



# SceneNN: A Scene Meshes Dataset with aNNnotations

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# Motivation

Dataset	Quantity	Annotation	Format	Pose
<b>NYU v2</b>	1449 frames	All	Image	N
<b>SUN RGB-D</b>	10K frames	All	Image	N
<b>RGB-D v2</b>	17 scenes	All	Cloud	Y
<b>TUM</b>	47 scenes	N.A.	Image	Y
<b>SUN3D</b>	254 scenes	8 scenes	Cloud	Y
<b>Ours</b>	100 scenes	All	Mesh	Y

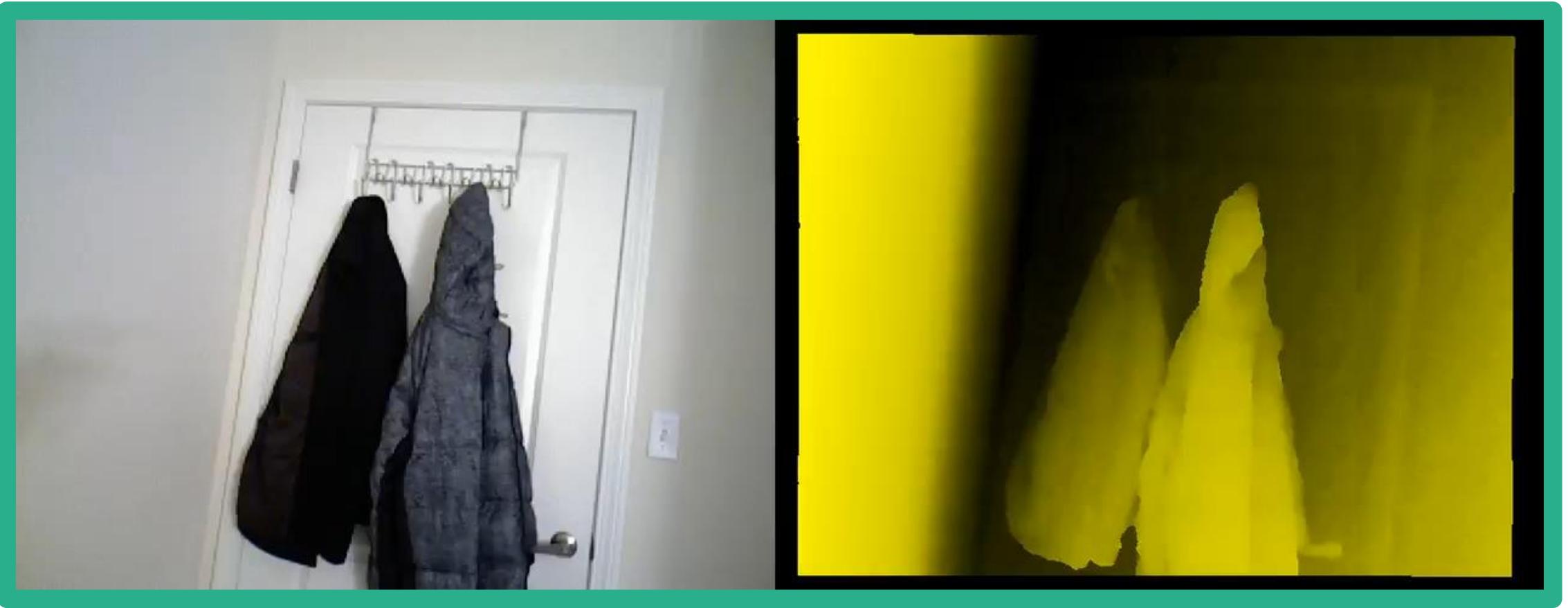
# SceneNN dataset

<http://www.scenenn.net>

- 100+ RGBD scenes
- Raw videos from 2,000 to more than 10,000 frames
- Reconstructed triangle meshes in PLY format
- Per-frame camera poses
- Per-vertex and per-pixel labelling
- Annotated bounding boxes, object poses
- Categories: Workplace (27) Bedroom (19) Living room (8)  
Kitchen (11) Study space (9) Meeting space (3) Lounge (8)  
Other (10), Asus Xtion and Kinect v2 comparison (6)



