

# FULL 3D LAYOUT RECONSTRUCTION FROM ONE SINGLE 360° IMAGE



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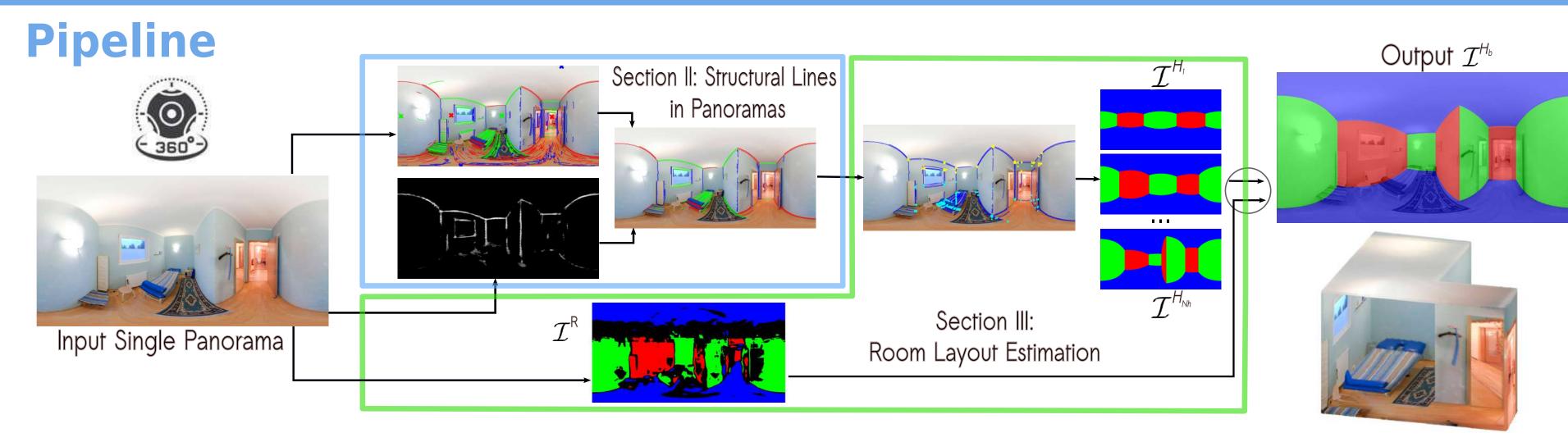
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# Motivation Wide field of view H<sub>FOV</sub> ~ 210<sup>o</sup> FULL VIEW



We propose a novel entire pipeline which converts 360° panoramas into flexible, closed, 3D reconstructions of the rooms represented in the images. Key ideas:

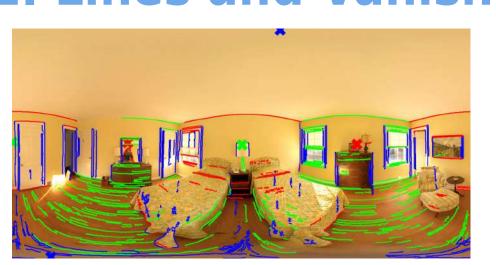
- 1. Explotation of deep learning techniques combined with geometric reasoning to obtain structural lines.
- 2. New Normal Map for the hypotheses evaluation step.
- 3. Final closed, 3D room reconstructions faithful to the actual shapes.

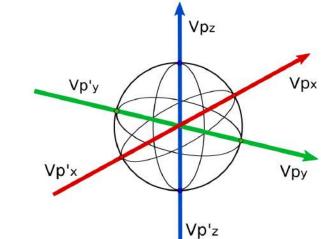
Video Scan the QR Code and see our video and paper!

## Method

H<sub>FOV</sub> ~ 360°

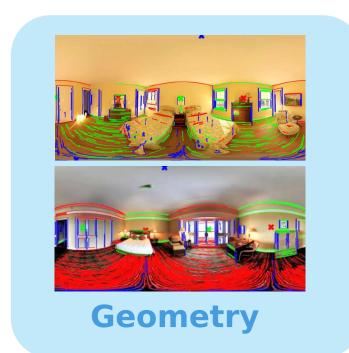
### 1. Lines and Vanishing Points Estimation

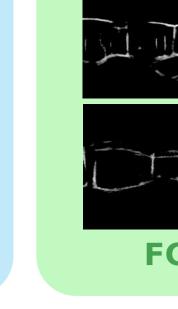


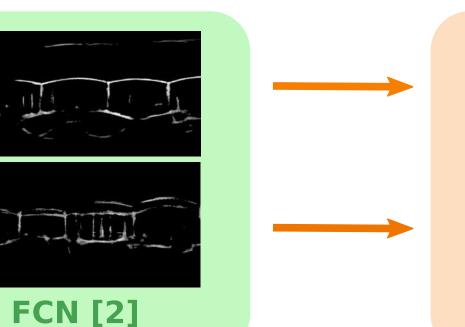


- Manhattan World Assumption
- RANSAC-based algorithm
- Directly on panoramas
- 8 seconds/image

