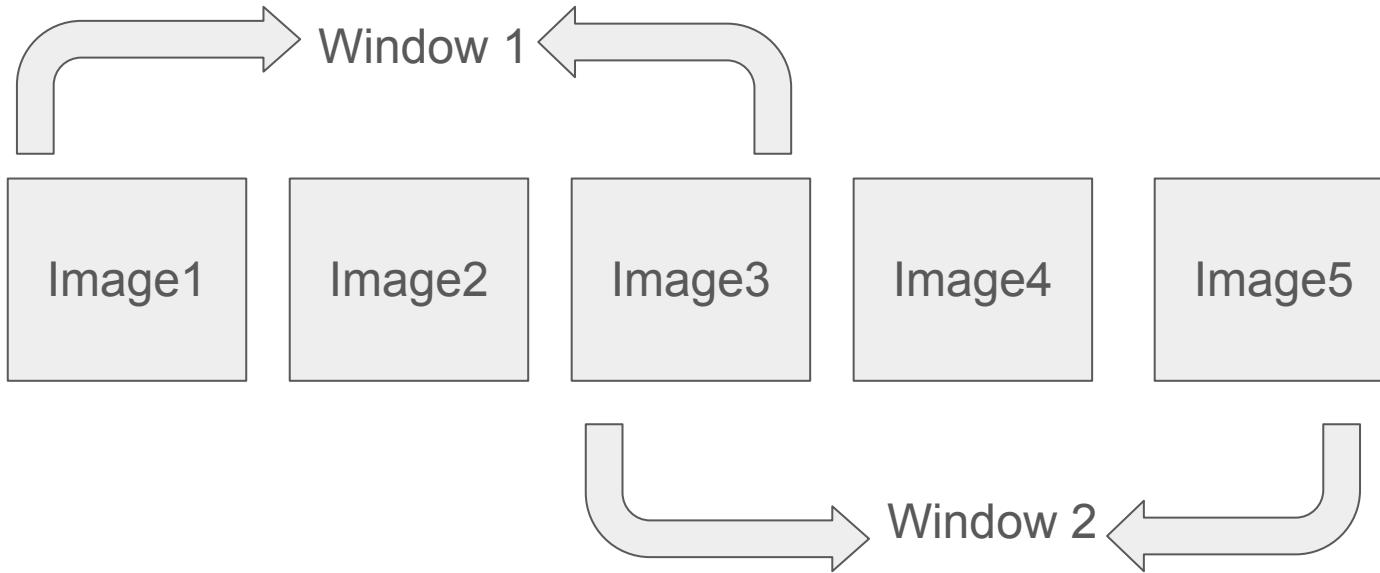


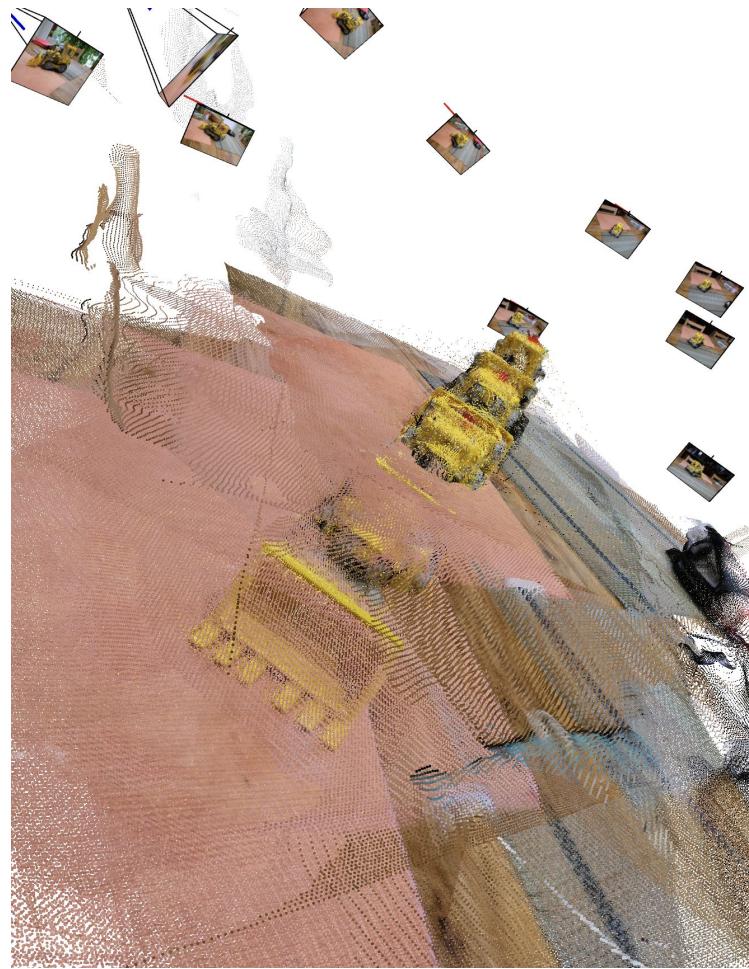
9.16 3DV

Hacker Qinxi Yu



The first image in the new window (image3 in our case) will be used as the pivot