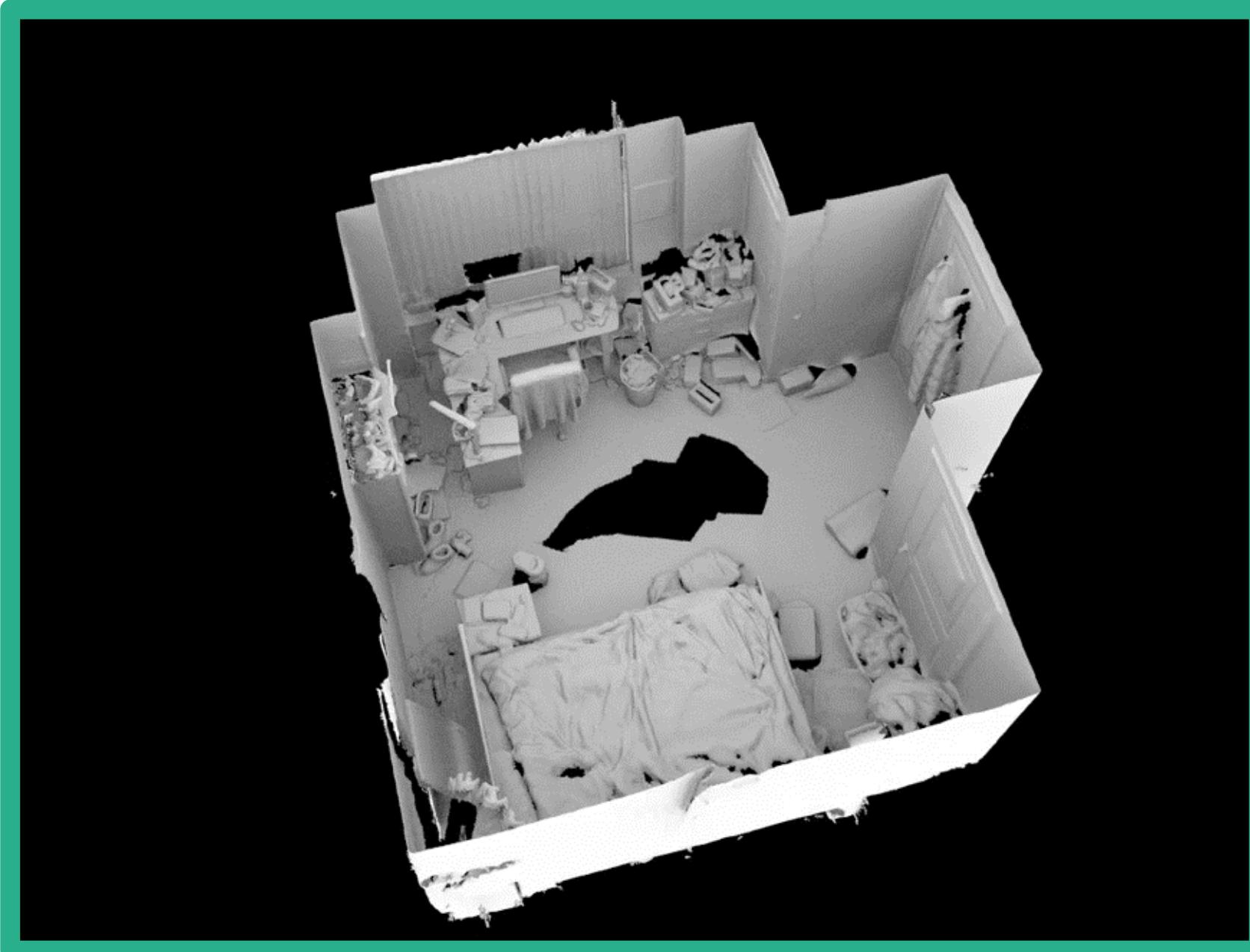
# Input



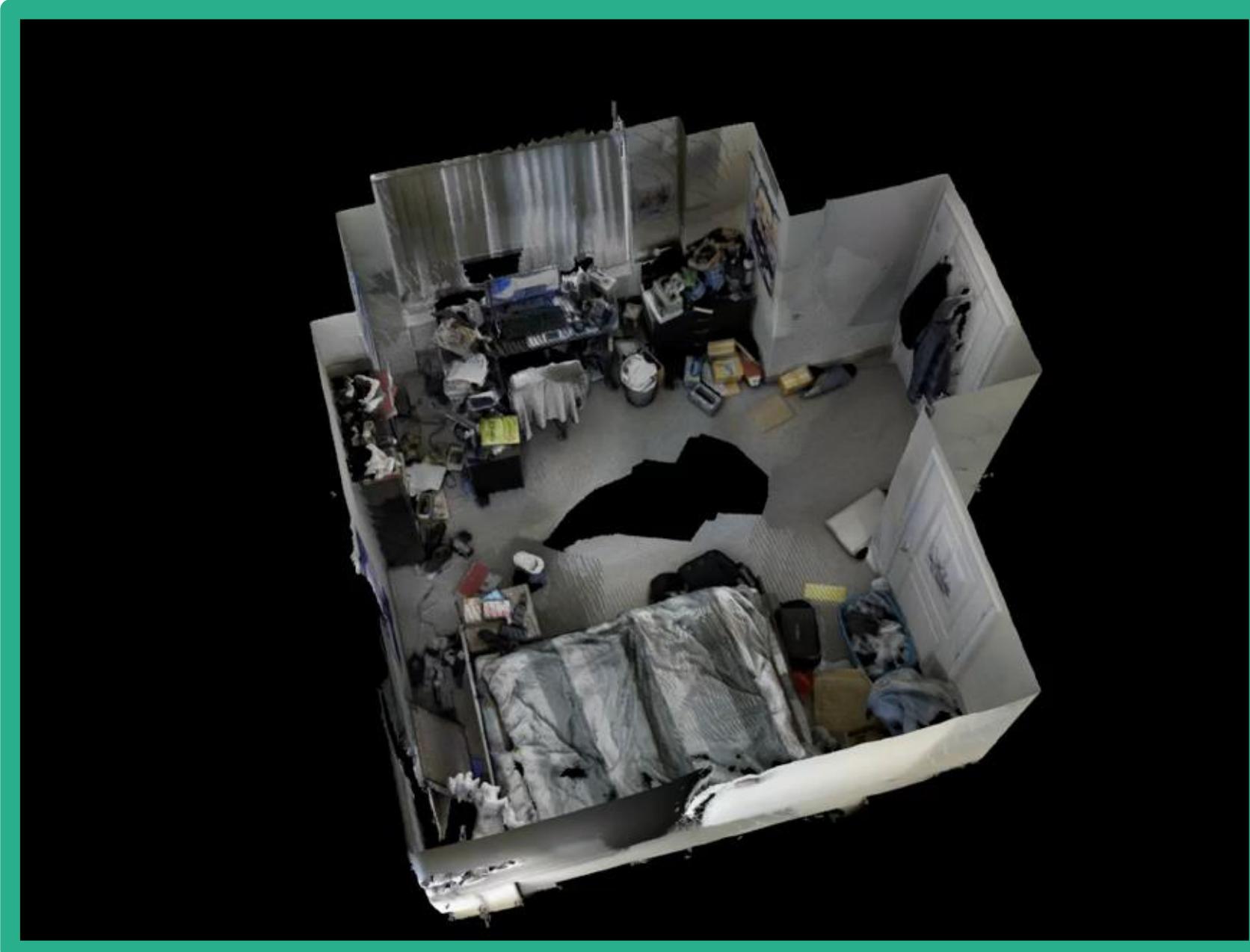
RGB

Depth

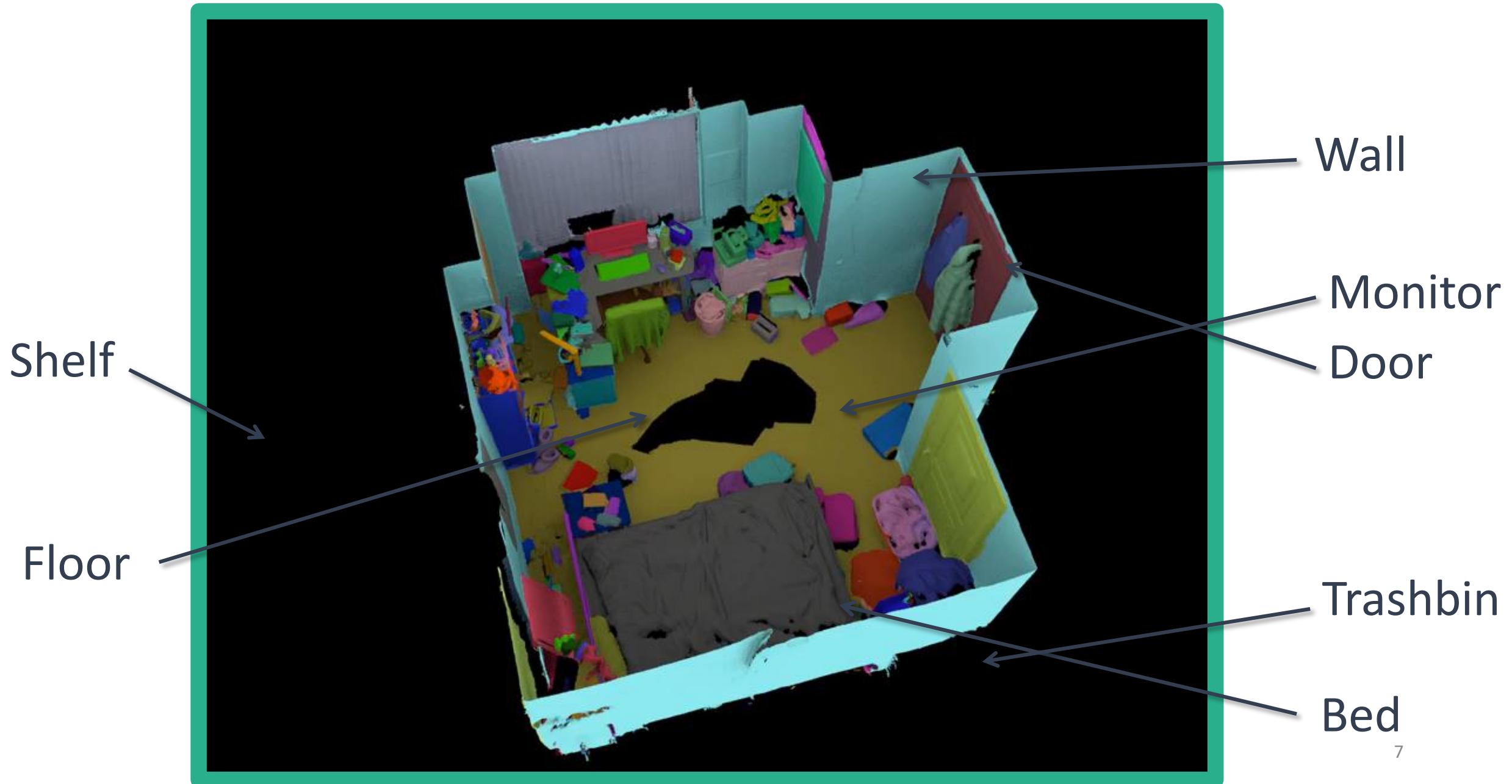
# 3D reconstruction



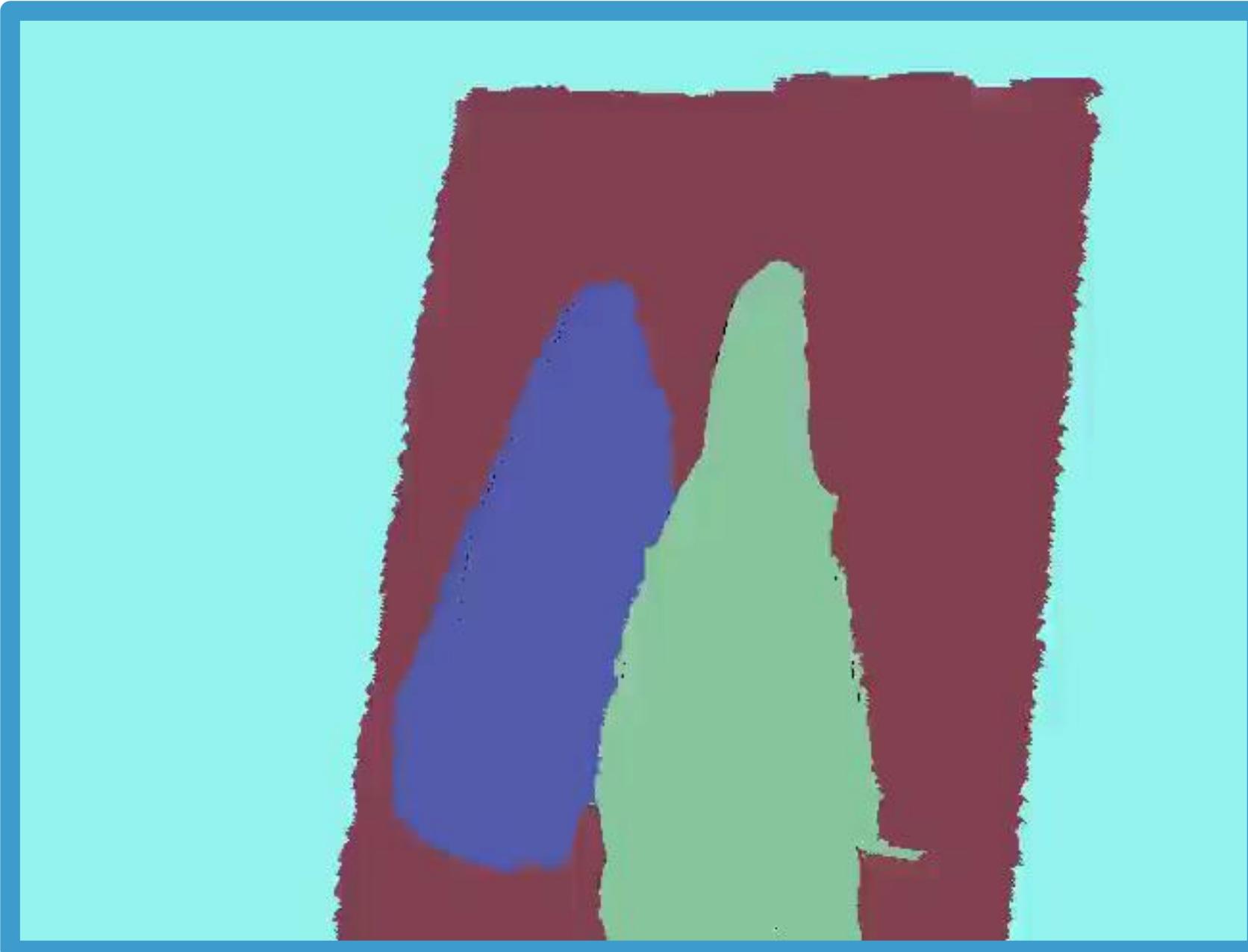
# 3D reconstruction



# Output: 3D segmentation and annotation



# Output: 2D segmentation and annotation



