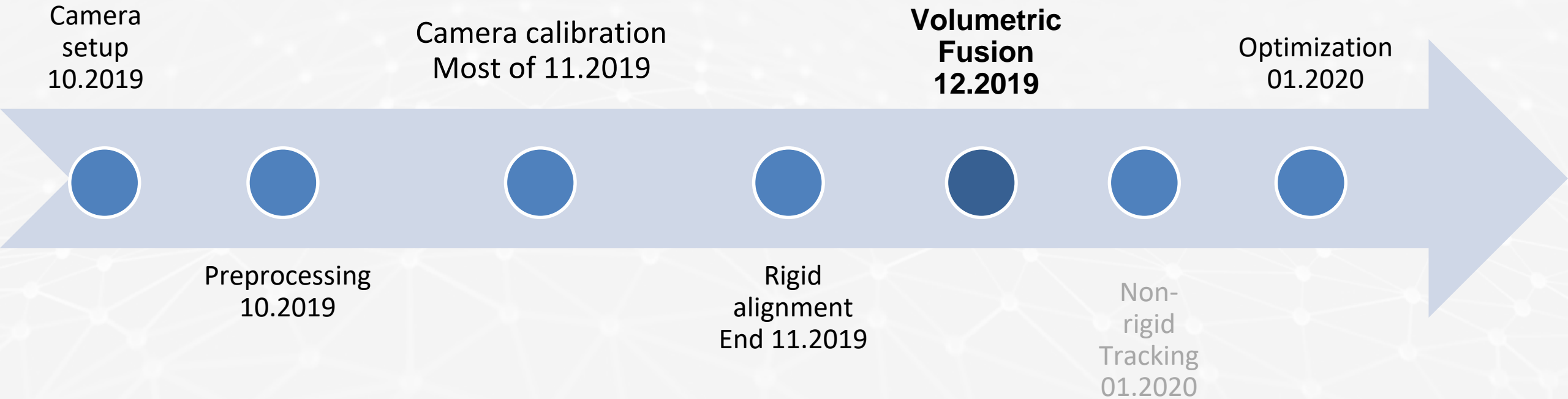
# Current state – In progress

9



# Project Milestones

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- Volumetric Fusion
  - GPGPU implementation of voxelgrid / tsdf
  - Marching cubes for extraction of isosurface



Thank you!

# Current state – In progress

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