

# 3DV 2016

International Conference on 3DVision  
Stanford University, California, USA  
25 - 28 October 2016



CONFERENCE INFORMATION

PAPERS BY SESSION

PAPERS BY AUTHOR

GETTING STARTED

TRADEMARKS

SEARCH

# Conference Information

## **2016 Fourth International Conference on 3D Vision**

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- ☐ Message from the Program Chairs
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# Papers by Session

## Oral Session 1

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- ❑ Matching Deformable Objects in Clutter  
*Luca Cosmo, Emanuele Rodolà, Jonathan Masci, Andrea Torsello, and Michael M. Bronstein*
- ❑ Progressive 3D Modeling All the Way  
*Alex Locher, Michal Havlena, and Luc Van Gool*

# Papers by Session

## Oral Session 2

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

# Papers by Session

## Poster Session 1

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- ❑ Energy-Based Global Ternary Image for Action Recognition Using Sole Depth Sequences  
*Mengyuan Liu, Hong Liu, Chen Chen, and Maryam Najafian*
- ❑ Robust Recovery of Heavily Degraded Depth Measurements  
*Gilad Drozdov, Yevgengy Shapiro, and Guy Gilboa*
- ❑ Fast Obstacle Detection Using Sparse Edge-Based Disparity Maps  
*Dexmont Alejandro Pena Carrillo and Alistair Sutherland*
- ❑ A Large-Scale 3D Object Recognition Dataset  
*Thomas Sølund, Anders Glent Buch, Norbert Krüger, and Henrik Aanæs*
- ❑ Robust Feature-Preserving Denoising of 3D Point Clouds  
*Sk. Mohammadul Haque and Venu Madhav Govindu*
- ❑ SceneNN: A Scene Meshes Dataset with aNNotations  
*Binh-Son Hua, Quang-Hieu Pham, Duc Thanh Nguyen, Minh-Khoi Tran, Lap-Fai Yu, and Sai-Kit Yeung*
- ❑ Registration of Point Clouds Based on the Ratio of Bidirectional Distances  
*Jihua Zhu, Di Wang, Xiuxiu Bai, Huimin Lu, Congcong Jin, and Zhongyu Li*

# Papers by Session

- ❑ HS-Nets: Estimating Human Body Shape from Silhouettes with Convolutional Neural Networks  
*Endri Dibra, Himanshu Jain, Cengiz Öztireli, Remo Ziegler, and Markus Gross*
- ❑ Point Cloud Noise and Outlier Removal for Image-Based 3D Reconstruction  
*Katja Wolff, Changil Kim, Henning Zimmer, Christopher Schroers, Mario Botsch, Olga Sorkine-Hornung, and Alexander Sorkine-Hornung*
- ❑ 3D Data Acquisition and Registration Using Two Opposing Kinects  
*Vahid Soleimani, Majid Mirmehdi, Dima Damen, Sion Hannuna, and Massimo Camplani*
- ❑ Deep Stereo Fusion: Combining Multiple Disparity Hypotheses with Deep-Learning  
*Matteo Poggi and Stefano Mattoccia*
- ❑ Multi-Body Non-Rigid Structure-from-Motion  
*Suryansh Kumar, Yuchao Dai, and Hongdong Li*
- ❑ Rapid Hand Shape Reconstruction with Chebyshev Phase Shifting  
*Daniel Moreno, Wook Yeon Hwang, and Gabriel Taubin*
- ❑ Model-Based Outdoor Performance Capture  
*Nadia Robertini, Dan Casas, Helge Rhodin, Hans-Peter Seidel, and Christian Theobalt*
- ❑ A Depth Restoration Occlusionless Temporal Dataset  
*Daniel Rotman and Guy Gilboa*