# Workflow summary

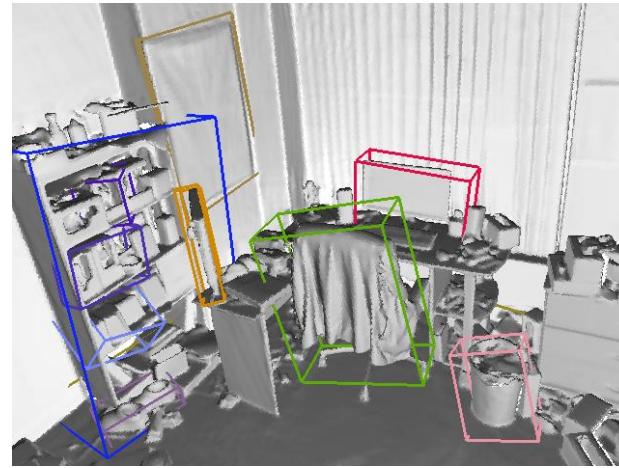
Capture



Reconstruct



Annotate in 3D



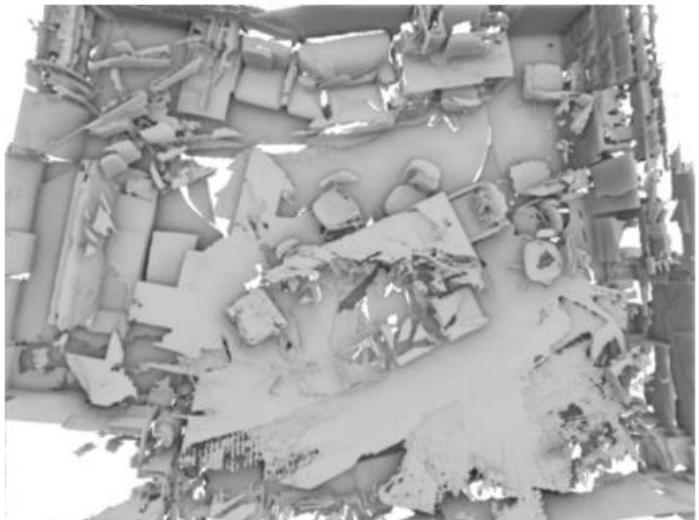
- Triangle mesh
- Camera poses



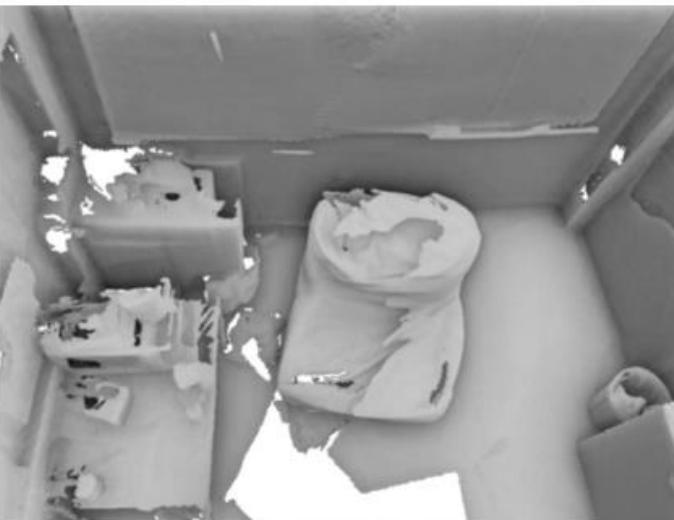
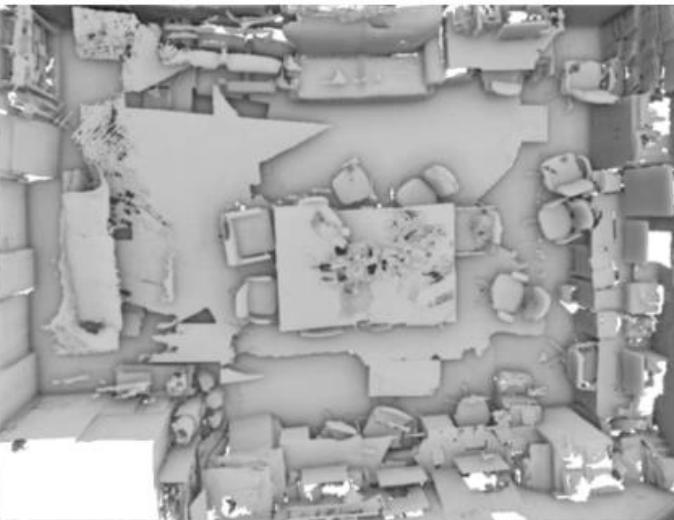
monitor
keyboard
poster
cabine
bookshelves
trash bin

