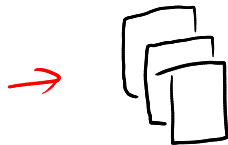


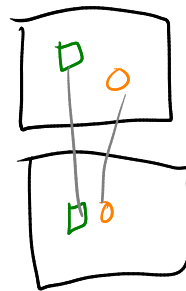
scene shooting



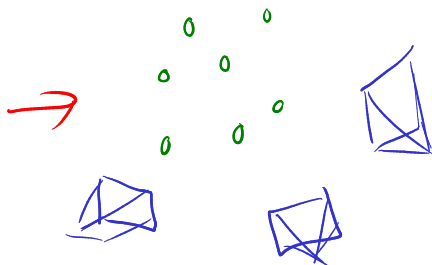
image
retrieval



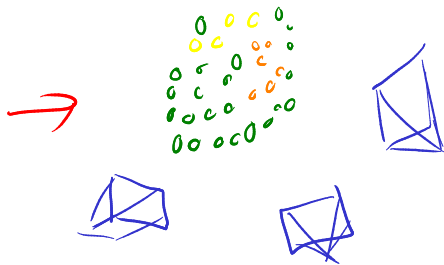
optical
correction



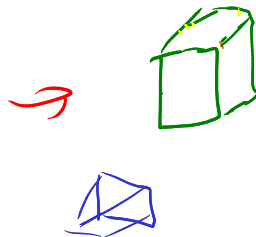
point matching



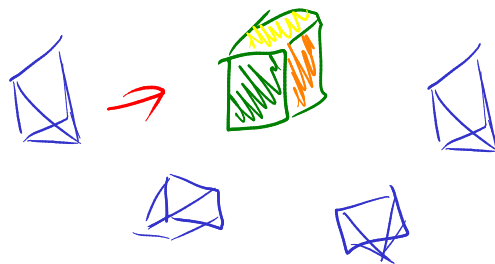
structure
estimation



dense
reconstruction



mesh fitting



texture reprojection