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致谢

稀疏重建部分使用Colmap完成相机参数的获取。

稠密重建部分的代码主要来源于AA-RMVSNet。

点云切割与可视化使用CloudCompare及Meshlab完成。

调用Open3D进行表面重建。

Cascade+Transformer的代码主要基于kwea123实现的pytorch-lightning版本的Cascade-MVSNetl以及LoFTR进行实现。

语义分割部分调用了PyTorch-Encoding。