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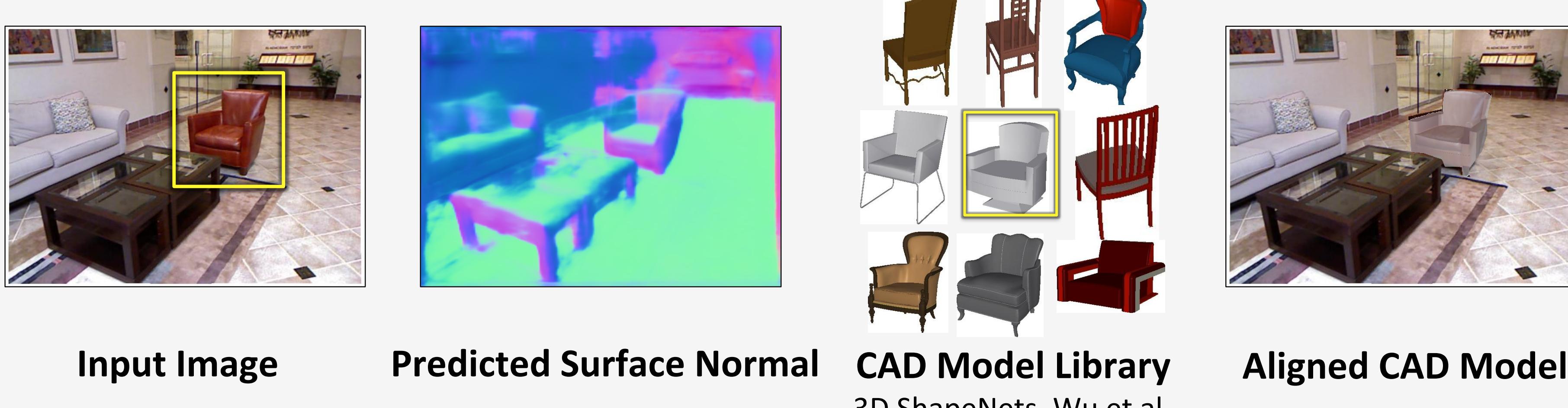
Bryan Russell²

