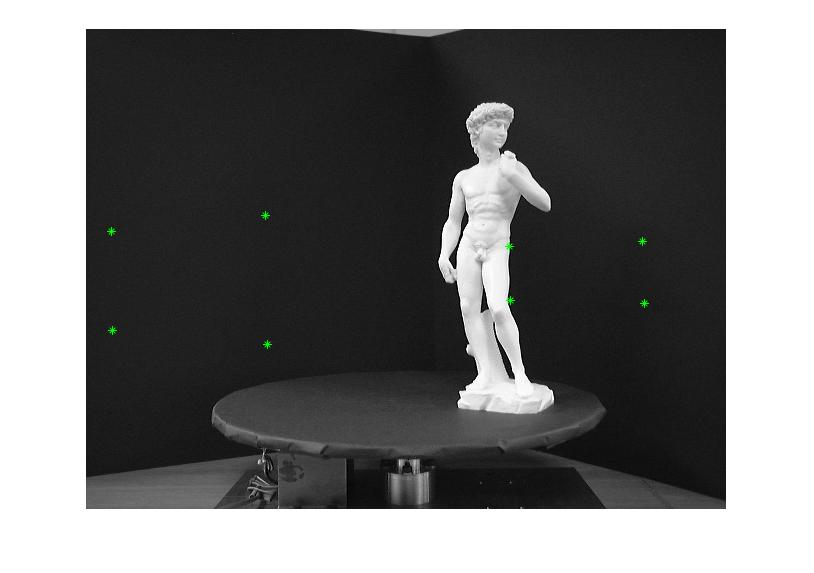
# Shape From Silhouette Project

Given: Images taken of a statue from 18 different angles

Task: Create a 3D model of the object

* The first step was to extract the silhouette of the object. This was done by trial and error of the *silhouetteThreshold* variable until the statue appeared with little noise around it. This trial and error process can be seen in figures \_\_ through \_\_.
* The next step was to determine the minimum and maximum values of *bbox* to capture the entire statue. Figure \_\_ shows a very skewed rectangular prism. This was done in order to determine what are the x, y, and z directions in the image before adjusting the bounds of the box. The bounds of the box were also adjusted using trial and error to get a box that seemed to encompass the entire statue from all angles.



+x

+z

+y

* The next step was to determine which voxel contained the object. This was done by
* A high-resolution (many voxels) model was used to accurately extract the edges, as is seen in Figure \_\_. This used 50, 150, and 70 voxels in the x, y, and z directions, respectively.