### 2. Structural Lines: Exploiting Deep Learning





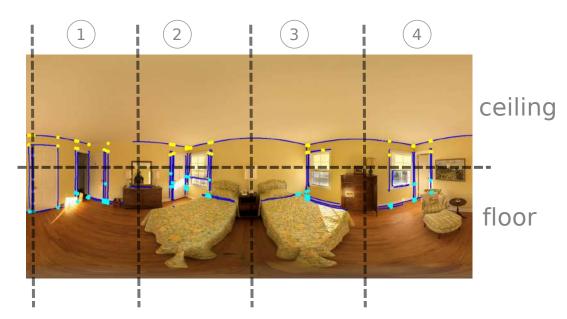




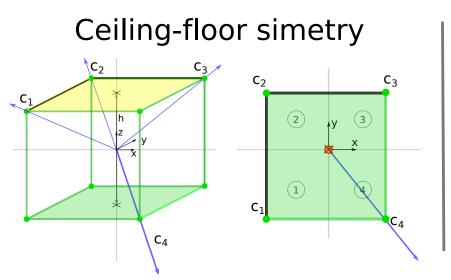
#### 3. Candidate Corners

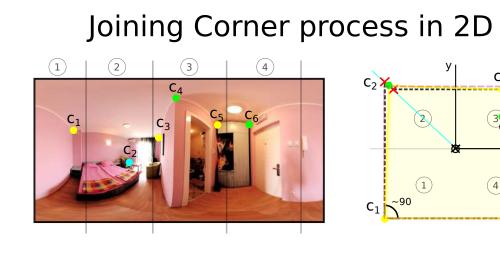
Intersections from Structural Lines Classification depending on:

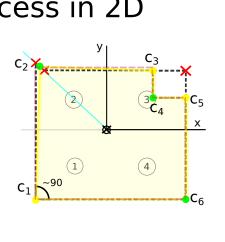
- Their position along the z axis
- Their position in the XY-plane

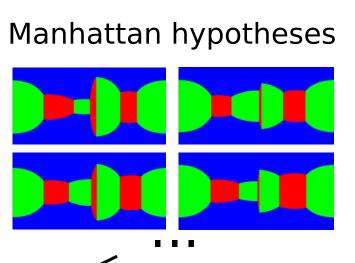


#### 4. Layout Hypotheses Generation



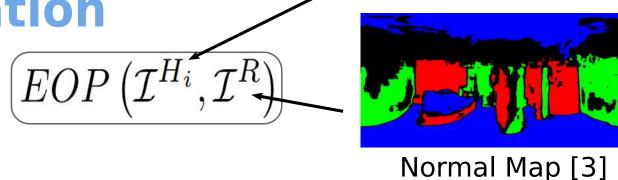








The hypothesis with higher EOP gives the final result



#### 6. Final 3D reconstructions





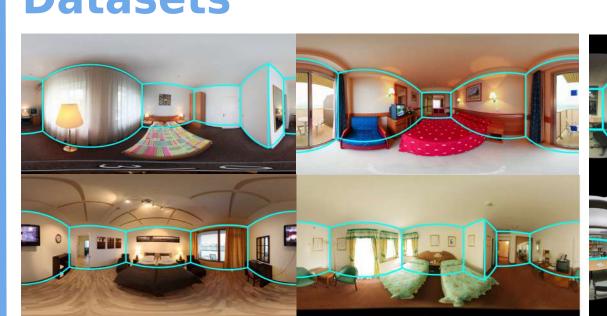






# **Evaluation & Conclusions**

#### **Datasets**





**SUN360** EOP = 0.927

Stanford (2D-3D-S) EOP = 0.880

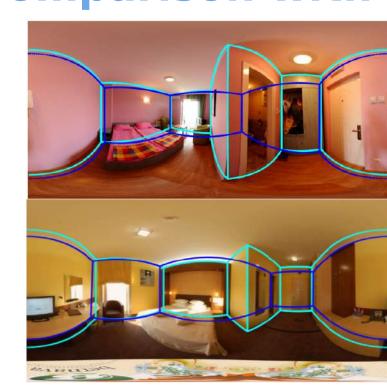
#### **Equally Oriented Pixels ratio**

$$EOP\left(\mathcal{I}^{H_i}, \mathcal{I}^R\right) = \frac{1}{M \cdot N} \sum_{x,y,z}^{P} \sum_{i,j}^{M,N} \mathcal{I}^{H_i} \& \mathcal{I}^R$$

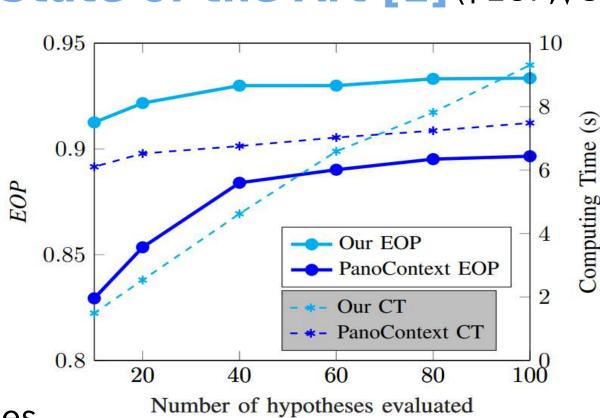
# **Geometry and Deep Learning**

We demonstrate the advantages of combining both techniques to get Structural Lines

#### Comparison with the State of the Art [1] († EOP, LCT)



combination



We handle more complex shapes

## Related work

- [1] Y. Zhang, S. Song, P. Tan, and J. Xiao. "PanoContext: A wholeroom 3D context model for panoramic scene understanding." ECCV 2014.
- [2] A. Mallya and S. Lazebnik. "Learning informative edge maps for indoor scene layout prediction". ICCV 2015.
- [3] D. Eigen and R. Fergus. "Predicting depth, surface normals and semantic labels with a common multi-scale convolutional architecture." ICCV 2015

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