

Point Cloud Learning Assignment (Day 7 - 9)

Q1. Load & Visualize a Point Cloud from .bag File in Rviz

1. Use the `rosbag info <filename>.bag` command to :
 - List all topics
 - Identify topics of type `sensor_msgs/PointCloud2`
 - Note their message count and timestamps
2. Play a ROS .bag file that includes `sensor_msgs/PointCloud2` topics.
3. Open RViz and:
 - Add the correct **PointCloud2** display
 - Set:
 - a. Color transformer (e.g., RGB, Intensity)
 - b. Point size
 - c. Background color
4. Take and submit:
 - One screenshot of RViz default view
 - One screenshot with custom visualization settings
5. Briefly explain:
 - How you identified the right topic from `rosbag info`
 - Any errors or issues (TF, topic not visible, etc.) and how you resolved them

Q2. Apply Outlier Filtering to a Raw .pcd File

Using your .pcd file:

1. Apply **Radius Outlier Filtering**
 - Parameters used: `radius`, `nb_points`
 - Show before and after screenshots
2. Apply **Statistical Outlier Filtering**
 - Parameters used: `nb_neighbors`, `std_ratio`
 - Show before and after screenshots
3. Compare both filtered outputs
 - Which one removed noise more effectively?
 - When would you prefer each?

Q3. Full Preprocessing Pipeline in Python (Open3D)

Write a Python script (or use Jupyter notebook) to :

1. **Load** the .pcd file
2. **Clean** the data (remove invalid/NAN points)
3. **Apply filtering** (choose radius or statistical)
4. **Center** the cloud to the origin
5. **Normalize** the cloud (scale to unit size)
6. **Downsample** using voxel grid (e.g., voxel size = 0.05)

Submit:

- Screenshots after each step
- Comments or print() statements showing point count before/after

Q4. Customize Visualization in Open3D or RViz

Using the filtered cloud, adjust:

- **Color scheme** (e.g., RGB or intensity)
- **Point size** / voxel size
- **Background color** (dark/light theme)
- Take a screenshot of your customized view.

Q5. Analyze and Reflect

Answer these based on your hands-on experience:

- Which step had the biggest impact on cloud quality?
- Did normalization or downsampling change the visual appearance?
- How did filtering affect the structure vs noise in your cloud?
- What were your best parameter combinations for:
 - a) Radius filter
 - b) Statistical filter
 - c) Voxel size