Abhinav Gupta¹

² Adobe Research

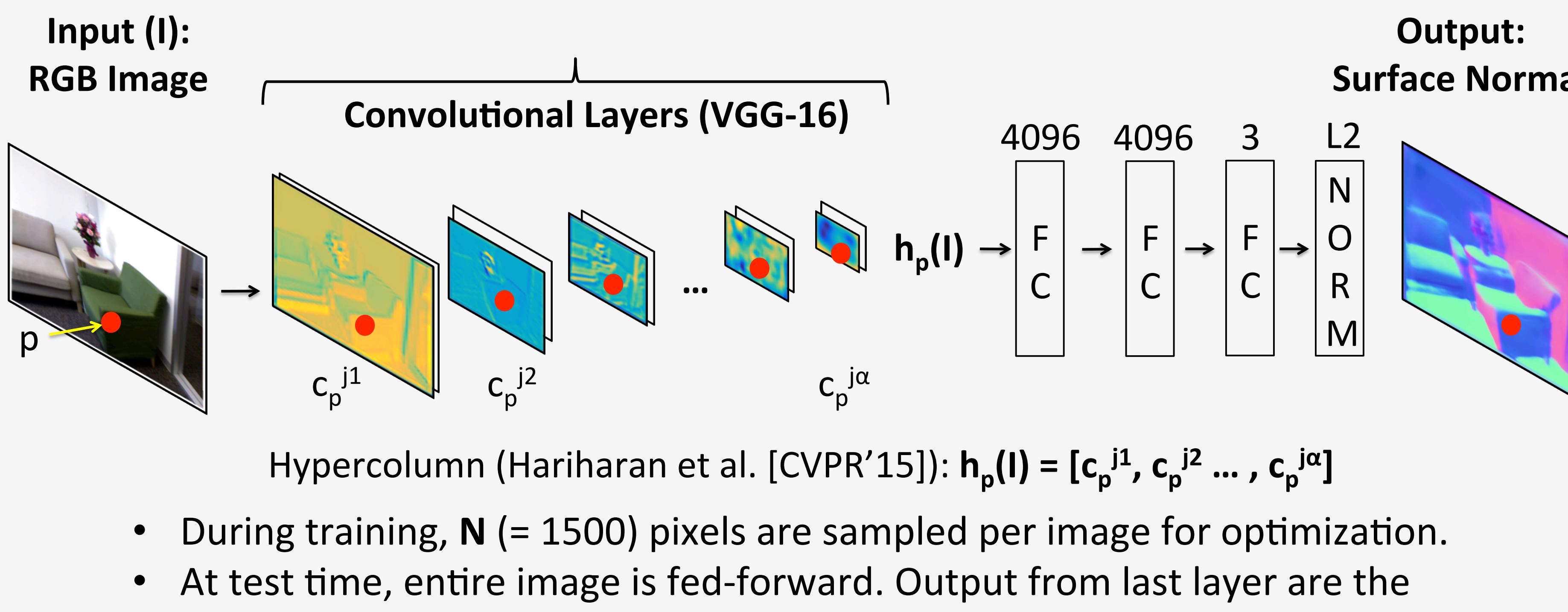
Task: 2D → 2.5D → 3D

- Surface normal (2.5D) from a single 2D image.
- Pose & style of objects from RGB + 2.5D cues.



