

# DeOccNet: Learning to See Through Foreground Occlusions in Light Fields

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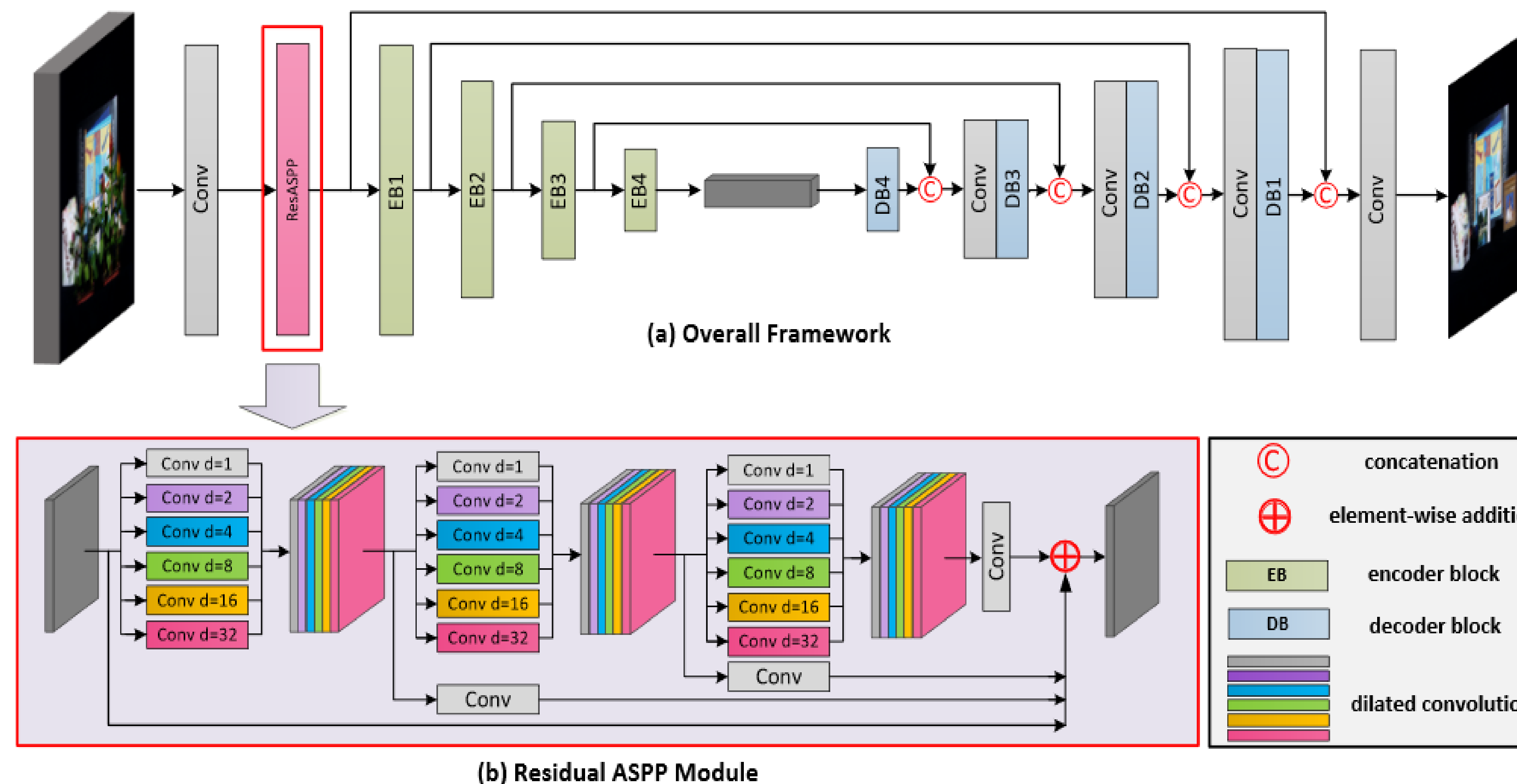
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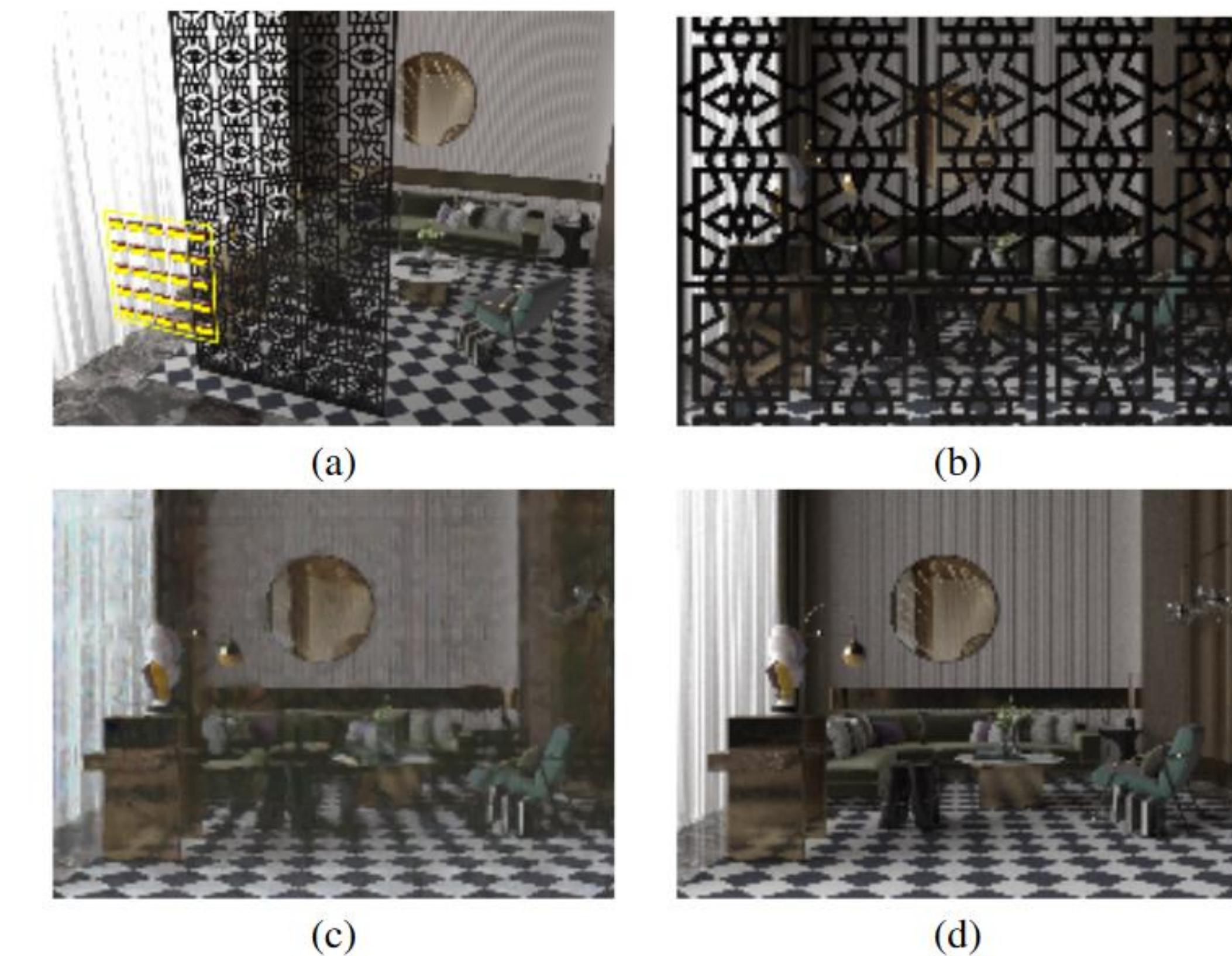
## Contributions

