

2016 Fourth International Conference on 3D Vision

3DV 2016

Table of Contents

Message from the General Chair.....	xi
Message from the Program Chairs.....	xii
Organizing Committee.....	xiii
Keynotes.....	xv
Tutorials.....	xxi

Oral Session 1

Matching Deformable Objects in Clutter	1
<i>Luca Cosmo, Emanuele Rodolà, Jonathan Masci, Andrea Torsello, and Michael M. Bronstein</i>	
Progressive 3D Modeling All the Way	11
<i>Alex Locher, Michal Havlena, and Luc Van Gool</i>	

Oral Session 2

A Hybrid Structure/Trajectory Constraint for Visual SLAM	19
<i>Angelique Loesch, Steve Bourgeois, Vincent Gay-Bellile, and Michel Dhome</i>	
Real-Time Surface of Revolution Reconstruction on Dense SLAM	28
<i>Liming Yang, Hideaki Uchiyama, Jean-Marie Normand, Guillaume Moreau, Hajime Nagahara, and Rin-ichiro Taniguchi</i>	
Monocular, Real-Time Surface Reconstruction Using Dynamic Level of Detail	37
<i>Jacek Zienkiewicz, Akis Tsiotsios, Andrew Davison, and Stefan Leutenegger</i>	

Poster Session 1

Energy-Based Global Ternary Image for Action Recognition Using Sole Depth Sequences	47
<i>Mengyuan Liu, Hong Liu, Chen Chen, and Maryam Najafian</i>	
Robust Recovery of Heavily Degraded Depth Measurements	56
<i>Gilad Drozdov, Yevgengy Shapiro, and Guy Gilboa</i>	

Fast Obstacle Detection Using Sparse Edge-Based Disparity Maps	66
<i>Dexmont Alejandro Pena Carrillo and Alistair Sutherland</i>	
A Large-Scale 3D Object Recognition Dataset	73
<i>Thomas Sølund, Anders Glent Buch, Norbert Krüger, and Henrik Aanæs</i>	
Robust Feature-Preserving Denoising of 3D Point Clouds	83
<i>Sk. Mohammadul Haque and Venu Madhav Govindu</i>	
SceneNN: A Scene Meshes Dataset with aNNotations	92
<i>Binh-Son Hua, Quang-Hieu Pham, Duc Thanh Nguyen, Minh-Khoi Tran, Lap-Fai Yu, and Sai-Kit Yeung</i>	
Registration of Point Clouds Based on the Ratio of Bidirectional Distances	102
<i>Jihua Zhu, Di Wang, Xiuxiu Bai, Huimin Lu, Congcong Jin, and Zhongyu Li</i>	
HS-Nets: Estimating Human Body Shape from Silhouettes with Convolutional Neural Networks	108
<i>Endri Dibra, Himanshu Jain, Cengiz Öztireli, Remo Ziegler, and Markus Gross</i>	
Point Cloud Noise and Outlier Removal for Image-Based 3D Reconstruction	118
<i>Katja Wolff, Changil Kim, Henning Zimmer, Christopher Schroers, Mario Botsch, Olga Sorkine-Hornung, and Alexander Sorkine-Hornung</i>	
3D Data Acquisition and Registration Using Two Opposing Kinects	128
<i>Vahid Soleimani, Majid Mirmehdi, Dima Damen, Sion Hannuna, and Massimo Camplani</i>	
Deep Stereo Fusion: Combining Multiple Disparity Hypotheses with Deep-Learning	138
<i>Matteo Poggi and Stefano Mattoccia</i>	
Multi-Body Non-Rigid Structure-from-Motion	148
<i>Suryansh Kumar, Yuchao Dai, and Hongdong Li</i>	
Rapid Hand Shape Reconstruction with Chebyshev Phase Shifting	157
<i>Daniel Moreno, Wook Yeon Hwang, and Gabriel Taubin</i>	
Model-Based Outdoor Performance Capture	166
<i>Nadia Robertini, Dan Casas, Helge Rhodin, Hans-Peter Seidel, and Christian Theobalt</i>	
A Depth Restoration Occlusionless Temporal Dataset	176
<i>Daniel Rotman and Guy Gilboa</i>	
Computing Temporal Alignments of Human Motion Sequences in Wide Clothing Using Geodesic Patches	185
<i>Aurela Shahu, Jinlong Yang, Jean-Sebastien Franco, Franck Hetroy-Wheeler, and Stefanie Wuhrer</i>	
Proceduralization for Editing 3D Architectural Models	194
<i>Ilke Demir, Daniel G. Aliaga, and Bedrich Benes</i>	

Exemplar-Based 3D Shape Segmentation in Point Clouds	203
<i>Rongqi Qiu and Ulrich Neumann</i>	
Optical Flow for Rigid Multi-Motion Scenes	212
<i>Tomas Gerlich and Jakob Eriksson</i>	
Absolute Pose and Structure from Motion for Surfaces of Revolution: Minimal Problems Using Apparent Contours	221
<i>Cody J. Phillips and Kostas Danilidis</i>	
Large Scale SfM with the Distributed Camera Model	230
<i>Chris Sweeney, Victor Fragoso, Tobias Höllerer, and Matthew Turk</i>	

