RESEARCH

RECONSTRUCTION OF 3D MODEL FROM SINGLE 2D IMAGE

DISHANT WAKALKAR, SHUBHAM TALAWADEKAR, ANIKET PARATE

Department of Information Technology, The Bombay Salesian Society's

Don Bosco Institute of Technology , Mumbai-400070

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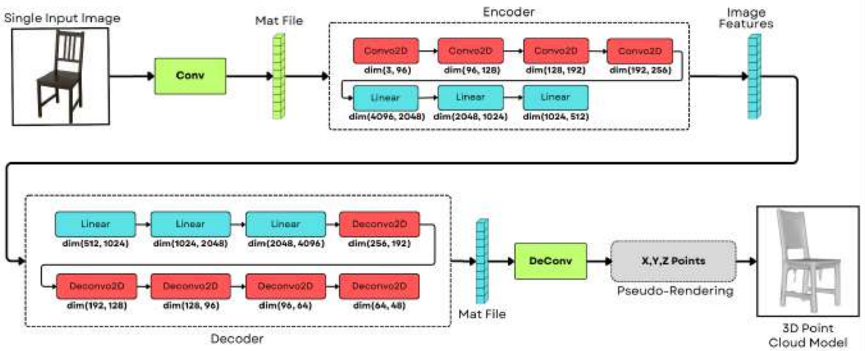
Abstract

Conventional methods for 3D object generative modeling often employ deep networks with 3D convolutional operations, akin to their 2D counterparts. However, such approaches can be computationally inefficient when predicting 3D shapes, as the most informative data lies primarily on the surfaces. This project introduces a 3D generative modeling framework focused on efficiently generating object shapes represented as dense point clouds. Leveraging 2D convolutional operations, the framework predicts 3D structure from multiple viewpoints while incorporating geometric reasoning through 2D projection optimization. Additionally, it employs a differentiable module, the pseudo-renderer, to approximate true rendering operations, facilitating the synthesis of novel depth maps for optimization. Experimental results demonstrate competitive performance in single-image 3D object reconstruction tasks, showcasing comparable shape similarity and prediction density to state-of-the-art methods.

Architectural Design



Results and Conclusion

Metric ➡	IoU ↑	CD ↓	NC↑
Techniques ⬇			
POCO [1]	0.884	0.36	0.919
ConvONet [2]	0.849	0.42	0.915
DP-ConvONet [3]	0.8	0.42	0.912
ONet [4]	0.475	2.03	0.783
Our Model	***0.6***	***0.019***	***0.841***

- IoU - Intersection over Union (IoU) is used to evaluate the performance of object detection by comparing the ground truth bounding box to the preddicted bounding box and IoU is the topic of this tutorial.
- CD - Chamfer L1 distance measures the point-to-point dissimilarity between the shapes.
- NC - Normal consistency Surface normals of the constructed shape align with the surface normals of the ground truth shape.

Background Information

Single-image 3D object reconstruction is a challenging task in computer vision and graphics. Traditional methods often require depth sensors or multiple images, which can be impractical or computationally expensive. Recent advances in deep learning have shown promise in addressing this challenge. However, existing approaches using 3D convolutional operations are computationally intensive and struggle with capturing surface details. [5]

This project introduces a novel 3D generative modeling framework for efficient single-image 3D object reconstruction. It utilizes 2D convolutional operations, geometric reasoning, and 2D projection optimization to predict 3D structures accurately. Additionally, a differentiable module called the pseudo-renderer is proposed to approximate true rendering operations, aiding in depth map synthesis.

By combining these techniques, the framework aims to achieve accurate and detailed 3D reconstructions from single images, with potential applications in augmented reality, robotics, and digital entertainment.[6]

Methodology

1. **Point Cloud Prediction with 2D Convolutional Operations:**
   - We leverage 2D convolutional operations to predict dense point clouds representing the surface of 3D objects. Unlike traditional methods using 3D convolutions, which can be computationally intensive, our approach efficiently captures surface details while minimizing computational complexity.
2. **Geometric Reasoning and Optimization:**
   - Our model is trained to predict 3D structures from multiple viewpoints, allowing it to learn the intricate details of object surfaces. Through geometric reasoning, we optimize these predictions to enhance the accuracy and fidelity of the reconstructed 3D shapes.
3. **Pseudo-Rendering Pipeline:**
   - To approximate the true rendering process, we introduce a pseudo-rendering pipeline. This pipeline synthesizes depth images from novel viewpoints, which are then utilized for joint 2D projection optimization. By incorporating this pseudo-rendering technique, we improve the realism and quality of our shape predictions.

References

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