- Per-vertex and per-pixel labels
- Bounding boxes, object poses

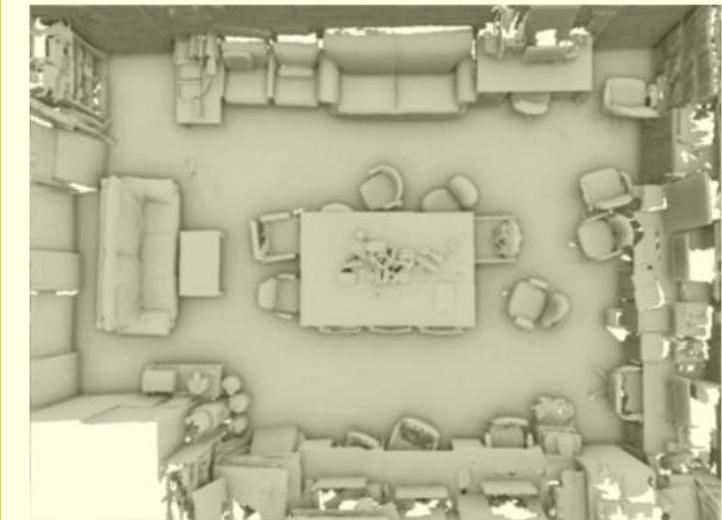
# RGBD Reconstruction



**DVO SLAM**  
[Kerl et al., IROS 2013]

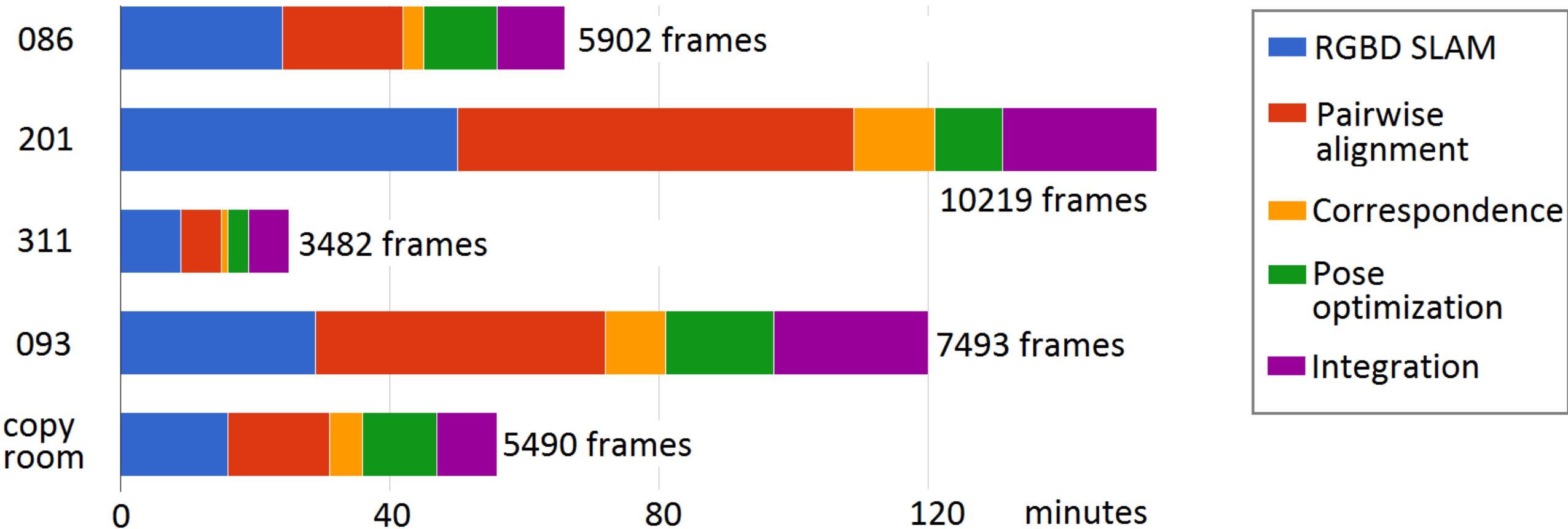


**Elastic Fusion**  
[Whelan et al., RSS 2015]



**Elastic Reconstruction**  
[Choi et al., CVPR 2015]

# Reconstruction statistics



# Annotation

## Capture



## Reconstruct



Annotate in 3D



- Triangle mesh
- Camera poses



monitor
keyboard
poster
cabine
bookshelves
trash bin

- Per-vertex and per-pixel labels
