



Multi-Camera 3D Shooting System

- High hardware costs(>1 million dollars)
- Fixed shooting environment
- Relies on professional operators
- Long shooting time(>15 min/per person)
- Space unfriendly(> $10m^2$)

Phone Video Shooting System

- Very Low hardware costs(< 100 dollars)
- Movable shooting environment
- Relies on professional operators
- Short shooting time(<1 min)
- Space friendly(< $4m^2$)