

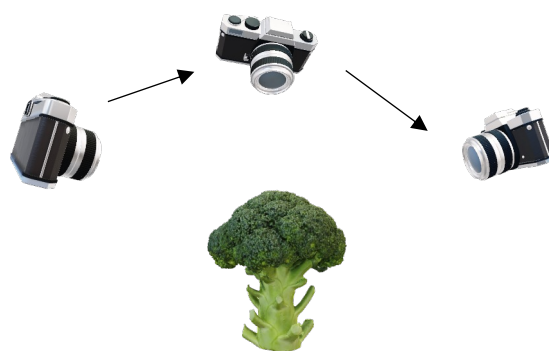
3D reconstruction using different view images



Camera placement



(a) Fix object, fix camera



(b) Fix object, move camera



(c) Rotate object, (semi)-fix camera