

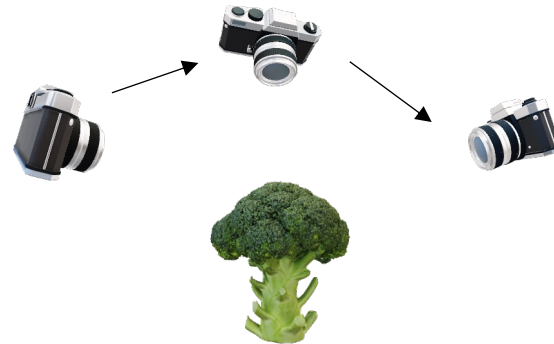
3D reconstruction using different view images



Camera placement



(a) Fix object, fix camera

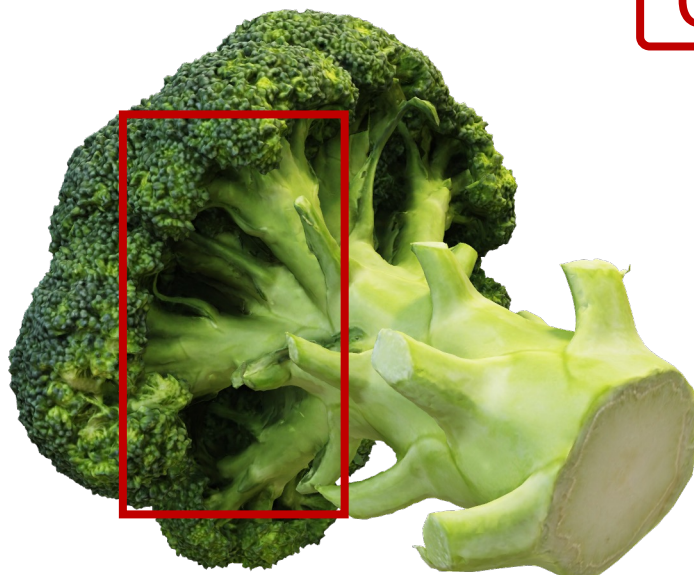


(b) Fix object, move camera

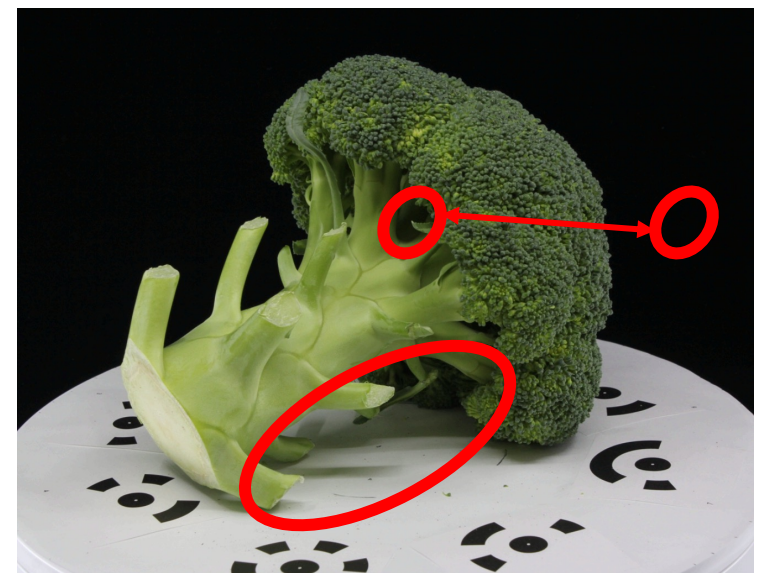


(c) Rotate object, fix/move camera

Challenges



(d) Invisible part



(e) Image preprocessing