- Bounding boxes, object poses

# Graph-based segmentation



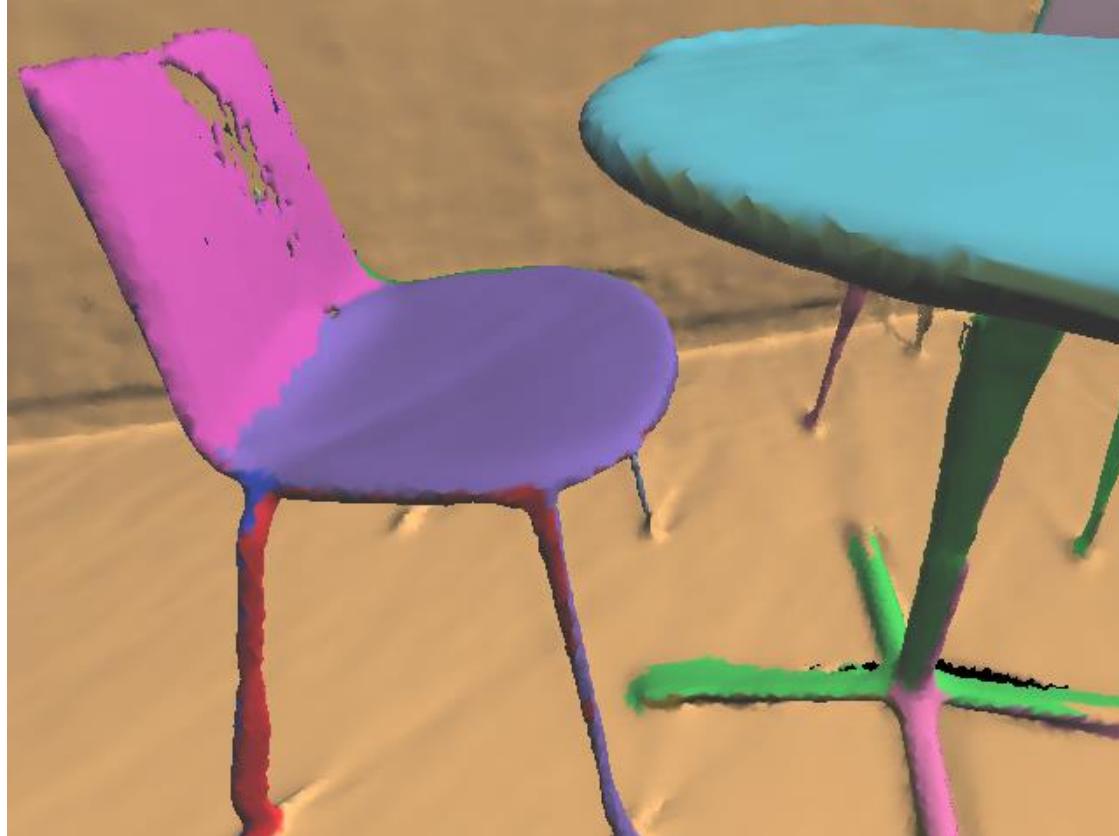
Supervertices

# Markov random field



Regions

# Imperfect segmentation



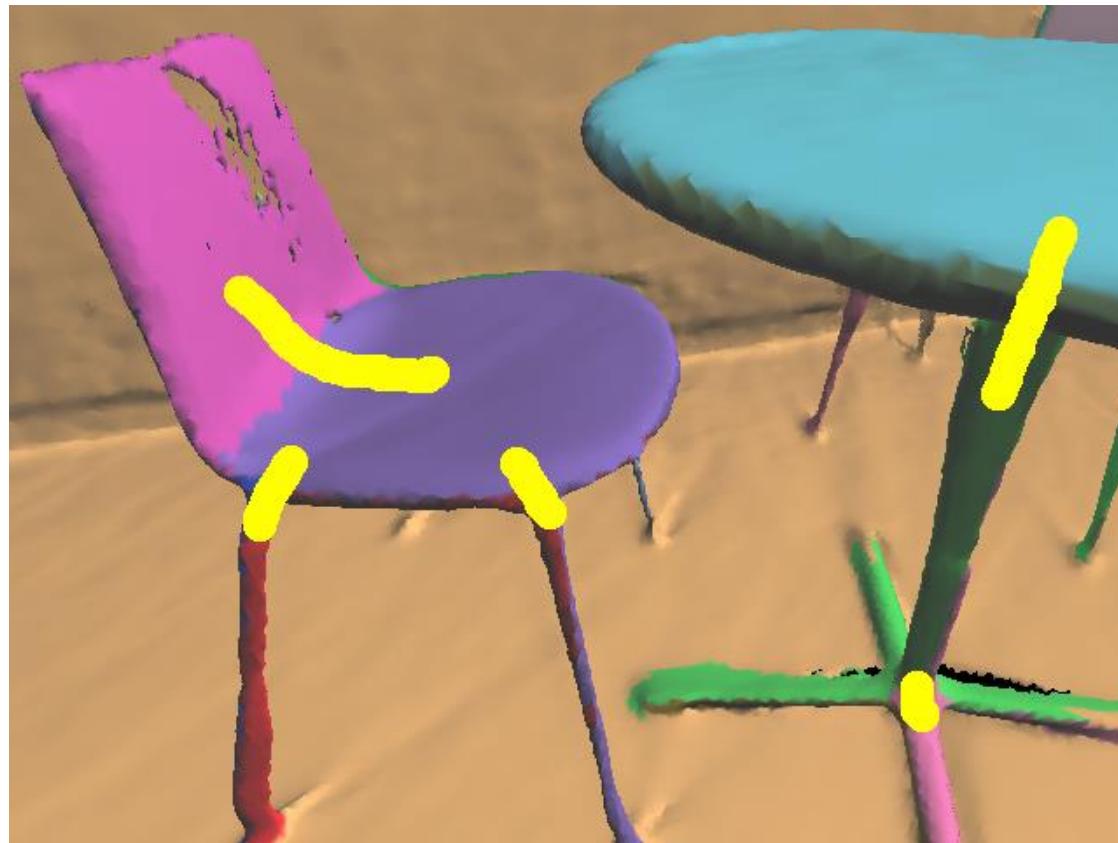
Over-segmentation



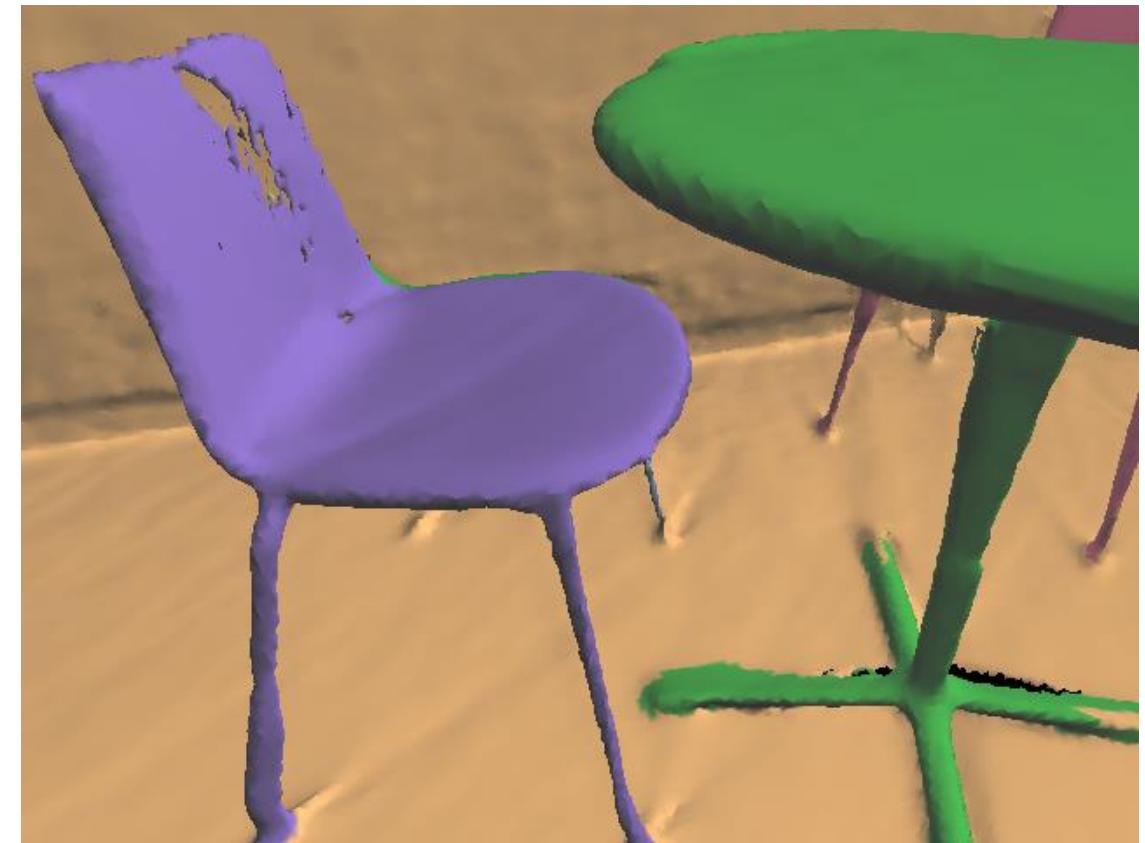
Under-segmentation

# User interaction

# Merge

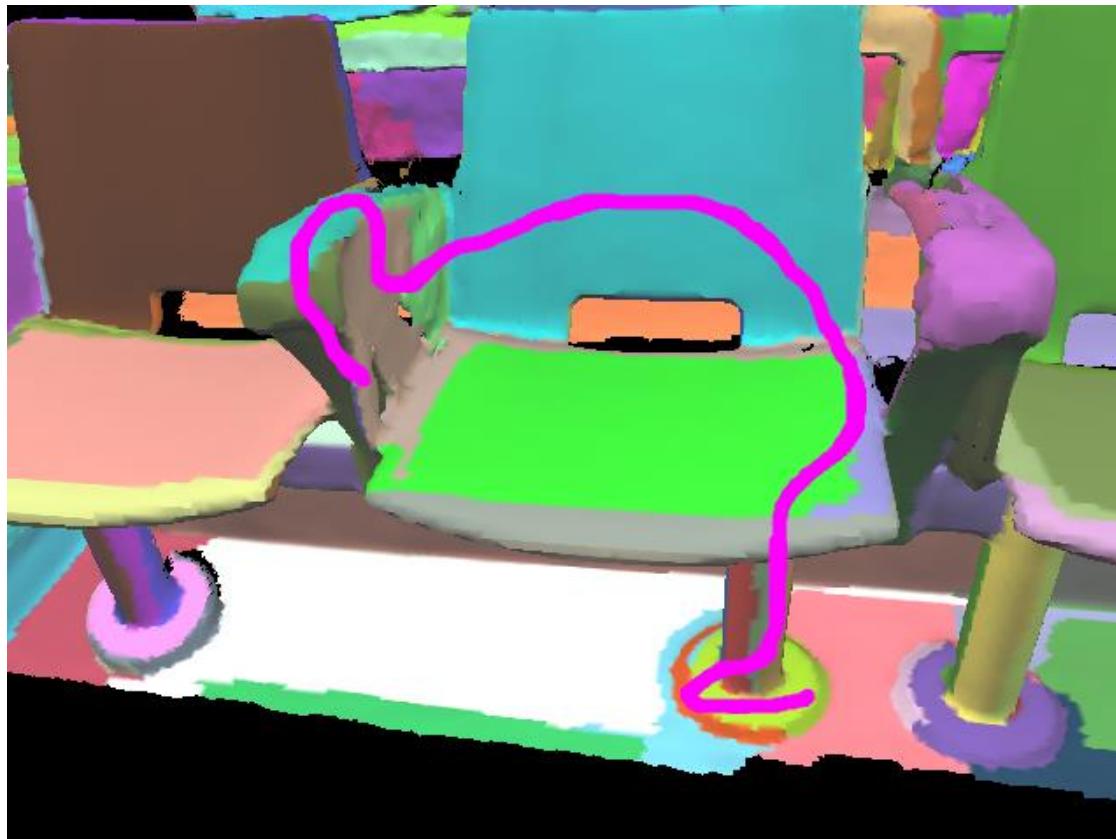


Before

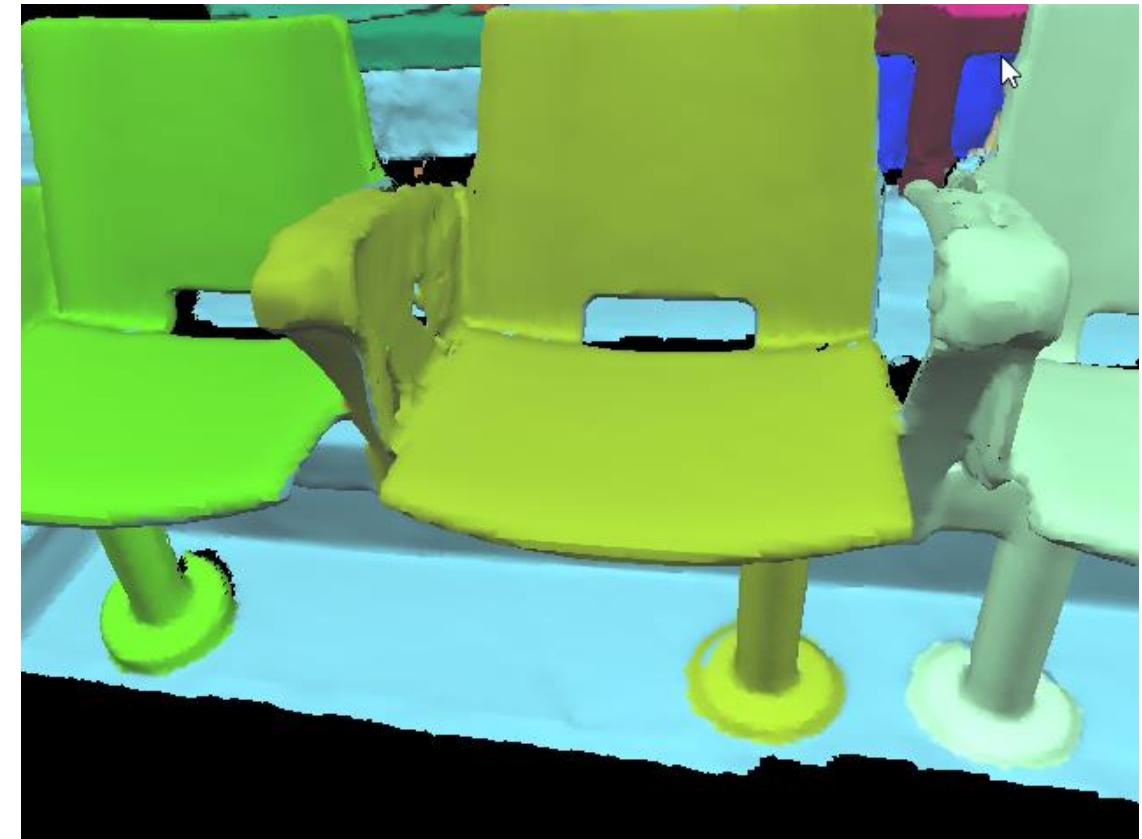


After

# Extract

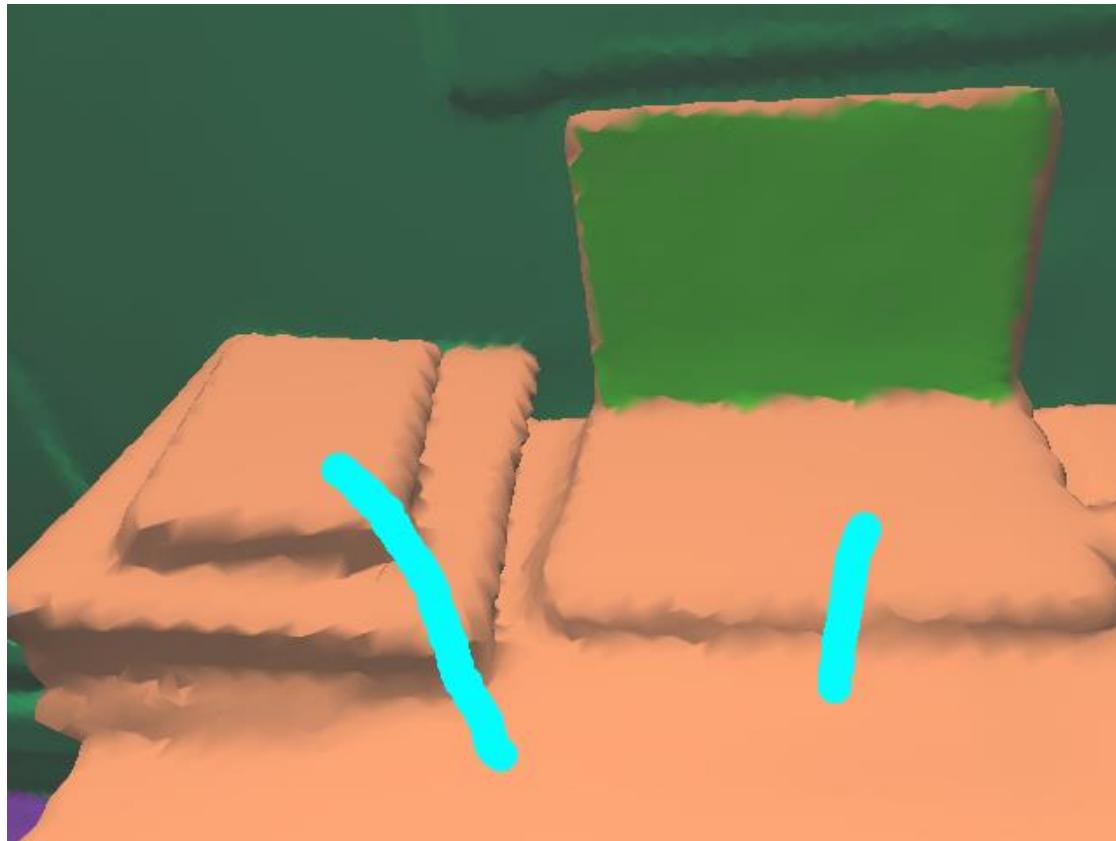


Before

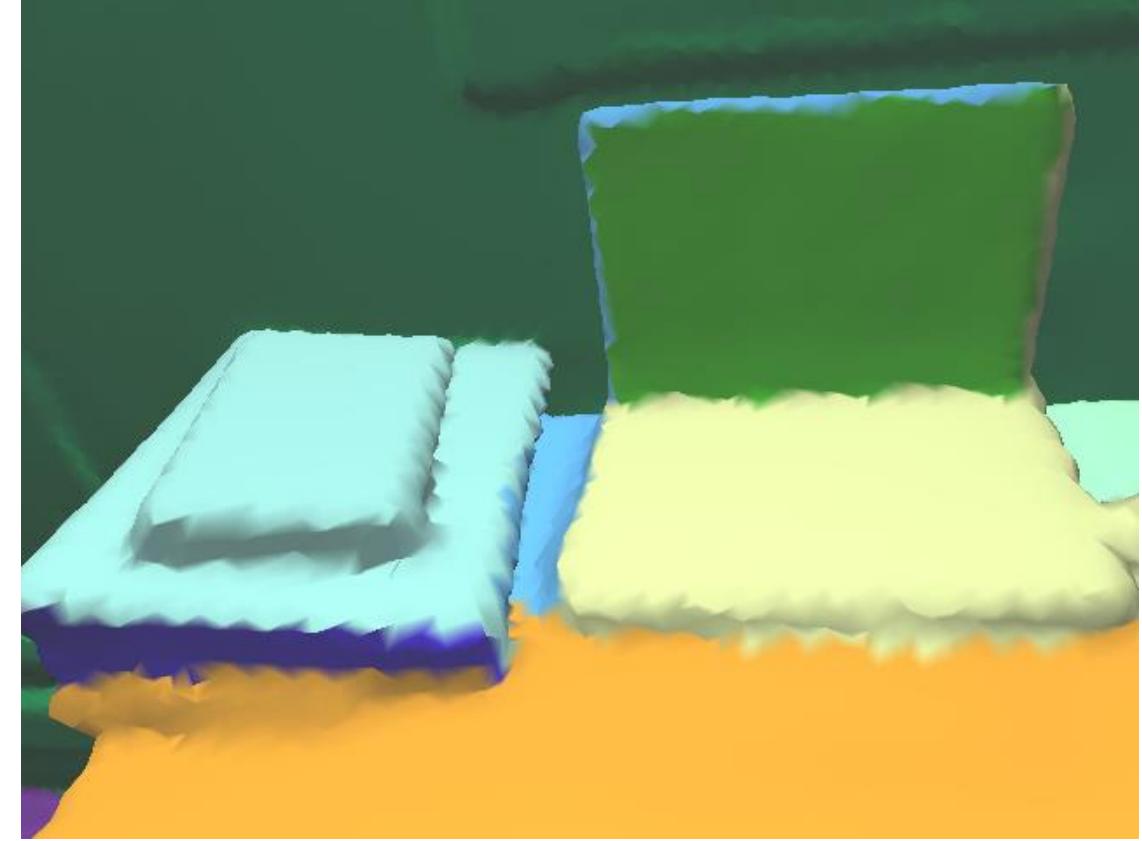


After

