Assignment

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Rendering is the process of converting from a 3d representation to 2d images. You are given meshes of 3 sofas. For each sofa, you have to render it's mesh to 2d images: from front view, left view, and right view.

The deep learning library Kaolin(built over PyTorch) has implemented a differentiable renderer(Dib-r). You have to use that implementation to render the given 3d meshes. If you wish to know about the working of the Dib-r renderer, you may read it's paper.

Kaolin github: https://github.com/NVIDIAGameWorks/kaolin

Data Folder:
https://drive.google.com/drive/folders/1EcCR_qOSBdqC7eHrX5fSQVsdfsfv5RDj?usp=sharing

Dib-R Paper: https://nv-tlabs.github.io/DIB-R/

Submission format - You have to submit your code as a **Google Colab Notebook**.

Note: *If you're unable to complete the assignment in the given time frame, you will be evaluated on the progress you have been able to make till the deadline.*