

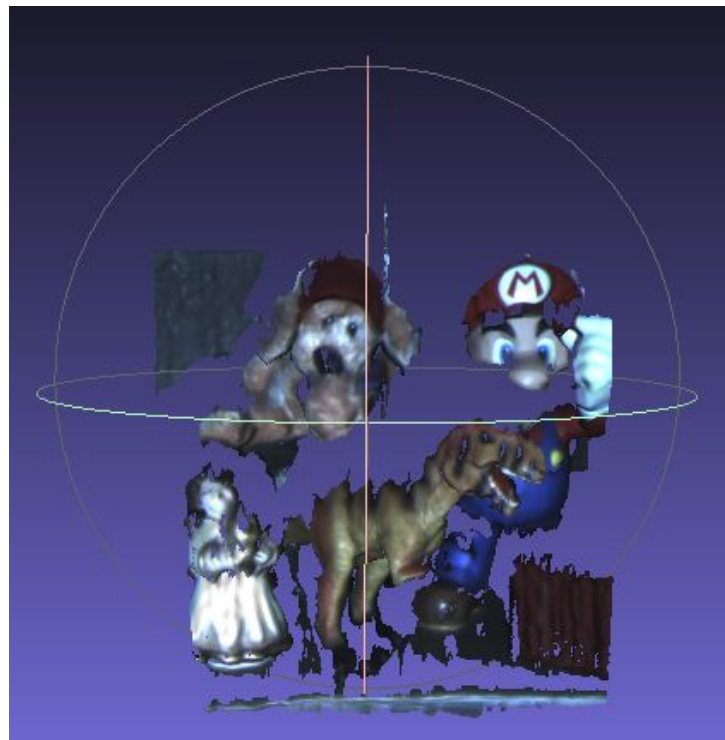
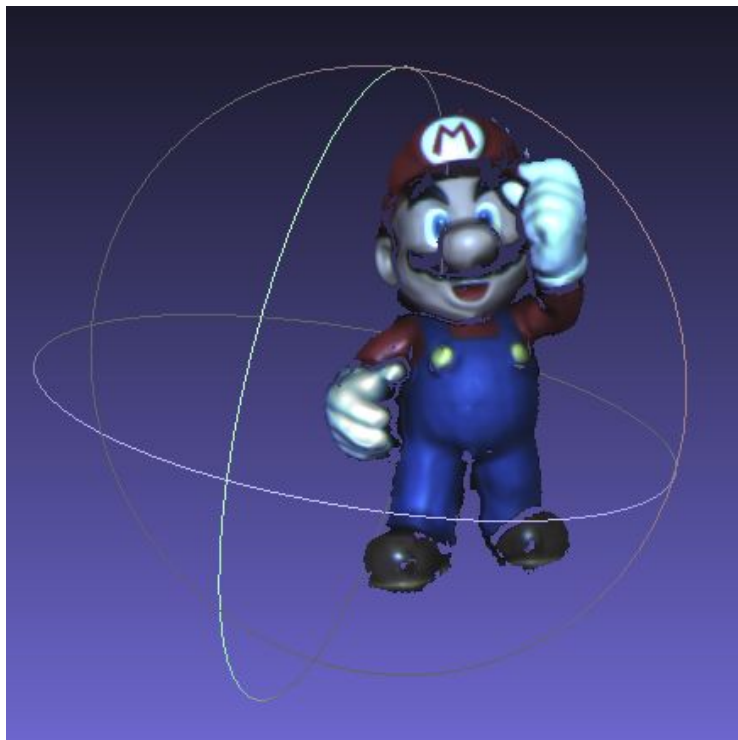
Reconocimiento de modelos en escenas

```
vtkPolyData* mesh2 = LoadPolyData(params.datapath+"scene4.ply");
cleanPolyData(mesh2);
//computeNormals(mesh2);
Feature3D* feat2 = new Feature3D[nActualFeat];
MeshPointsIndex mpi(mesh2);
cv::Mat M = (cv::Mat_<double>(3, 4) << 0.33333331, 0.91068363, -0.24401692, -1.100000,
                                         -0.24401692, 0.33333331, 0.91068363, -0.500000,
                                         0.91068363, -0.24401692, 0.33333331, -3.000000);

double* point = new double[3];
for(int idx = 0; idx<nActualFeat; idx++){
    cv::Mat p = (cv::Mat_<double>(4,1) << feat[idx].x,feat[idx].y,feat[idx].z,1.0);
    cv::Mat r = M*p;
    point[0] = r.at<double>(0,0);
    point[1] = r.at<double>(1,0);
    point[2] = r.at<double>(2,0);
    int yy = mpi.findNearestPoint(point);
    feat2[idx].index = yy;
}
```