2D → 2.5D Surface Normal Estimation

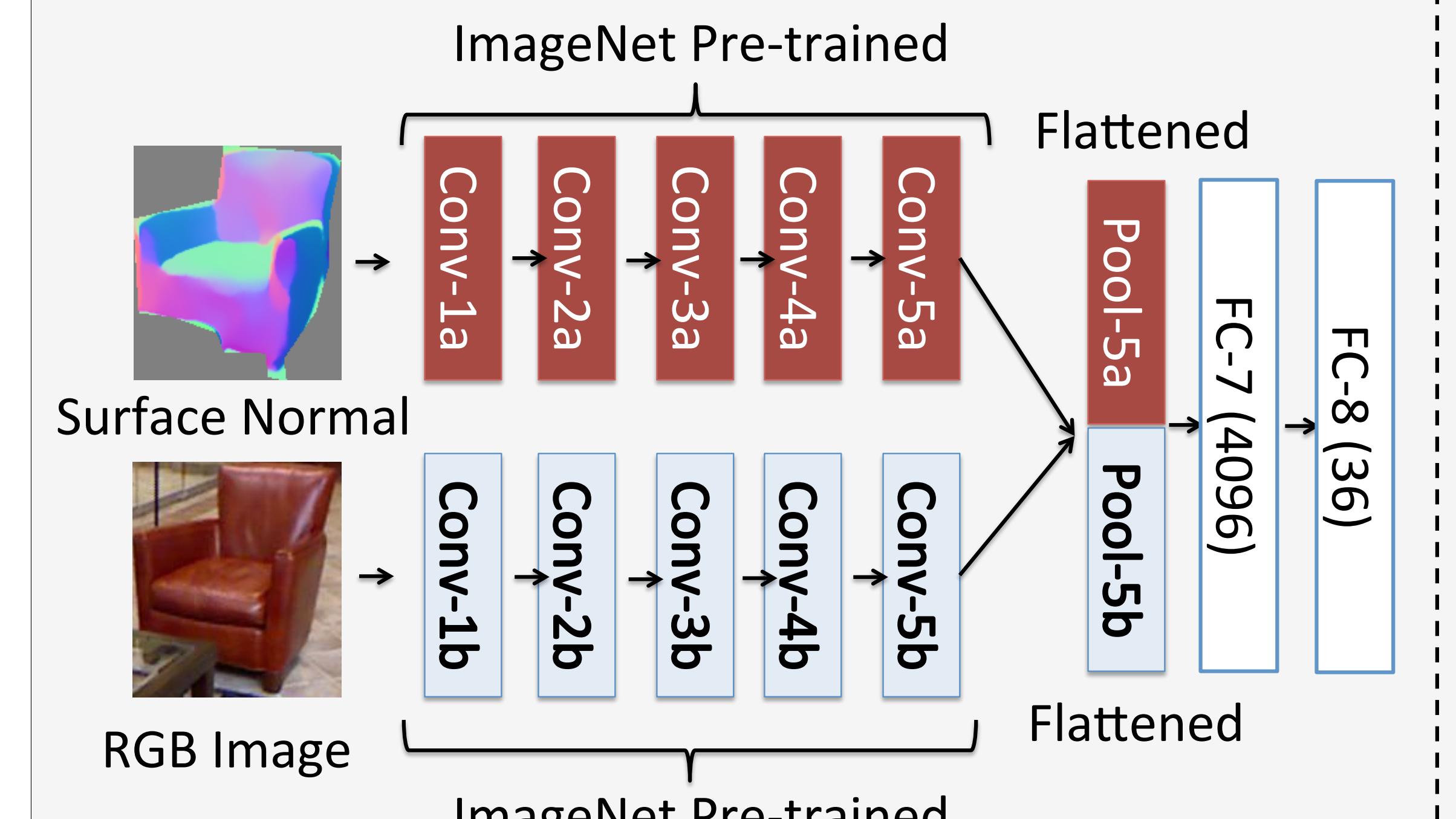
Non-linear optimization of Hypercolumn features for fine details.