# Split



Before



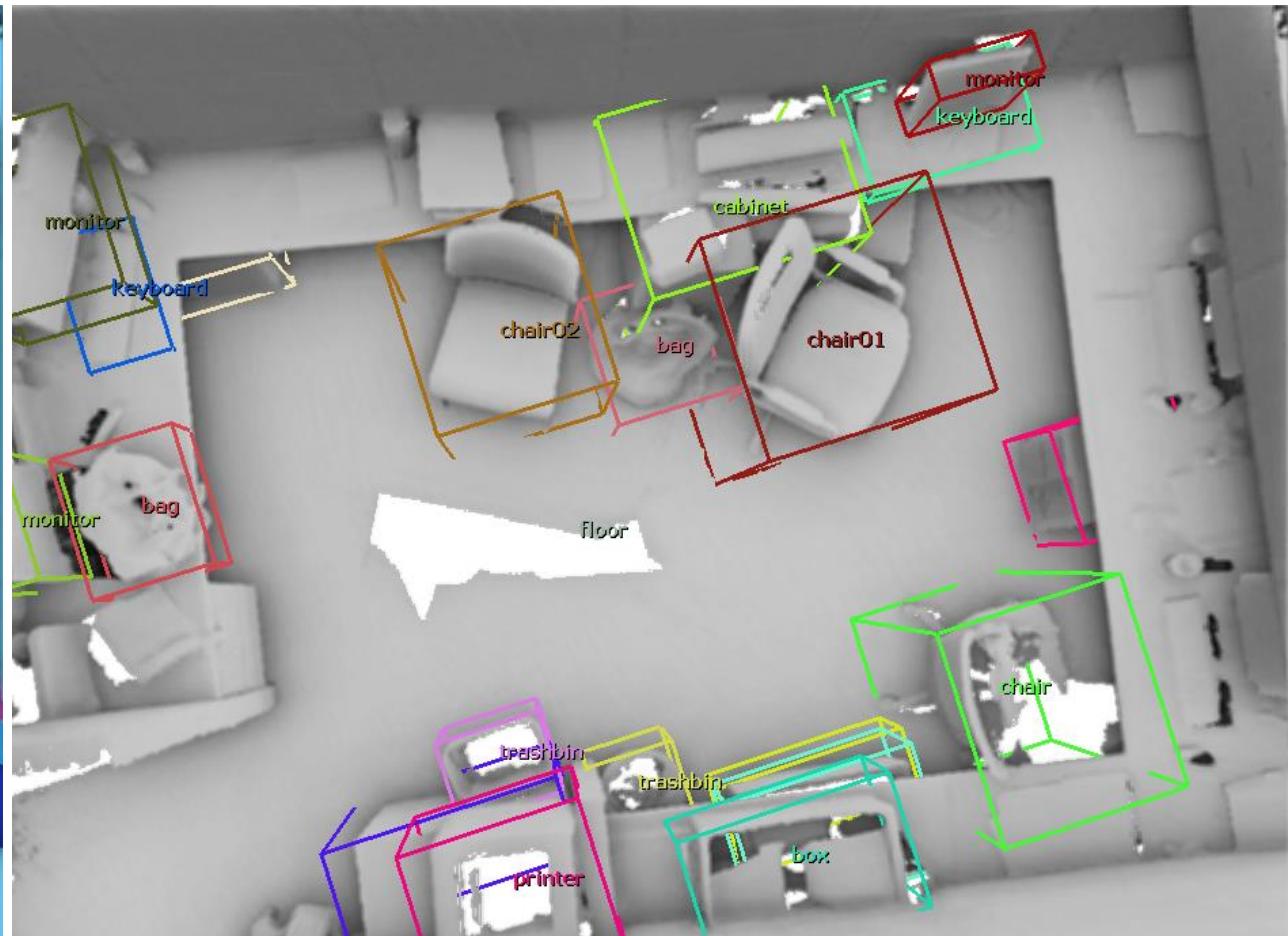
After

# Example



5x

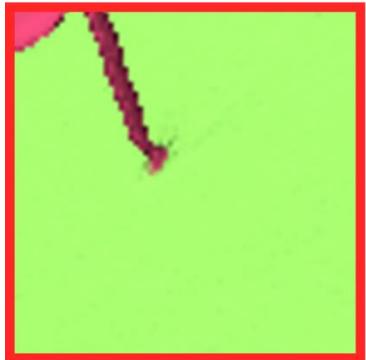
# Final results



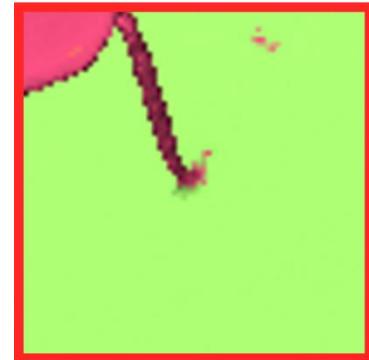
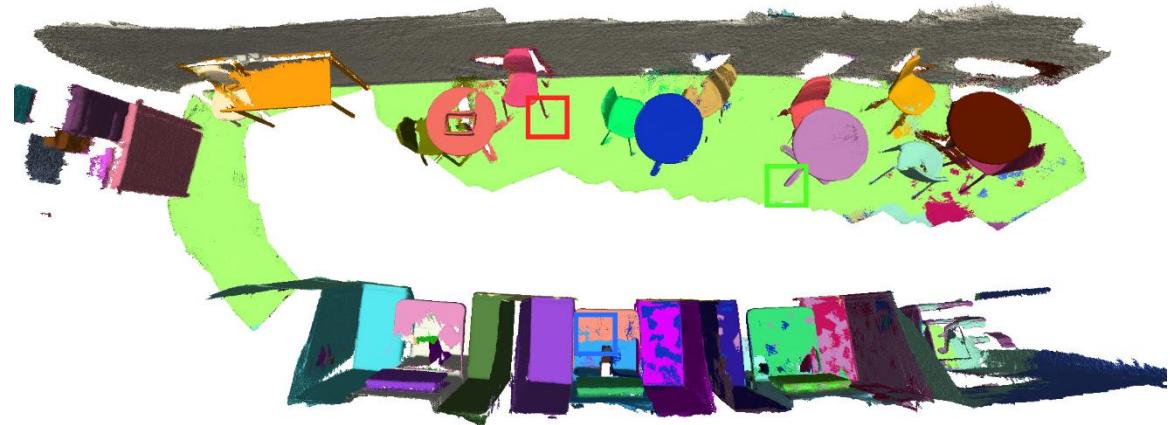
# Proof-of-concept applications

- Annotation transfer
- Shape completion
- Scene relighting
- CAD scene synthesis
- Novel view synthesis

# Annotation transfer

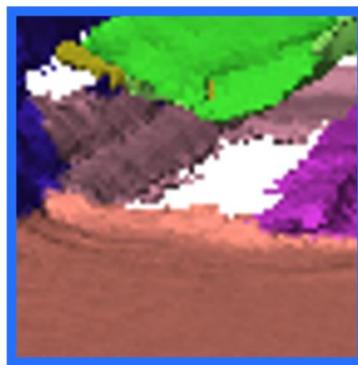
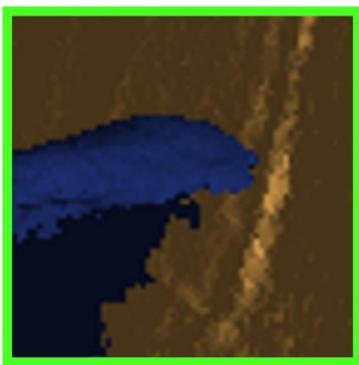
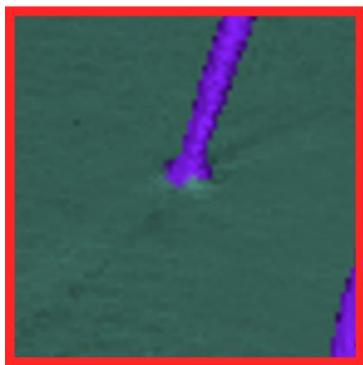
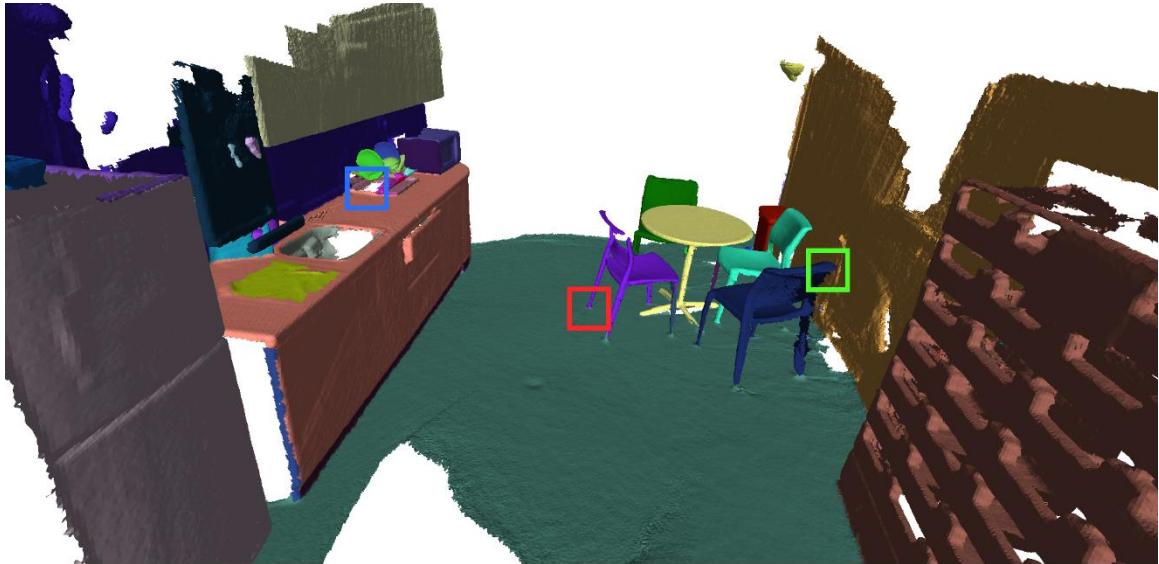