Oral Session 3

Deeper Depth Prediction with Fully Convolutional Residual Networks	239
<i>Iro Laina, Christian Rupprecht, Vasileios Belagiannis, Federico Tombari, and Nassir Navab</i>	
Depth from Gradients in Dense Light Fields for Object Reconstruction	249
<i>Kaan Yucer, Changil Kim, Alexander Sorkine-Hornung, and Olga Sorkine-Hornung</i>	
Single-Image RGB Photometric Stereo with Spatially-Varying Albedo	258
<i>Ayan Chakrabarti and Kalyan Sunkavalli</i>	

Oral Session 4

3D Saliency for Finding Landmark Buildings	267
<i>Nikolay Kobyshev, Hayko Riemenschneider, András Bódis-Szomorú, and Luc Van Gool</i>	
Dense Wide-Baseline Scene Flow from Two Handheld Video Cameras	276
<i>Christian Richardt, Hyeonwoo Kim, Levi Valgaerts, and Christian Theobalt</i>	
Automatic 3D Car Model Alignment for Mixed Image-Based Rendering	286
<i>Rodrigo Ortiz-Cayon, Abdelaziz Djelouah, Francisco Massa, Mathieu Aubry, and George Drettakis</i>	
Structure from Category: A Generic and Prior-Less Approach	296
<i>Chen Kong, Rui Zhu, Hamed Kiani, and Simon Lucey</i>	

Poster Session 2

Radiometric Scene Decomposition: Scene Reflectance, Illumination, and Geometry from RGB-D Images	305
<i>Stephen Lombardi and Ko Nishino</i>	
HDRFusion: HDR SLAM Using a Low-Cost Auto-Exposure RGB-D Sensor	314
<i>Shuda Li, Ankur Handa, Yang Zhang, and Andrew Calway</i>	

Learning to Navigate the Energy Landscape	323
<i>Julien Valentin, Angela Dai, Matthias Niessner, Pushmeet Kohli, Philip Torr, Shahram Izadi, and Cem Keskin</i>	
Tracking Deformable Surfaces That Undergo Topological Changes Using an RGB-D Camera	333
<i>Aggeliki Tsoli and Antonis A. Argyros</i>	
A Single-Shot Multi-Path Interference Resolution for Mirror-Based Full 3D Shape Measurement with a Correlation-Based ToF Camera	342
<i>Shohei Nobuhara, Takashi Kashino, Takashi Matsuyama, Kouta Takeuchi, and Kensaku Fujii</i>	
Multi-View Inpainting for Image-Based Scene Editing and Rendering	351
<i>Theo Thonat, Eli Shechtman, Sylvain Paris, and George Drettakis</i>	
Cotemporal Multi-View Video Segmentation	360
<i>Abdelaziz Djelouah, Jean-Sébastien Franco, Edmond Boyer, Patrick Pérez, and George Drettakis</i>	
Video Depth-from-Defocus	370
<i>Hyeonwoo Kim, Christian Richardt, and Christian Theobalt</i>	
A Closed-Form Bayesian Fusion Equation Using Occupancy Probabilities	380
<i>Charles Loop, Qin Cai, Sergio Orts-Escolano, and Philip A. Chou</i>	
Robust Tracking in Low Light and Sudden Illumination Changes	389
<i>Hatem Alismail, Brett Browning, and Simon Lucey</i>	
Coupled Functional Maps	399
<i>Davide Eynard, Emanuele Rodolà, Klaus Glashoff, and Michael M. Bronstein</i>	
Single View 3D Reconstruction under an Uncalibrated Camera and an Unknown Mirror Sphere	408
<i>Kai Han, Kwan-Yee K. Wong, and Xiao Tan</i>	
CNN-Based Object Segmentation in Urban LIDAR with Missing Points	417
<i>Allan Zelener and Ioannis Stamos</i>	
Multiview RGB-D Dataset for Object Instance Detection	426
<i>Georgios Georgakis, Md Alimoor Reza, Arsalan Mousavian, Phi-Hung Le, and Jana Košecká</i>	
Consistent Discretization and Minimization of the L1 Norm on Manifolds	435
<i>Alex Bronstein, Yoni Choukroun, Ron Kimmel, and Matan Sela</i>	
Robust Real-Time 3D Face Tracking from RGBD Videos under Extreme Pose, Depth, and Expression Variation	441
<i>Hai X. Pham and Vladimir Pavlovic</i>	
Real-Time Halfway Domain Reconstruction of Motion and Geometry	450
<i>Lucas Thies, Michael Zollhöfer, Christian Richardt, Christian Theobalt, and Günther Greiner</i>	