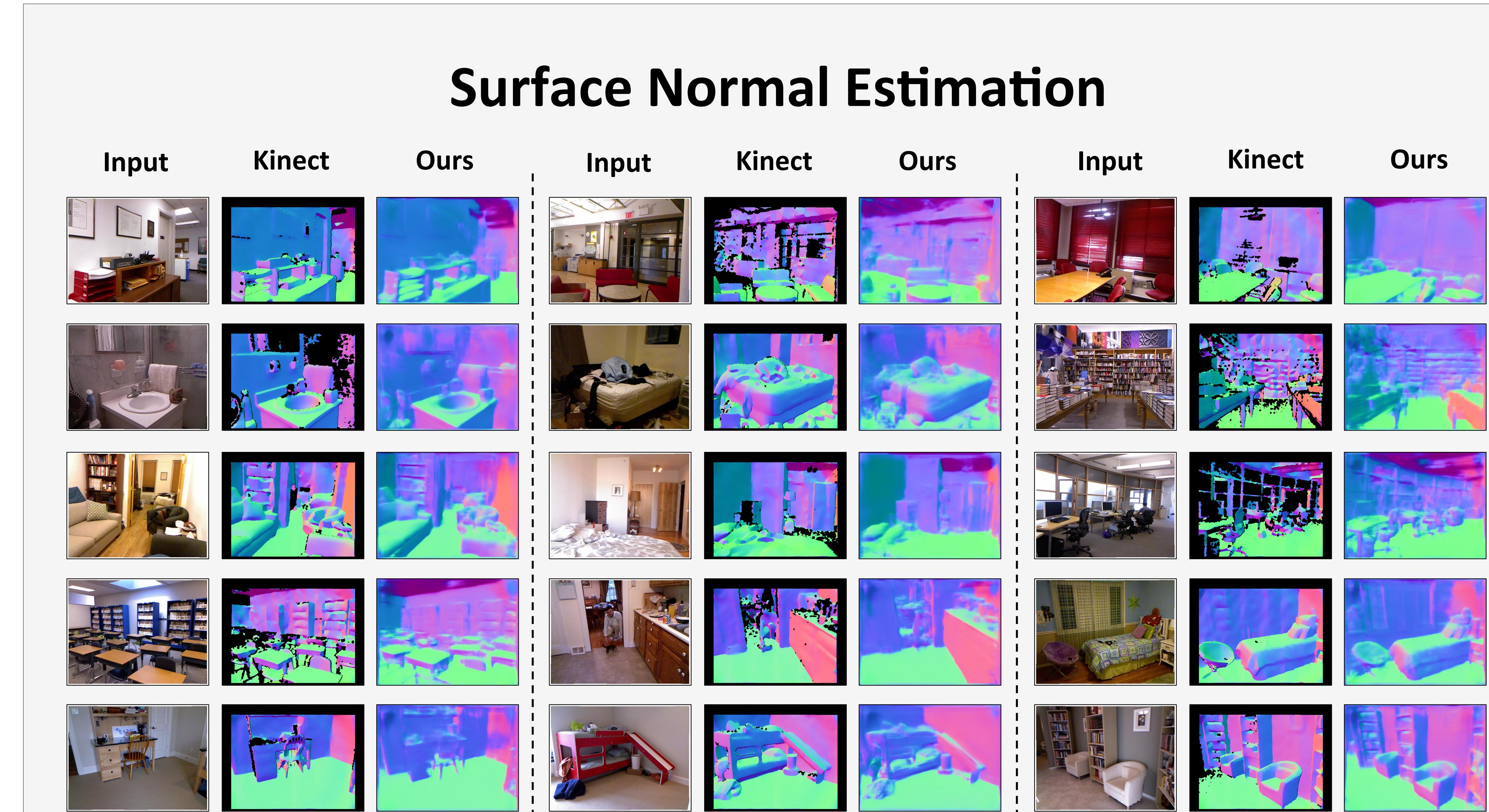
