

Tour Into the Picture

Computer Vision Challenge SoSe22 - Group 04

Introduction

To make an animation from a 2D image, this method TIP (Tour Into the Picture) is used to struct the 3D model via a GUI (Graphical User Interface). The background consists of 5 rectangles, whereas polygons are used as a model for each foreground object. A virtual camera moves around the 3D scene model, with a freely controlled angle of view.

Team

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Challenges

- the foreground object models are restrictive to complicated objects
- the texture of the foreground object is not perfectly inherited

References