Input

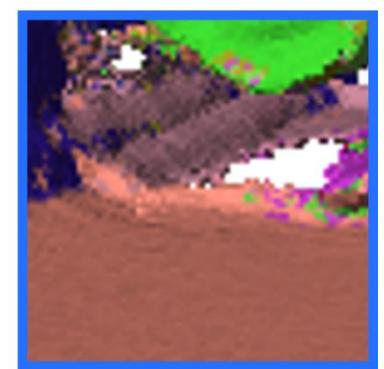
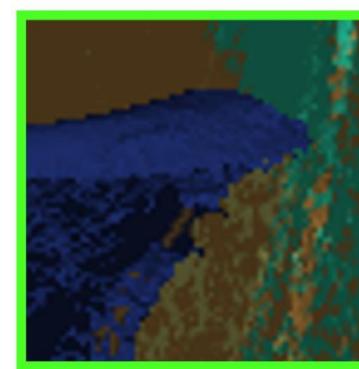
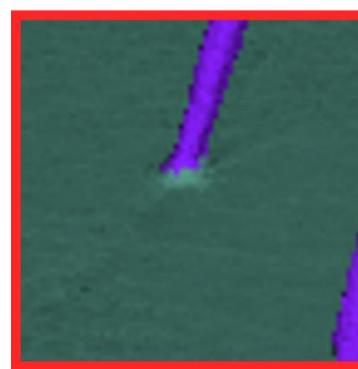
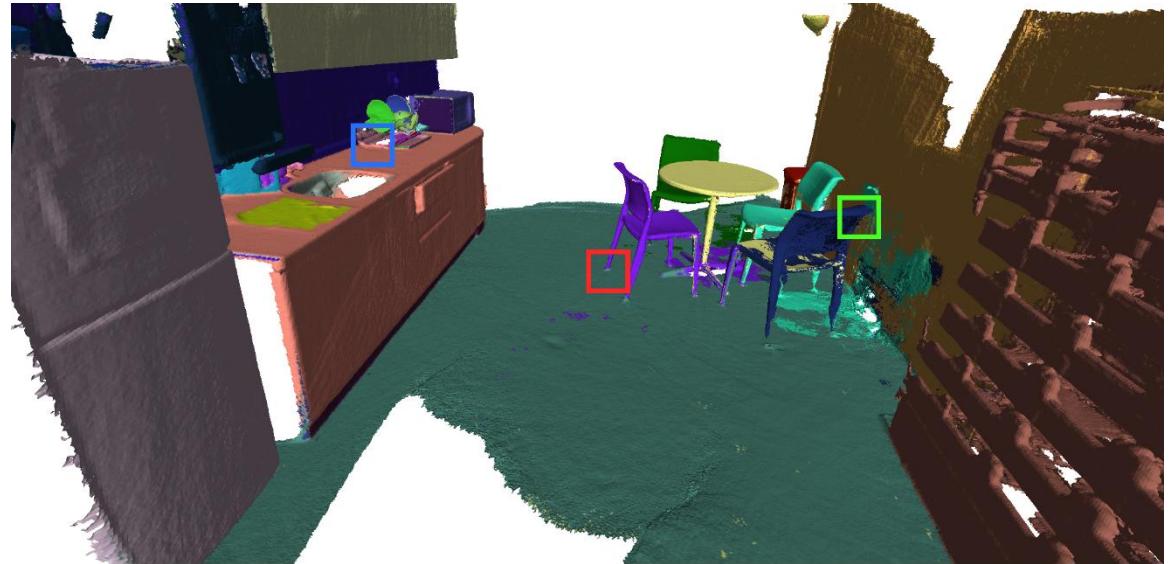


Nearest neighbour label propagated

# Annotation transfer

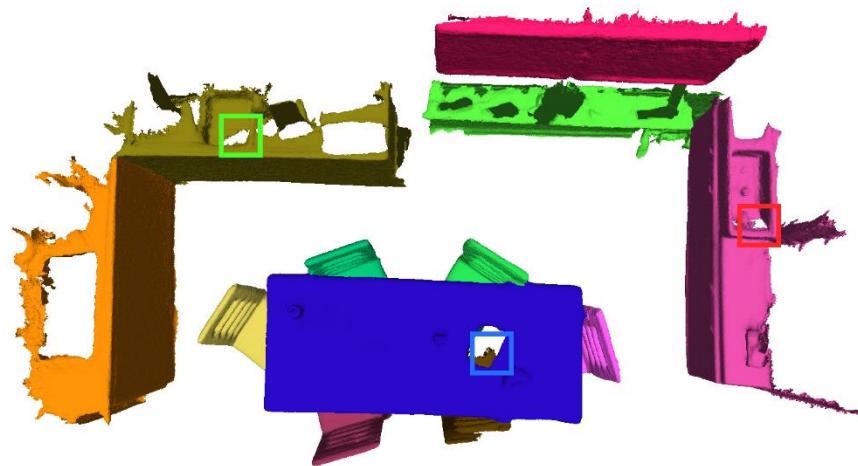


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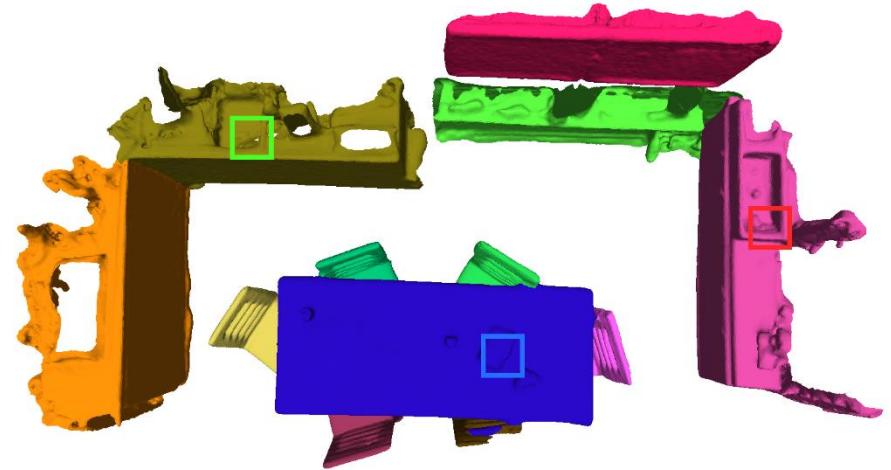