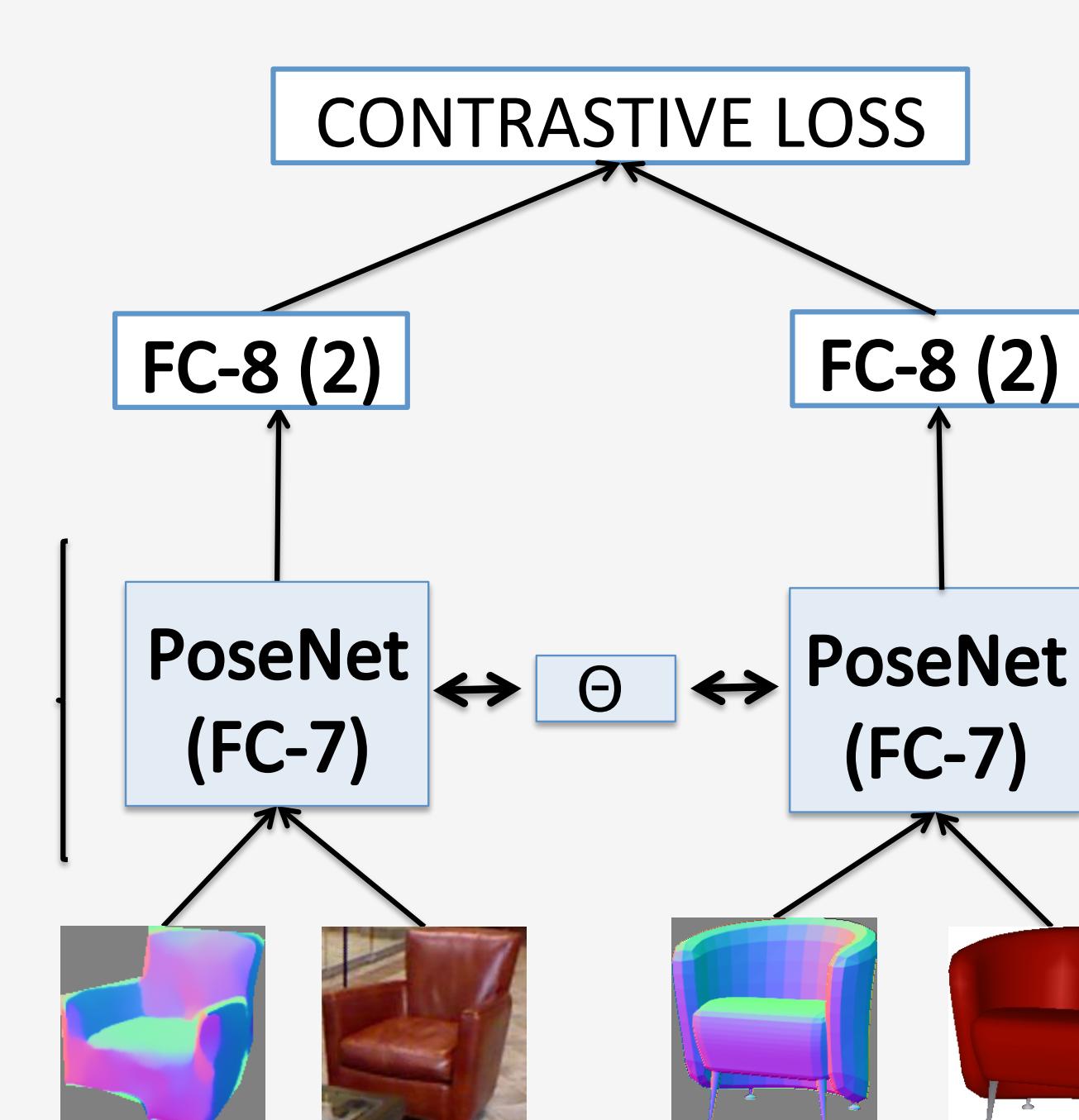
2.5D → 3D