# Papers by Session

- ❑ Computing Temporal Alignments of Human Motion Sequences in Wide Clothing Using Geodesic Patches  
*Aurela Shahu, Jinlong Yang, Jean-Sebastien Franco, Franck Hetroy-Wheeler, and Stefanie Wuhrer*
- ❑ Proceduralization for Editing 3D Architectural Models  
*Ilke Demir, Daniel G. Aliaga, and Bedrich Benes*
- ❑ Exemplar-Based 3D Shape Segmentation in Point Clouds  
*Rongqi Qiu and Ulrich Neumann*
- ❑ Optical Flow for Rigid Multi-Motion Scenes  
*Tomas Gerlich and Jakob Eriksson*
- ❑ Absolute Pose and Structure from Motion for Surfaces of Revolution: Minimal Problems Using Apparent Contours  
*Cody J. Phillips and Kostas Danillidis*
- ❑ Large Scale SfM with the Distributed Camera Model  
*Chris Sweeney, Victor Fragoso, Tobias Höllerer, and Matthew Turk*



# Papers by Session

## Oral Session 3

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

# Papers by Session

## Oral Session 4

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

# Papers by Session

## Poster Session 2

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- ❑ Radiometric Scene Decomposition: Scene Reflectance, Illumination, and Geometry from RGB-D Images  
*Stephen Lombardi and Ko Nishino*
- ❑ HDRFusion: HDR SLAM Using a Low-Cost Auto-Exposure RGB-D Sensor  
*Shuda Li, Ankur Handa, Yang Zhang, and Andrew Calway*
- ❑ Learning to Navigate the Energy Landscape  
*Julien Valentin, Angela Dai, Matthias Niessner, Pushmeet Kohli, Philip Torr, Shahram Izadi, and Cem Keskin*
- ❑ Tracking Deformable Surfaces That Undergo Topological Changes Using an RGB-D Camera  
*Aggeliki Tsoli and Antonis A. Argyros*
- ❑ A Single-Shot Multi-Path Interference Resolution for Mirror-Based Full 3D Shape Measurement with a Correlation-Based ToF Camera  
*Shohei Nobuhara, Takashi Kashino, Takashi Matsuyama, Kouta Takeuchi, and Kensaku Fujii*
- ❑ Multi-View Inpainting for Image-Based Scene Editing and Rendering  
*Theo Thonat, Eli Shechtman, Sylvain Paris, and George Drettakis*

# Papers by Session

- ❑ Cotemporal Multi-View Video Segmentation  
*Abdelaziz Djelouah, Jean-Sébastien Franco, Edmond Boyer, Patrick Pérez, and George Drettakis*
- ❑ Video Depth-from-Defocus  
*Hyeonwoo Kim, Christian Richardt, and Christian Theobalt*
- ❑ A Closed-Form Bayesian Fusion Equation Using Occupancy Probabilities  
*Charles Loop, Qin Cai, Sergio Orts-Escolano, and Philip A. Chou*
- ❑ Robust Tracking in Low Light and Sudden Illumination Changes  
*Hatem Alismail, Brett Browning, and Simon Lucey*
- ❑ Coupled Functional Maps  
*Davide Eynard, Emanuele Rodolà, Klaus Glashoff, and Michael M. Bronstein*
- ❑ Single View 3D Reconstruction under an Uncalibrated Camera and an Unknown Mirror Sphere  
*Kai Han, Kwan-Yee K. Wong, and Xiao Tan*
- ❑ CNN-Based Object Segmentation in Urban LIDAR with Missing Points  
*Allan Zelener and Ioannis Stamos*
- ❑ Multiview RGB-D Dataset for Object Instance Detection  
*Georgios Georgakis, Md Alimoor Reza, Arsalan Mousavian, Phi-Hung Le, and Jana Košecká*
- ❑ Consistent Discretization and Minimization of the L1 Norm on Manifolds  
*Alex Bronstein, Yoni Choukroun, Ron Kimmel, and Matan Sela*

# Papers by Session

- ❑ Robust Real-Time 3D Face Tracking from RGBD Videos under Extreme Pose, Depth, and Expression Variation  
*Hai X. Pham and Vladimir Pavlovic*
- ❑ Real-Time Halfway Domain Reconstruction of Motion and Geometry  
*Lucas Thies, Michael Zollhöfer, Christian Richardt, Christian Theobalt, and Günther Greiner*
- ❑ 3D Face Reconstruction by Learning from Synthetic Data  
*Elad Richardson, Matan Sela, and Ron Kimmel*

