



# Hufflepuff

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The project aims at converting a single RGB-D input image into a 3D photo - a multi-layer representation for novel view synthesis that contains hallucinated colour and depth structures in regions occluded in the original view.

GOAL

# Objectives

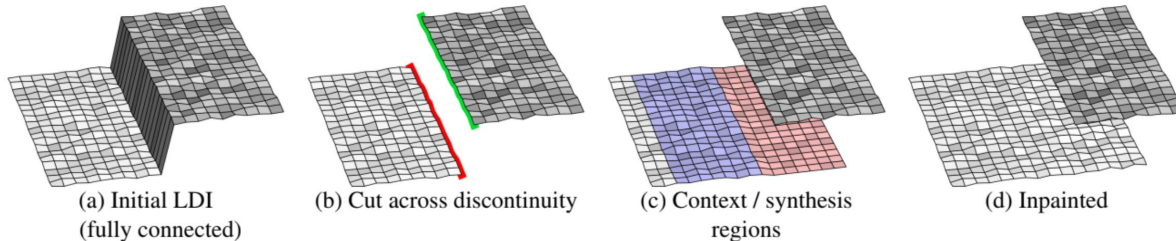
1. The project aims at converting a single RGB-D input image into a 3D photo - a multi-layer representation for novel view synthesis that contains hallucinated colour and depth structures in regions occluded in the original view.
2. It uses the Layered Depth Image with explicit pixel connectivity as underlying representation, and presents a learning-based inpainting model that iteratively synthesizes new local color-and-depth content into the occluded region in a spatial context-aware manner.
3. The resulting 3D photos can be efficiently rendered with motion parallax using standard graphics engines.
4. The effectiveness of our method is validated on a wide range of challenging everyday scenes and show fewer artifacts when compared with the state-of-the-arts.

# Method Overview

1. Generating a Layered-Depth-Image and preprocessing the image
  - a. Normalizing the depth channel
  - b. Lifting the image onto an LDI
  - c. Finding depth-discontinuities
2. Finding Context and Synthesis Regions
  - a. Generation of Synthesis Region (a contiguous region of new pixels)
    - i. Using flood-fill like algorithm
    - ii. Iterative expansion
    - iii. Synthesis Region remains in the occluded part of the image
  - b. Generation of Context Region
    - i. Using flood-fill like algorithm
    - ii. Select LDI pixels and follow connection links
    - iii. Halts at silhouettes

# Method Overview

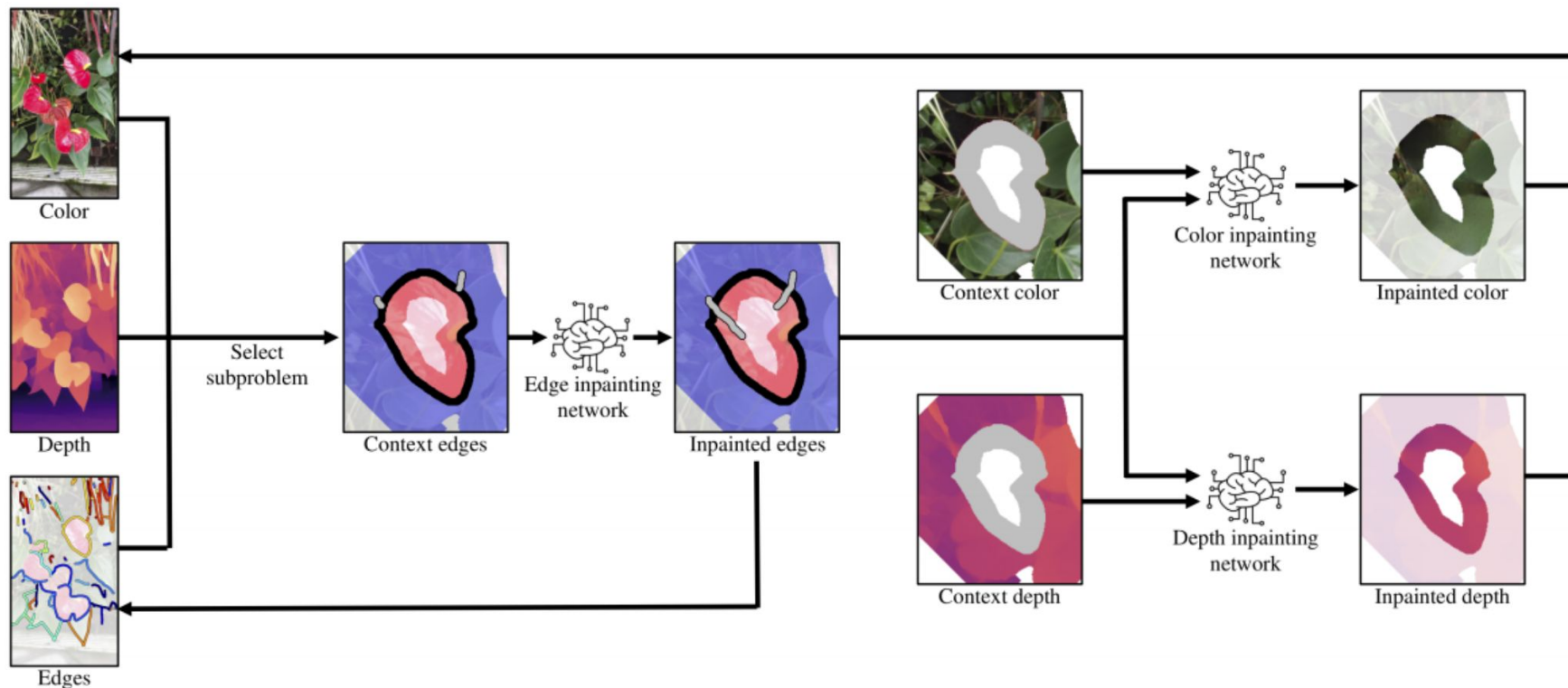
## 3. Context aware color and depth inpainting