Pose & Style Estimation

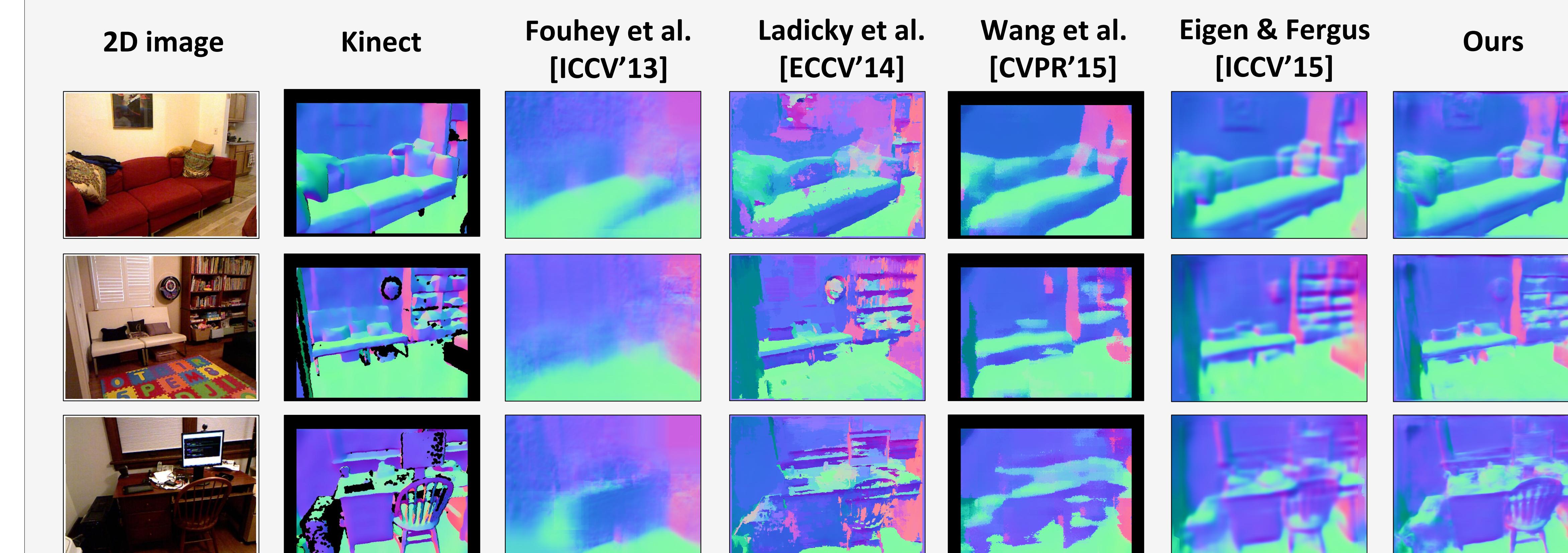
PoseNet: A 36-way pose classification.



