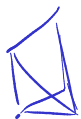


scene
shooting



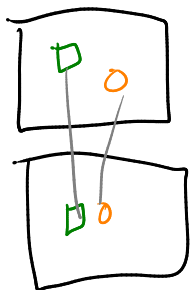
images



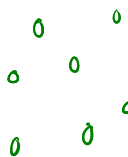
optics
correction



point matching



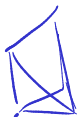
structure
estimation



dense
reconstruction



mesh
fitting



texture
reprojection