- a. Heuristic based approach using standard network architectures designed for images.
- b. Independent Colour and Agemap Inpainting
- c. Since independent, the inpainted depth-image might not be well-aligned with the inpainted colour. Thus, we break down inpainting task into sub-networks:
  - i. Edge inpainting network
  - ii. Color inpainting network
  - iii. Depth inpainting network
- d. Multi-layer Inpainting to fill up discontinuities

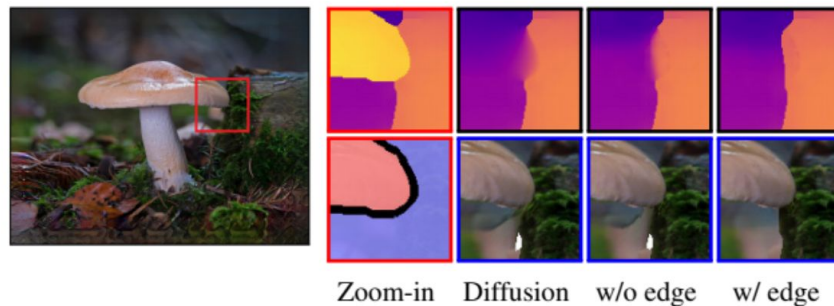
4. 3D textured mesh generation by integrating all inpainted values to original LDI.

# Context-aware colour and depth inpainting overview

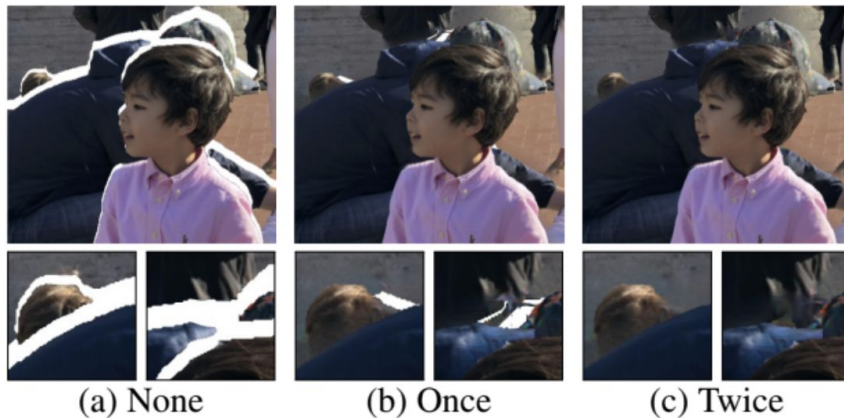


# Method Overview (cont..)

Benefit of Edge-Guided Depth Inpainting:



Multi-layer inpainting:



# Timeline

## Mid-Eval Deliverables:

1. Generating a Layered-Depth-Image and preprocessing the image
2. Finding Context and Synthesis Regions

## Final Eval Deliverables:

1. Context aware color and depth inpainting
2. 3D textured mesh generation by integrating all inpainted values to original LDI.
3. Testing and Final output generation