- We proposed *DeOccNet* for LF-DeOcc, which is the FIRST deep-learning method in literature;
- We proposed a *Mask Embedding* Approach for automatic training data generation;
- We developed a novel synthetic and real-world dataset for performance evaluation;
- Our *DeOccNet* outperforms SOTA methods on both public and our self-developed datasets.
- Our codes, datasets, slides, and videos for oral presentations, are ALL available online at: <https://wangyingqian.github.io/homepage>

## Network Architecture

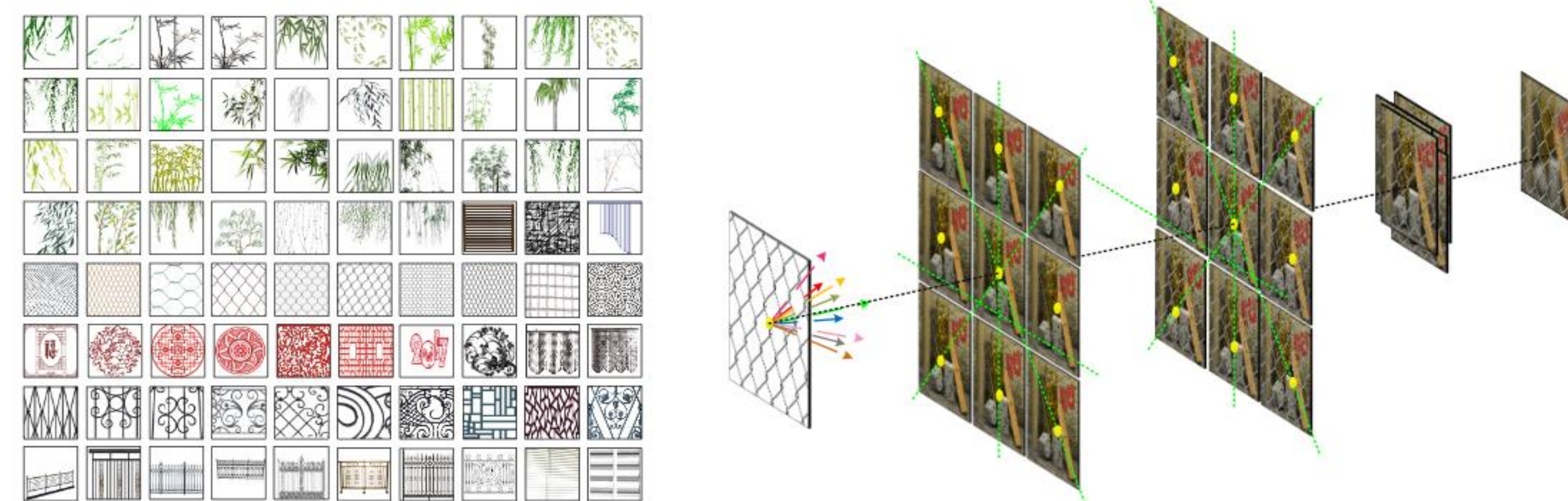


## Thumbnail



An illustration of LF-DeOcc using our rendered scenes Syn01. (a) Configuration of the scene. Yellow boxes with 5x5 blocks represent camera arrays. (b) Occluded center-view SAI. (c) Results of our *DeOccNet*. (d) Occlusion-free groundtruth.

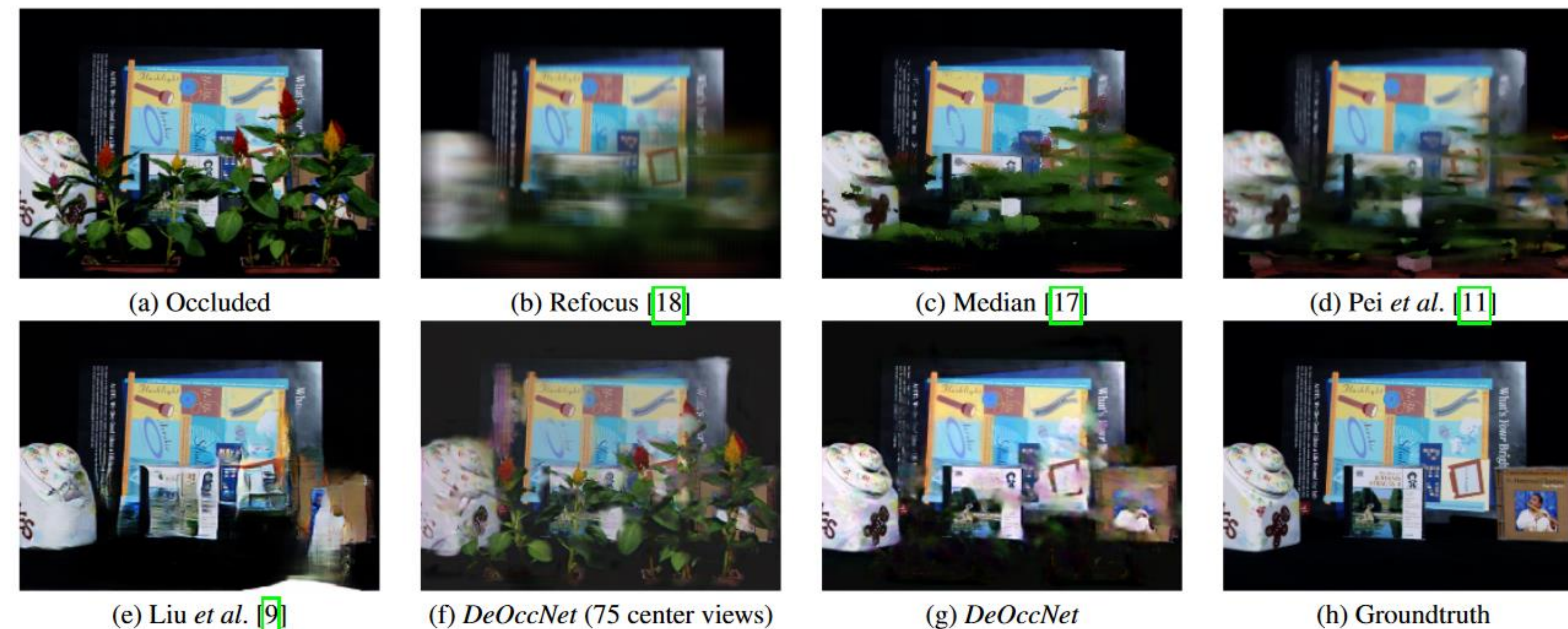
## Mask Embedding Approach



First, we collected 80 mask images (common foreground occlusions in daily life ) from Internet and 60 LFs from public datasets. Then, we randomly embedded these mask images into sub-aperture images according to their angular coordinates and the allocated shallow depths. Afterwards, refocusing is performed to check the LF configuration. Using the *Mask Embedding* approach, more than 1500 LFs with removable foreground occlusions were generated to train our *DeOccNet*.

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## Comparison to SOTA Methods on the CD Dataset



It can be observed that our *DeOccNet* outperforms other SOTA methods on the Stanford CD dataset. Note that in (f), our *DeOccNet* cannot work with 75 identical center-view SAIs as its inputs. That is because, our *DeOccNet* uses complementary information among different angular views for LF-DeOcc, which is different with single-image inpainting methods (e.g., Liu et al. [9]).