Progress Report

This report summarizes the development in the project during 5th Week (10/07/22-17/07/22)

| Tasks | Date | Remarks | |
|---|-----------------------------|---|--|
| Read the paper on Pixel-NeRF Read the paper on NeRF-ID (ongoing) Read the paper on NeRF (ongoing) | 10/07/2022 - still going on | 1st paper is completed. Remaining 2 papers are yet to be completed. | |
| 1. Tested the existing NeRF algorithm for generating neural radiance fields. | 11/07/2022 | Tested the algorithm successfully. | |
| Tested the algorithm with <u>llff</u> synthetic dataset. | 15/07/2022 - 16/07/2022 | Tested the algorithm successfully on the synthetic dataset. There are a few bugs to fix. | |
| 1. Implemented the blender dataset to examine the efficiency of the algorithm. | TBD | To be done | |
| 1. Tested Mip-NeRF algorithm. | TBD | To be done | |

General observations

- 1. The algorithm has been successfully tested on a variety of (blurry)images which include objects like a basket, a wollen ball, a car, and a human.
- 2. The neural radiance fields generated by the algorithm are sharp in appearance but not up to the mark. This stage in the algorithmic development needs more focus and efforts.
- 3. Tested the algorithm with the LLFF dataset successfully for 50, 000 iterations which took over 3.5 hours to train.