# Papers by Session

## Oral Session 5

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

# Papers by Session

## Oral Session 6

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

# Papers by Session

## Poster Session 3

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- ❑ Room Layout Estimation with Object and Material Attributes Information Using a Spherical Camera  
*Hansung Kim, Teofilo de Campos, and Adrian Hilton*
- ❑ Regularized 3D Modeling from Noisy Building Reconstructions  
*Thomas Holzmann, Friedrich Fraundorfer, and Horst Bischof*
- ❑ Detecting and Correcting Shadows in Urban Point Clouds and Image Collections  
*M. Guislain, J. Digne, R. Chaine, D. Kudelski, and P. Lefebvre-Albaret*
- ❑ Global Motion from Group Synchronization  
*Federica Arrigoni, Andrea Fusiello, and Beatrice Rossi*
- ❑ X-Tag: A Fiducial Tag for Flexible and Accurate Bundle Adjustment  
*Tolga Birdal, Ievgeniia Dobryden, and Slobodan Ilic*
- ❑ V-Net: Fully Convolutional Neural Networks for Volumetric Medical Image Segmentation  
*Fausto Milletari, Nassir Navab, and Seyed-Ahmad Ahmadi*
- ❑ Will It Last? Learning Stable Features for Long-Term Visual Localization  
*Marcin Dymczyk, Elena Stumm, Juan Nieto, Roland Siegwart, and Igor Gilitschenski*



# Papers by Session

- ❑ 3D Human Pose Estimation via Deep Learning from 2D Annotations  
*Ernesto Brau and Hao Jiang*
- ❑ Discriminative Filters for Depth from Defocus  
*Fahim Mannan and Michael S. Langer*
- ❑ Multi-Label Semantic 3D Reconstruction Using Voxel Blocks  
*Ian Cherabier, Christian Häne, Martin R. Oswald, and Marc Pollefeys*
- ❑ Joint Semantic Segmentation and Depth Estimation with Deep Convolutional Networks  
*Arsalan Mousavian, Hamed Pirsiavash, and Jana Košecká*
- ❑ A 3D Reconstruction with High Density and Accuracy Using Laser Profiler and Camera Fusion System on a Rover  
*Ryoichi Ishikawa, Menandro Roxas, Yoshihiro Sato, Takeshi Oishi, Takeshi Masuda, and Katsushi Ikeuchi*
- ❑ Quaternionic Upsampling: Hyperspherical Techniques for 6 DoF Pose Tracking  
*Benjamin Busam, Marco Esposito, Benjamin Frisch, and Nassir Navab*
- ❑ Synthetic Prior Design for Real-Time Face Tracking  
*Steven McDonagh, Martin Klaudiny, Derek Bradley, Thabo Beeler, Iain Matthews, and Kenny Mitchell*

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- ❑ Comparison of Radial and Tangential Geometries for Cylindrical Panorama  
*Faezeh Amjadi and Sébastien Roy*
- ❑ Robust Plane-Based Calibration of Multiple Non-Overlapping Cameras  
*Chen Zhu, Zihan Zhou, Ziran Xing, Yanbing Dong, Yi Ma, and Jingyi Yu*
- ❑ Single-Shot Time-of-Flight Phase Unwrapping Using Two Modulation Frequencies  
*Changpeng Ti, Ruigang Yang, and James Davis*
- ❑ Fast Single Shot Detection and Pose Estimation  
*Patrick Poirson, Phil Ammirato, Cheng-Yang Fu, Wei Liu, Jana Kosecka, and Alexander C. Berg*
- ❑ Learning Camera Viewpoint Using CNN to Improve 3D Body Pose Estimation  
*Mona Fathollahi Ghezelghieh, Rangachar Kasturi, and Sudeep Sarkar*

# Papers by Author

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- ☐ Aanæs, Henrik
- ☐ Ahmadi, Seyed-Ahmad
- ☐ Aliaga, Daniel G.
- ☐ Alismail, Hatem
- ☐ Amjadi, Faezeh
- ☐ Ammirato, Phil
- ☐ Argyros, Antonis A.
- ☐ Arrigoni, Federica
- ☐ Aubry, Mathieu