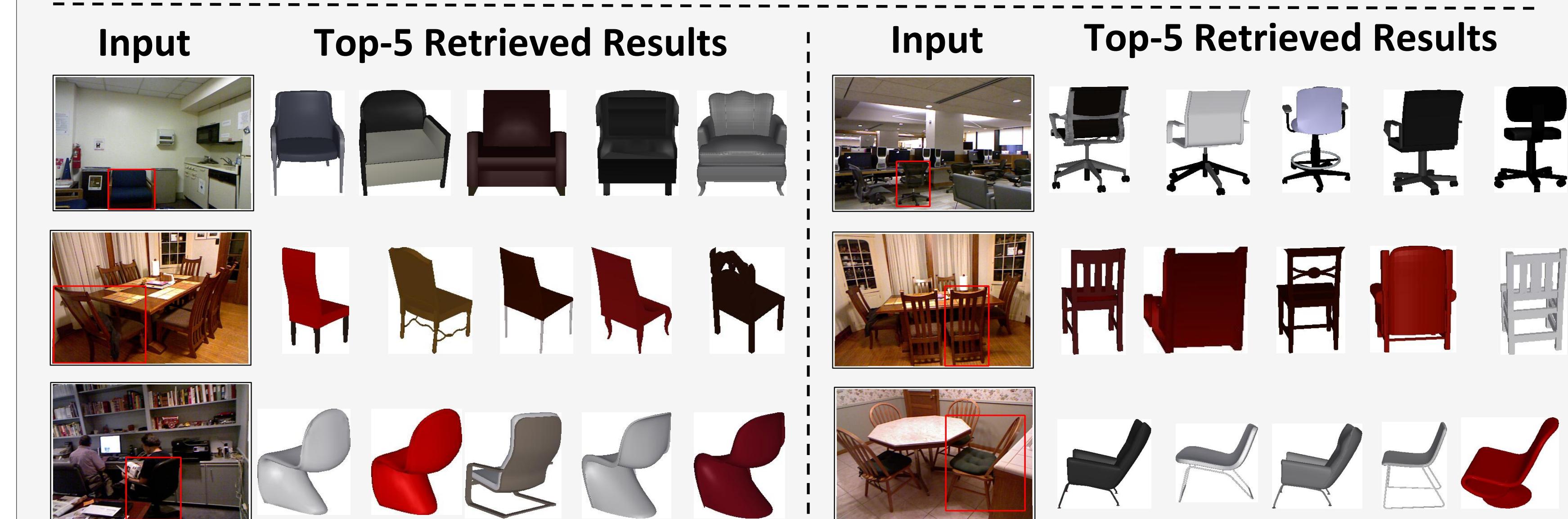
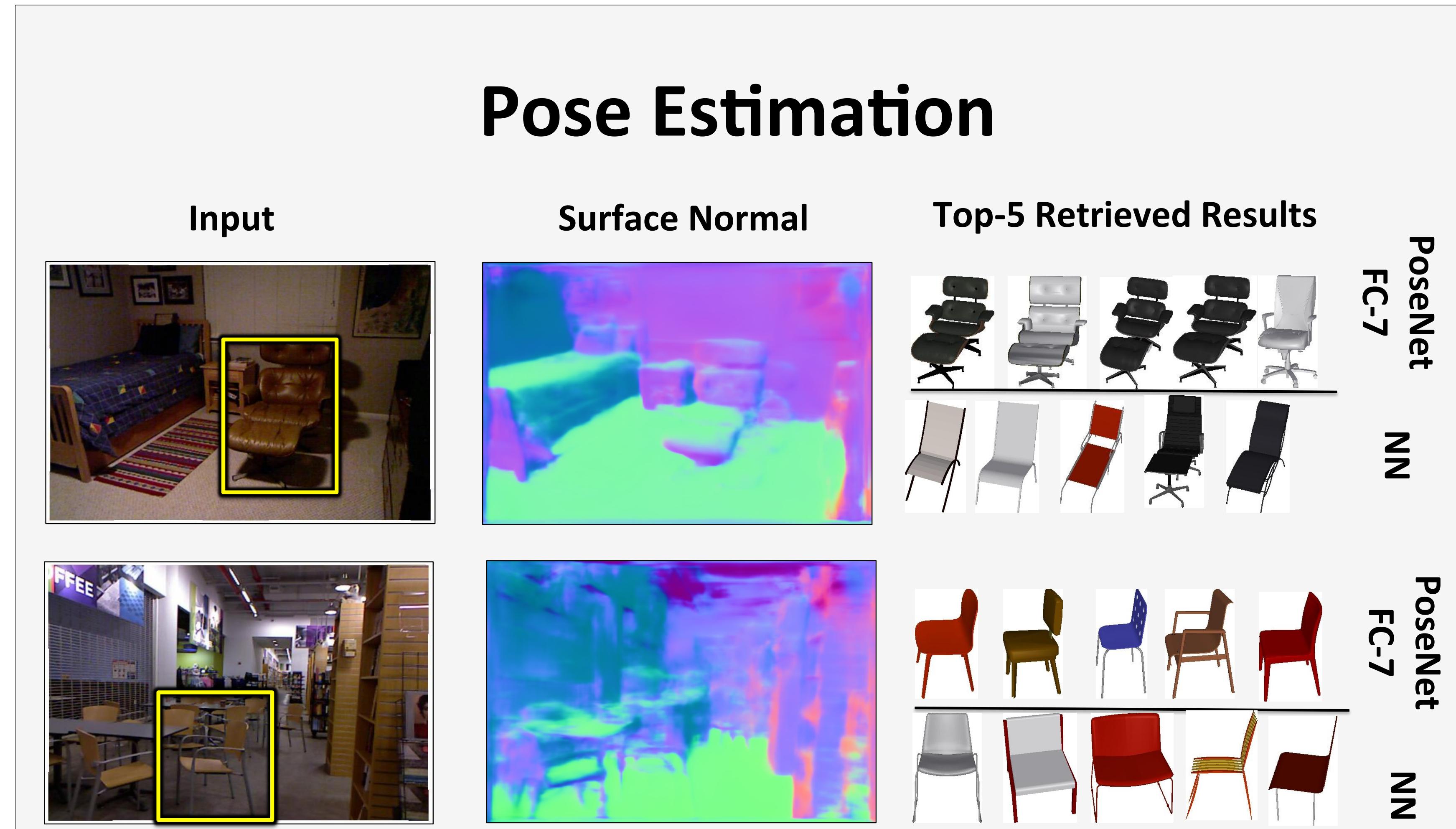
StyleNet: Are they similar?



