

3D points,
camera poses,
visibility rays

Manifold
Reconstruction

$$M_{0..k}^{\text{rec}} W$$

Meshes
Merging

$$M_{0..(k-1)}^{\text{opt}} W$$

$$M_{0..k}^{\text{merged}}$$

Windowed
Photometric
Refinement

Best
Previous
View

$$M_{0..(k)}^{\text{opt}} W$$