image. The pivot camera extrinsic will be used to transform the prediction in the new window back to world basis

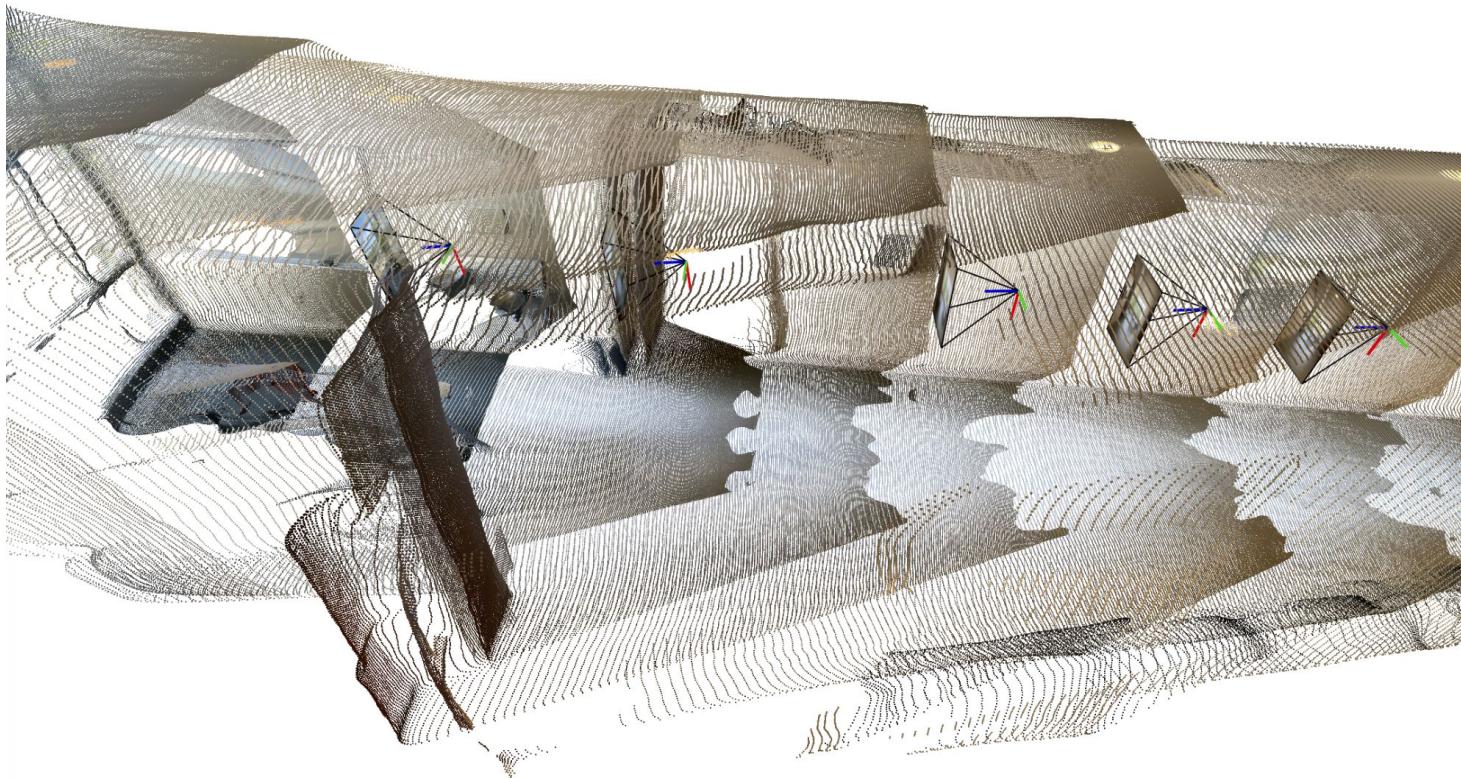
# Offset with naive rigid transformation



