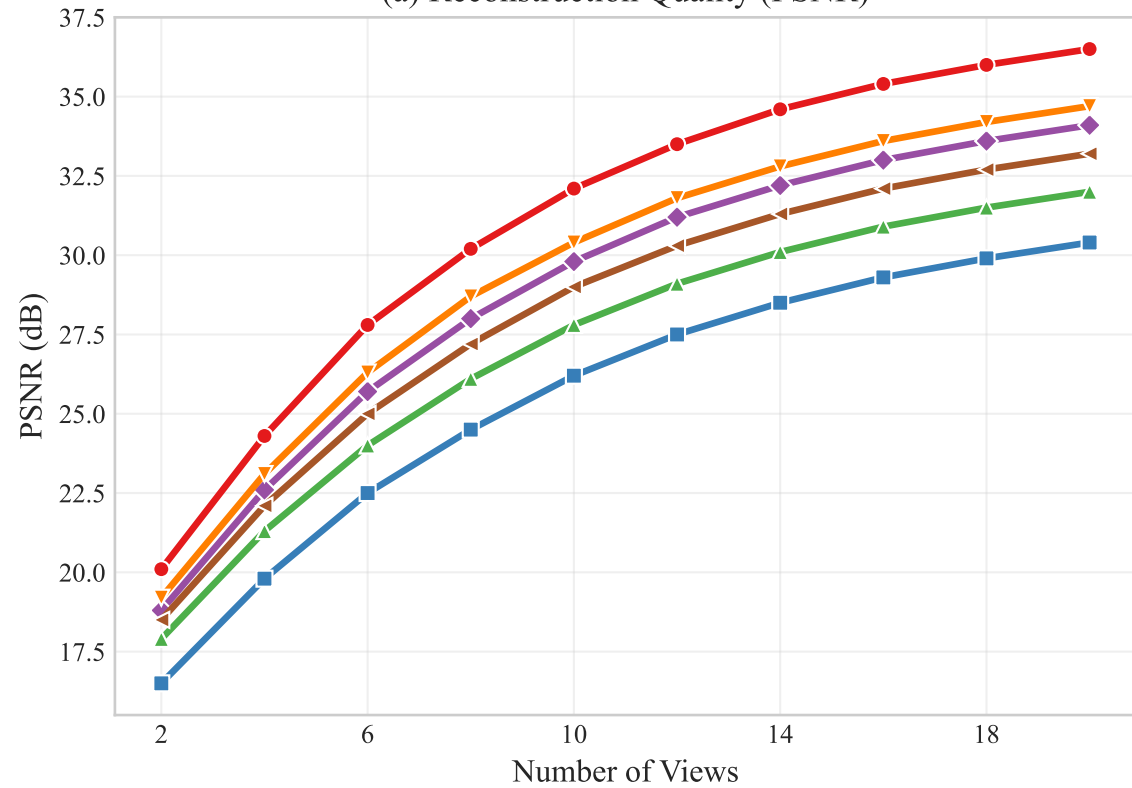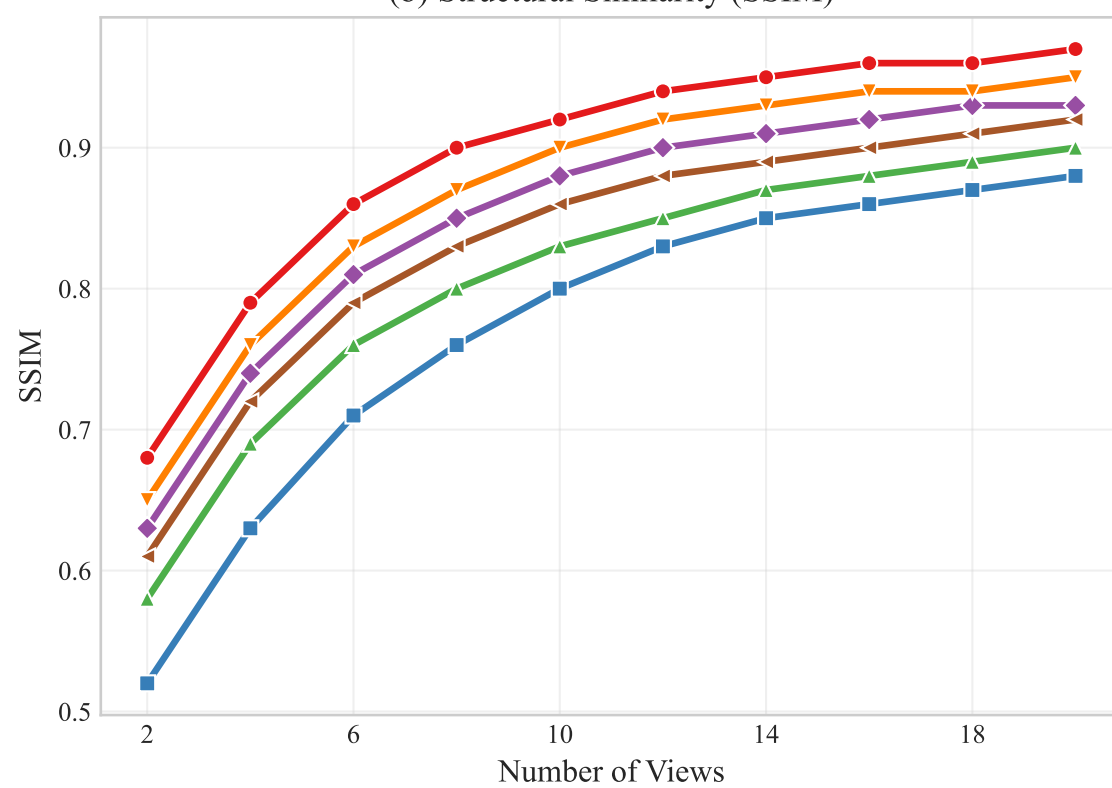(a) Reconstruction Quality (PSNR) (b) Structural Similarity (SSIM) (c) 3D Geometry Coverage

Proposed Method — Uniform Sampling — Next Best View — Random Selection — Max-Voxel-Coverage — FurthestView Sampling