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- ☐ Bai, Xiuxiu
- ☐ Beeler, Thabo
- ☐ Belagiannis, Vasileios
- ☐ Benes, Bedrich

- ☐ Berg, Alexander C.
- ☐ Birdal, Tolga
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- ☐ Bódís-Szomorú, András
- ☐ Botsch, Mario
- ☐ Bourgeois, Steve
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- ☐ Brau, Ernesto
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- ☐ Camplani, Massimo
- ☐ Carrillo, Dexmont Alejandro Pena
- ☐ Casas, Dan
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- ☐ Cosmo, Luca

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- ☐ Dai, Angela
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- ☐ Dobryden, Ievgeniia
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- ☐ Eriksson, Jakob
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- ☐ Fragoso, Victor
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- ☐ Gay-Bellile, Vincent
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- ☐ Kimmel, Ron
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- ☐ Laina, Iro
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- ☐ Oishi, Takeshi



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- ☐ Ortiz-Cayon, Rodrigo
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- ☐ Öztireli, Cengiz

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- ☐ Paris, Sylvain
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☐ Takeuchi, Kouta

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- ☐ Torsello, Andrea
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- ☐ Uchiyama, Hideaki

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- ☐ Valentin, Julien
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## **Ahmadi, Seyed-Ahmad**

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- ☐ V-Net: Fully Convolutional Neural Networks for Volumetric Medical Image Segmentation

## **Aliaga, Daniel G.**

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- ☐ Proceduralization for Editing 3D Architectural Models

## **Alismail, Hatem**

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- ☐ Robust Tracking in Low Light and Sudden Illumination Changes

## **Amjadi, Faezeh**

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- ☐ Comparison of Radial and Tangential Geometries for Cylindrical Panorama

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## **Ammirato, Phil**

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- ☐ Fast Single Shot Detection and Pose Estimation

## **Argyros, Antonis A.**

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- ☐ Tracking Deformable Surfaces That Undergo Topological Changes Using an RGB-D Camera

## **Arrigoni, Federica**

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- ☐ Global Motion from Group Synchronization

## **Aubry, Mathieu**

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- ☐ Automatic 3D Car Model Alignment for Mixed Image-Based Rendering

## **Bai, Xiuxiu**

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- ☐ Registration of Point Clouds Based on the Ratio of Bidirectional Distances

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## **Beeler, Thabo**

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- ❑ Synthetic Prior Design for Real-Time Face Tracking

## **Belagiannis, Vasileios**

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- ❑ Deeper Depth Prediction with Fully Convolutional Residual Networks

## **Benes, Bedrich**

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- ❑ Proceduralization for Editing 3D Architectural Models

## **Berg, Alexander C.**

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- ❑ Fast Single Shot Detection and Pose Estimation

## **Birdal, Tolga**

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- ❑ X-Tag: A Fiducial Tag for Flexible and Accurate Bundle Adjustment

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## **Bischof, Horst**

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- ❑ Regularized 3D Modeling from Noisy Building Reconstructions

## **Bódis-Szomorú, András**

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- ❑ 3D Saliency for Finding Landmark Buildings

## **Botsch, Mario**

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- ❑ Point Cloud Noise and Outlier Removal for Image-Based 3D Reconstruction

## **Bourgeois, Steve**

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- ❑ A Hybrid Structure/Trajectory Constraint for Visual SLAM

## **Boyer, Edmond**

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- ❑ Cotentporal Multi-View Video Segmentation



# Papers by Author

## **Bradley, Derek**

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- ☐ Synthetic Prior Design for Real-Time Face Tracking

## **Brau, Ernesto**

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- ☐ 3D Human Pose Estimation via Deep Learning from 2D Annotations

## **Bronstein, Alex**

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- ☐ Consistent Discretization and Minimization of the L1 Norm on Manifolds

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- ☐ SpectroMeter: Amortized Sublinear Spectral Approximation of Distance on Graphs

## **Bronstein, Michael M.**

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- ☐ Matching Deformable Objects in Clutter
- ☐ Coupled Functional Maps

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