

ShanghaiTech University

CS276: Computational Photography Fall 2020

Paper List

Choose one if you decide to reproduce the paper.

1. Unstructured Lumigraph rendering
2. Surface light fields for 3D photography
3. Poisson Matting

4. Nerf: Representing scenes as neural radiance fields for view synthesis
5. NeRF++: Analyzing and Improving Neural Radiance Fields
6. NeRF in the wild
7. Neural Reflectance Fields for Appearance Acquisition

8. A Computational Model of a SPAD
9. Fast back-projection for non-line of sight reconstruction
10. Non-line-of-sight Surface Reconstruction Using the Directional Light-cone Transform

11. KinectFusion: Real-Time Dense Surface Mapping and Tracking
12. PIFu: Pixel-Aligned Implicit Function for High-Resolution Clothed Human Digitization
13. PIFuHD: Multi-Level Pixel-Aligned Implicit Function for High-Resolution 3D Human Digitization