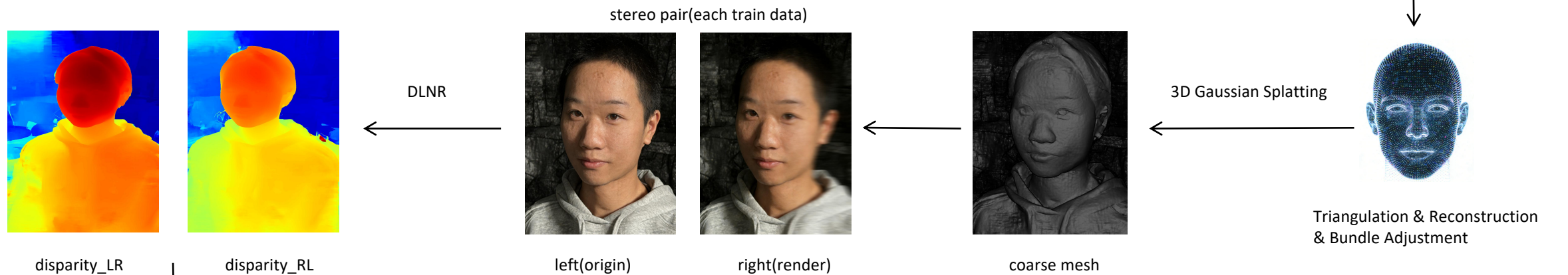


Phone Shooting Video

Multi-angle face images (with common visible parts)

Feature Detection & Matching

Camera Pose Estimation



disparity_LR

disparity_RL

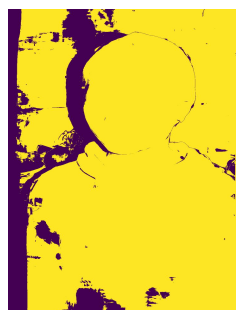
left(origin)

right(render)

coarse mesh

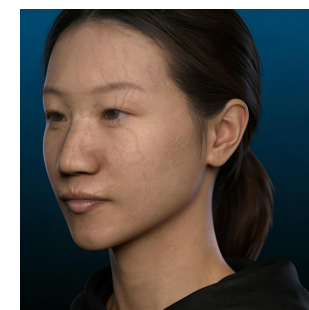
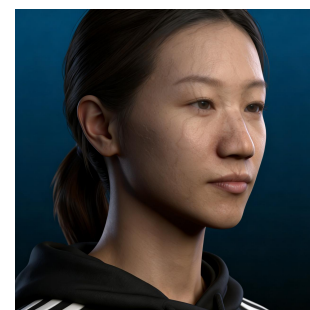


depth



occlusion_mask

TSDF + Marching Cubes



Final 3D meshes