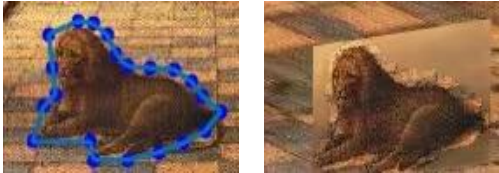


### 1 Vanishing Point & Background Selection

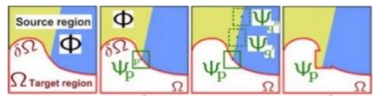


### 2 Foreground Selection

- Precise selection
- Multiple foreground objects
- Original image filled by interpolation



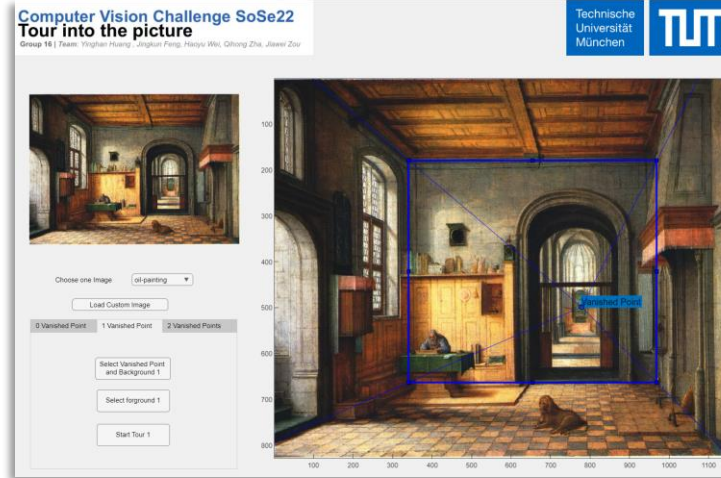
### 3 Interpolation



a) Structure propagation by exemplar-based texture synthesis [3]



### User Interface



### Results

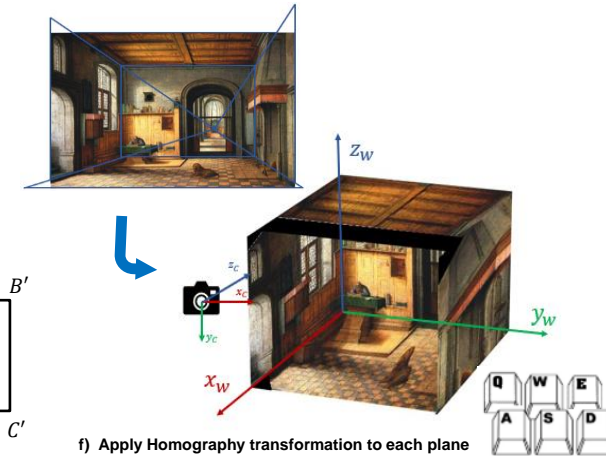
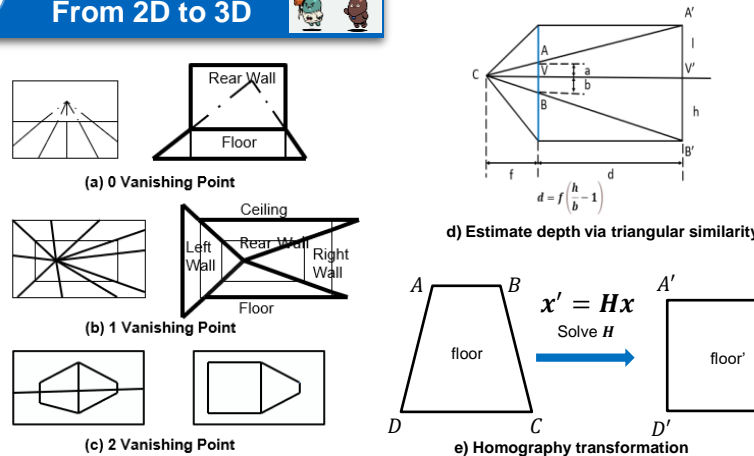


Scene 1: Oil painting



Scene 2: TUM MW Gebäude

### 4 From 2D to 3D



### References

- [1] Y. Horry, K.-I. Anjyo, and K. Arai, "Tour into the picture: using a spidery mesh interface to make animation from a single image," in Proceedings of the 24th annual conference on Computer graphics and interactive techniques, 1997, pp. 225–232.
- [2] K. Andersen, The geometry of an art: the history of the mathematical theory of perspective from Alberti to Monge. Springer Science & Business Media, 2008. 5
- [3] A. Criminisi, P. Perez and K. Toyama, "Object removal by exemplar-based inpainting," 2003 IEEE Computer Society Conference on Computer Vision and Pattern Recognition, 2003. Proceedings., 2003, pp. II-II, doi: 10.1109/CVPR.2003.1211538.

### Challenges

- Implementation of Interpolation
- Depth computation
- Homography matrix computation
- Dealing with MATLAB GUI

### Problems

- Interpolation of extracted foreground objects is slow, highly related to image resolution
- Foreground objects can only be displayed as rectangles
- Only foreground objects on the floor are supported
- 3D reconstruction of scenes with 2 vanishing points
- On Linux, foreground selection in interface may fail

### Allocation of Work

- Yinghan Huang
- Jingkun Feng
- Haoyu Wei
- Jiawei Zou
- Qihong Zha