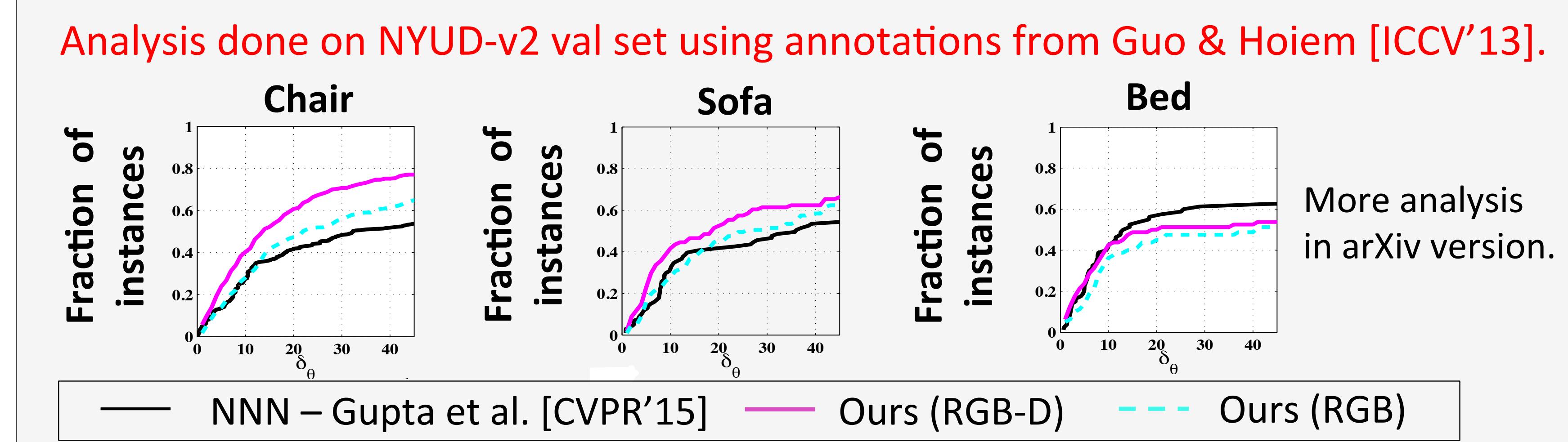
Qualitative Comparison



Quantitative Results



Quantitative Results



Comparison with previous state-of-the-art approaches:

Approach	Mean	Median	11.25	22.5	30
Fouhey et al.	35.3	31.2	16.4	36.6	48.2
E-F (AlexNet)	23.7	15.5	39.2	62.0	71.1
E-F (VGG-16)	20.9	13.2	44.4	67.2	75.9
Ours	19.8	12.0	47.9	70.0	77.8

with Manhattan World

Approach	Mean	Median	11.25	22.5	30
Fouhey et al.	36.3	19.2	39.2	52.9	57.8
Wang et al.	26.9	14.8	42.0	61.2	68.2
Ours	23.9	11.9	48.4	66.0	72.7

Ablative Analysis using diff. conv-layers from VGG-16:

Conv-layers	Mean	Median	11.25	22.5	30
{1 ₁ , 1 ₂ }	44.4	42.7	04.1	16.5	28.2
{1 ₁ , 1 ₂ , 3 ₃ }	30.2	24.7	23.1	46.2	58.4
{1 ₁ , 1 ₂ , 5 ₃ }	22.6	15.3	39.1	63.4	73.1
{1 ₁ , 1 ₂ , 3 ₃ , 5 ₃ }	21.3	13.9	42.3	67.0	76.0
{1 ₂ , 3 ₃ , 5 ₃ }	21.3	14.0	42.0	66.7	75.8
{1 ₂ , 2 ₂ , 3 ₃ , 4 ₃ , 5 ₃ }	20.9	13.6	43.1	67.9	77.0
{1 ₂ , 2 ₂ , 3 ₃ , 4 ₃ , 5 ₃ , 7}	19.8	12.0	47.9	70.0	77.8

VGG-16 has 13 conv-layers represented as {1₁, 1₂, 2₁, 2₂, 3₁, 3₂, 3₃, 4₁, 4₂, 4₃, 5₁, 5₂, 5₃}. FC-7 of VGG-16 is referred as conv-7 here.

