

## University of Burgundy Software Engineering

# Harris 3D Mid Term Report

Submitted To:
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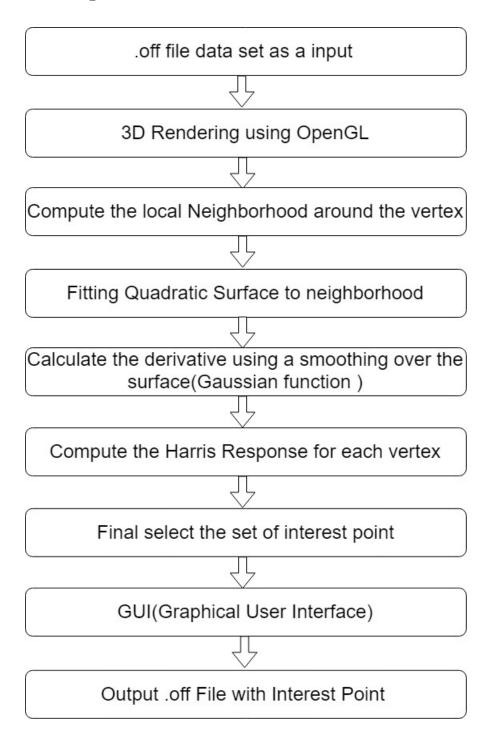
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### 1 Objective

Our aim is to detect interest point for 3D object based on Harris Operator which has been used with good results in computer vision application. we propose to determine the neighbourhood of the vertex over which the Harris response on vertex is determined.

To achieve our goal first we create our pipeline for understanding and batter result which is given below.

#### 2 Pipeline



#### 3 Work Done

First, We Read the Harris 3D: a robust extension of the Harris operator for interest point detection on 3D meshes and try to understand the input and output result with all mathematical equation. but we couldn't understand the fully mathematical equation now.

second, We installed libraries (cmake, CGAL, GSL) in Ubuntu environment and run existing code and simultaneously we try to install the same libraries in windows also and partially we understood the given Source code as a reference.

We installed **OpenGL** library instead of CGAL library for 3d rendering, **Cmake** for compile the project and **GSL** for solving the problem of eigenvalues.