3D Face Reconstruction by Learning from Synthetic Data	460
<i>Elad Richardson, Matan Sela, and Ron Kimmel</i>	

Oral Session 5

Shape Analysis with Anisotropic Windowed Fourier Transform	470
<i>Simone Melzi, Emanuele Rodolà, Umberto Castellani, and Michael M. Bronstein</i>	
Synthesizing Training Images for Boosting Human 3D Pose Estimation	479
<i>Wenzheng Chen, Huan Wang, Yangyan Li, Hao Su, Zhenhua Wang, Changhe Tu, Dani Lischinski, Daniel Cohen-Or, and Baoquan Chen</i>	
Face Reconstruction on Mobile Devices Using a Height Map Shape Model and Fast Regularization	489
<i>Fabio Maninchedda, Christian Häne, Martin R. Oswald, and Marc Pollefeys</i>	

Oral Session 6

SpectroMeter: Amortized Sublinear Spectral Approximation of Distance on Graphs	499
<i>Roe Litman and Alex M. Bronstein</i>	
Learning a General-Purpose Confidence Measure Based on $O(1)$ Features and a Smarter Aggregation Strategy for Semi Global Matching	509
<i>Matteo Poggi and Stefano Mattoccia</i>	

Poster Session 3

Room Layout Estimation with Object and Material Attributes Information Using a Spherical Camera	519
<i>Hansung Kim, Teofilo de Campos, and Adrian Hilton</i>	
Regularized 3D Modeling from Noisy Building Reconstructions	528
<i>Thomas Holzmann, Friedrich Fraundorfer, and Horst Bischof</i>	
Detecting and Correcting Shadows in Urban Point Clouds and Image Collections	537
<i>M. Guislain, J. Digne, R. Chaine, D. Kudelski, and P. Lefebvre-Albaret</i>	
Global Motion from Group Synchronization	546
<i>Federica Arrigoni, Andrea Fusiello, and Beatrice Rossi</i>	
X-Tag: A Fiducial Tag for Flexible and Accurate Bundle Adjustment	556
<i>Tolga Birdal, Ievgeniia Dobryden, and Slobodan Ilic</i>	
V-Net: Fully Convolutional Neural Networks for Volumetric Medical Image Segmentation	565
<i>Fausto Milletari, Nassir Navab, and Seyed-Ahmad Ahmadi</i>	

Will It Last? Learning Stable Features for Long-Term Visual Localization	572
<i>Marcin Dymczyk, Elena Stumm, Juan Nieto, Roland Siegwart, and Igor Gilitschenski</i>	
3D Human Pose Estimation via Deep Learning from 2D Annotations	582
<i>Ernesto Brau and Hao Jiang</i>	
Discriminative Filters for Depth from Defocus	592
<i>Fahim Mannan and Michael S. Langer</i>	
Multi-Label Semantic 3D Reconstruction Using Voxel Blocks	601
<i>Ian Cherabier, Christian Häne, Martin R. Oswald, and Marc Pollefeys</i>	
Joint Semantic Segmentation and Depth Estimation with Deep Convolutional Networks	611
<i>Arsalan Mousavian, Hamed Pirsiavash, and Jana Košecká</i>	
A 3D Reconstruction with High Density and Accuracy Using Laser Profiler and Camera Fusion System on a Rover	620
<i>Ryoichi Ishikawa, Menandro Roxas, Yoshihiro Sato, Takeshi Oishi, Takeshi Masuda, and Katsushi Ikeuchi</i>	
Quaternionic Upsampling: Hyperspherical Techniques for 6 DoF Pose Tracking	629
<i>Benjamin Busam, Marco Esposito, Benjamin Frisch, and Nassir Navab</i>	
Synthetic Prior Design for Real-Time Face Tracking	639
<i>Steven McDonagh, Martin Klaudiny, Derek Bradley, Thabo Beeler, Iain Matthews, and Kenny Mitchell</i>	
Comparison of Radial and Tangential Geometries for Cylindrical Panorama	649
<i>Faezeh Amjadi and Sébastien Roy</i>	
Robust Plane-Based Calibration of Multiple Non-Overlapping Cameras	658
<i>Chen Zhu, Zihan Zhou, Ziran Xing, Yanbing Dong, Yi Ma, and Jingyi Yu</i>	
Single-Shot Time-of-Flight Phase Unwrapping Using Two Modulation Frequencies	667
<i>Changpeng Ti, Ruigang Yang, and James Davis</i>	
Fast Single Shot Detection and Pose Estimation	676
<i>Patrick Poirson, Phil Ammirato, Cheng-Yang Fu, Wei Liu, Jana Kosecka, and Alexander C. Berg</i>	
Learning Camera Viewpoint Using CNN to Improve 3D Body Pose Estimation	685
<i>Mona Fathollahi Ghezelghieh, Rangachar Kasturi, and Sudeep Sarkar</i>	
Author Index	694