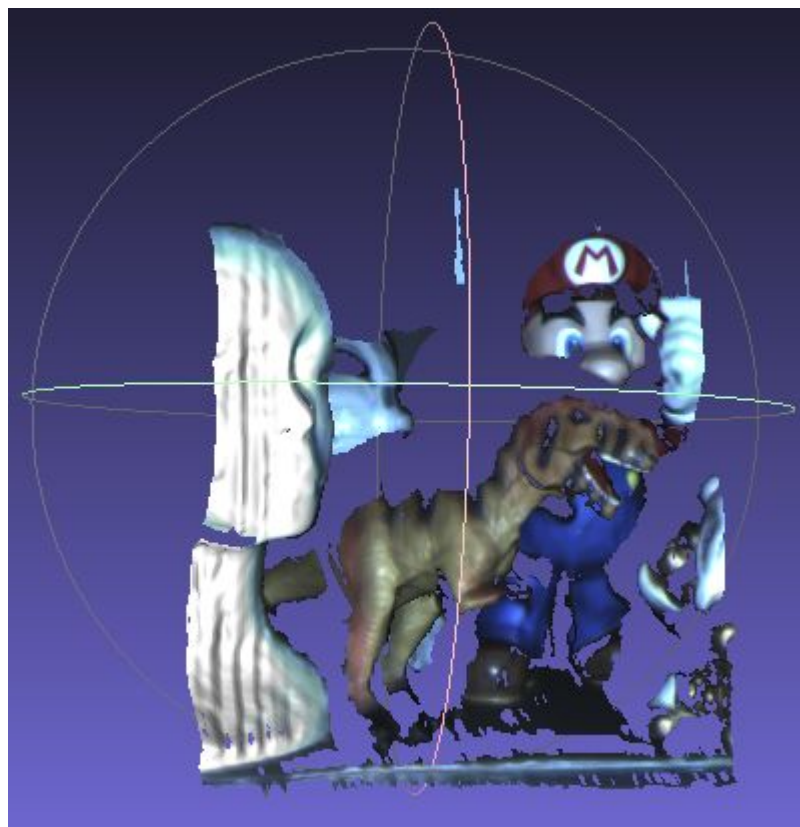
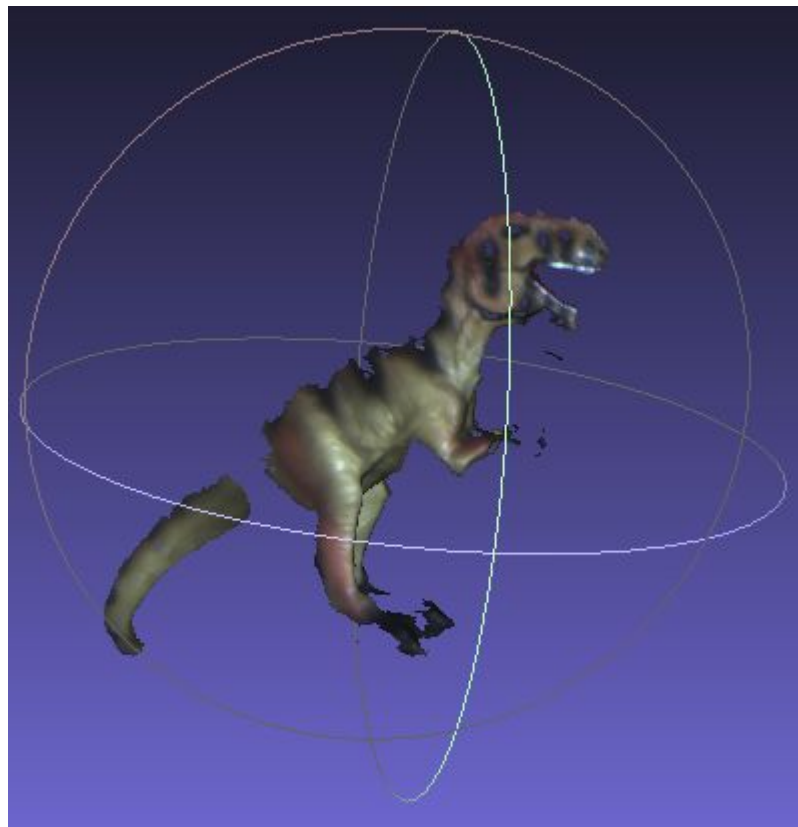
Reconocimiento de modelos en escenas

Data set 3, escena 1, contiene 2 modelos dentro de la escena



	Nuestro resultado	Resultado del paper
recall	0.143	0.3
1-precision	0.1448810	0.15
match	143 out of 168	

Data set 3, escena 4, contiene 2 modelos dentro de la escena



	Nuestro resultado	Resultado del paper
recall	0.274	0.3
1-precision	0.162080	0.14
match	274 out of 327	