# Project Plan

* Basic Setup & Camera setup, Recordings, Visualization code
  + 17.10. – 24.10.
* Camera calibration
  + 24.10. – 21.11
* Voxel Grid implementation
* Fusion of Voxel Grids into Depth maps
  + Backprojection
* Rigid reconstruction
* Canonical model
* Non-rigid reconstruction
* Tracking

General work:

* Optimization
* CPU 🡪 GPU