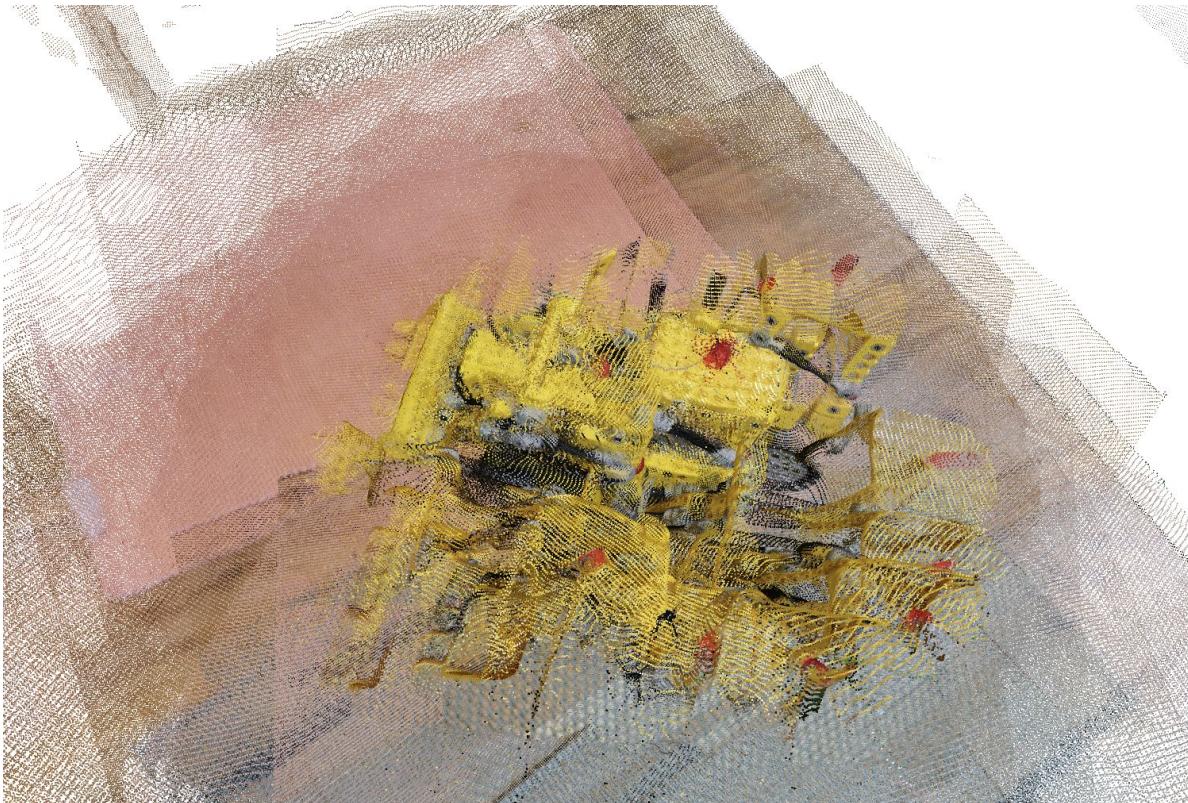
# Camera extrinsic testing



# Consistent with the real movement



# Applying uniform depth offset / factor



# Fix : Unify the scaling of each window across overlapping images



Window size: 30  
Stride: 15  
Left - 25 images in total  
Right - 174 images in total



Window size 15

Comparison of 1 window & 18 windows

most of the detail of the gate is already captured by images within the first window  
But more windows give more details in the background



pictures taken while rotating around same position

4 windows vs 1 window - hallway at 1st floor at siebel center

Limitation - effect does not look good when it is not dense enough