Nearest neighbour label propagated

# Geometry-level shape completion

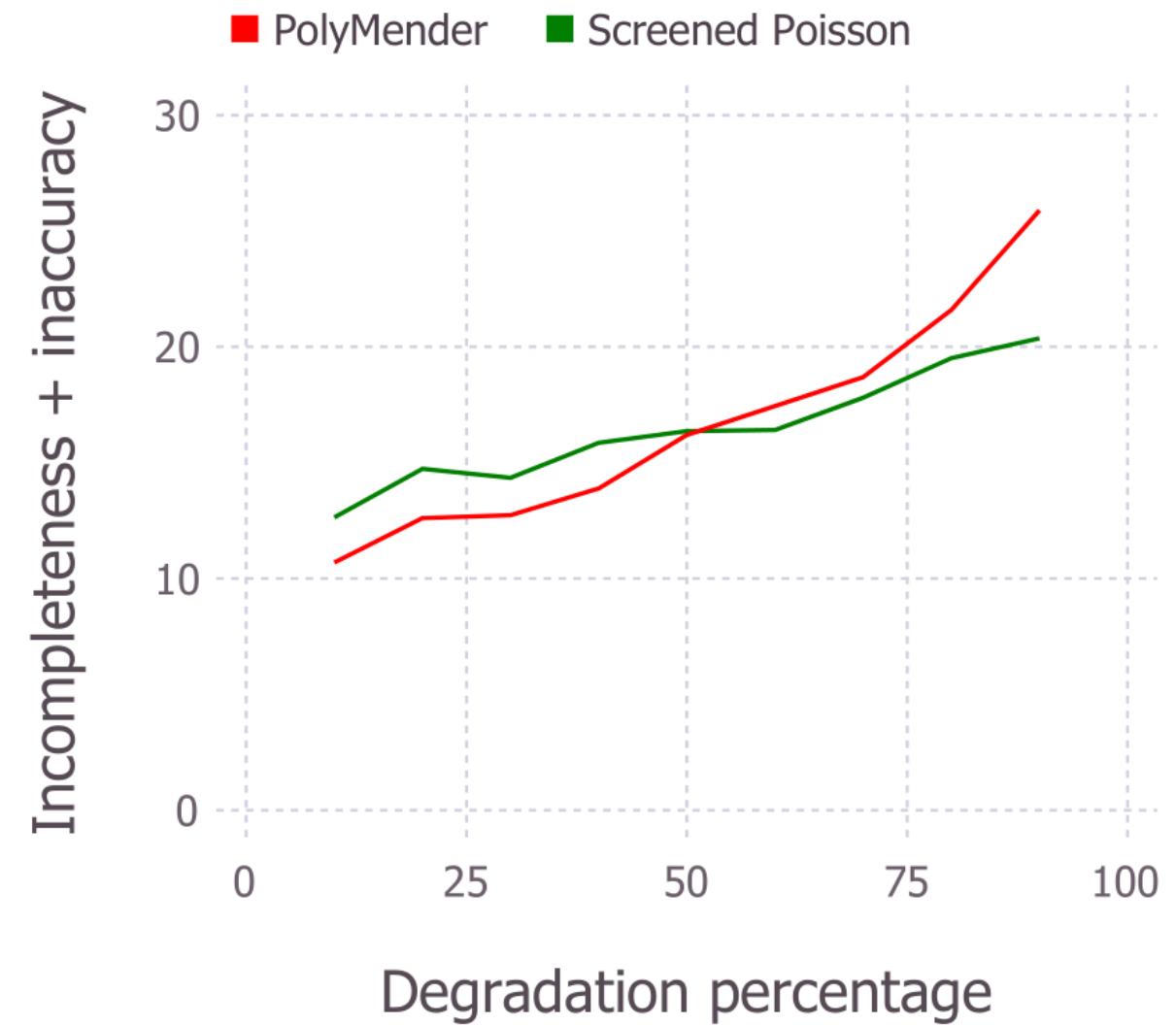
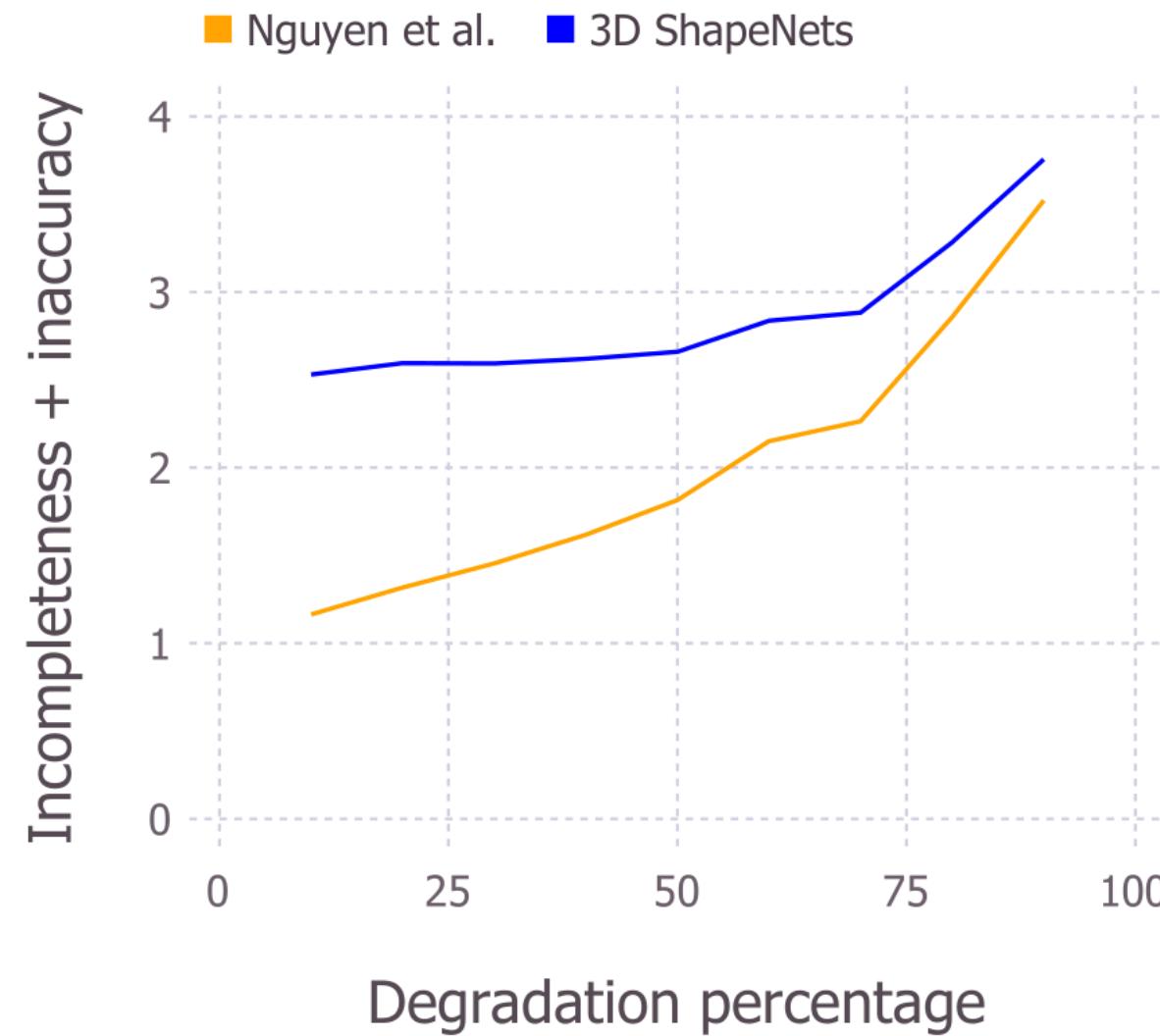


Input

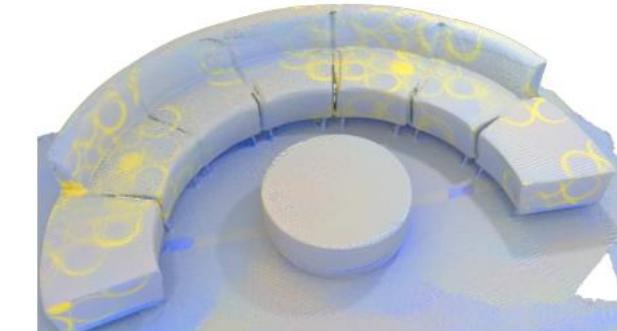
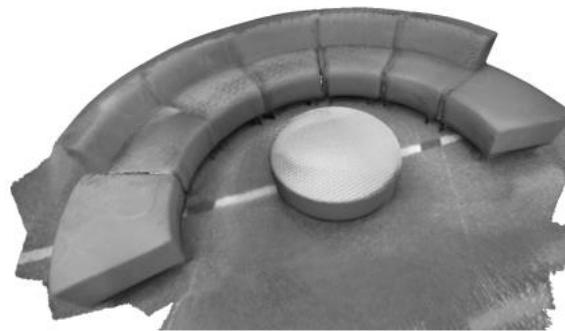
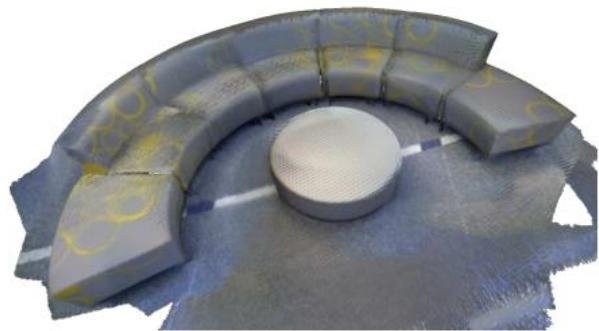
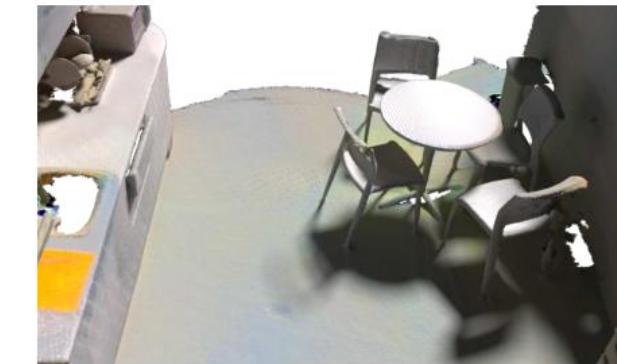
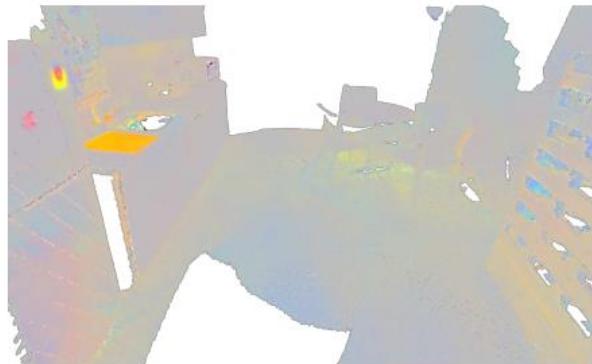


**Screened Poisson reconstruction**  
[Kazhdan and Hoppe, SGP 2013]

# Semantic-level object completion



# Scene relighting



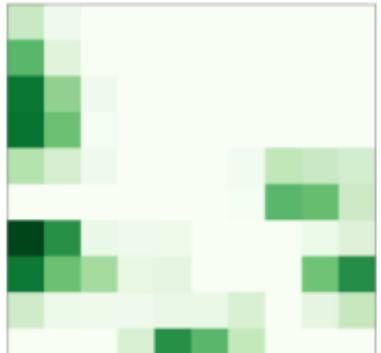
Input

Reflectance

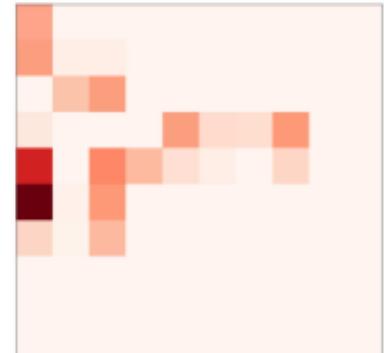
Shading

Relighting<sup>27</sup>

# Scene synthesis

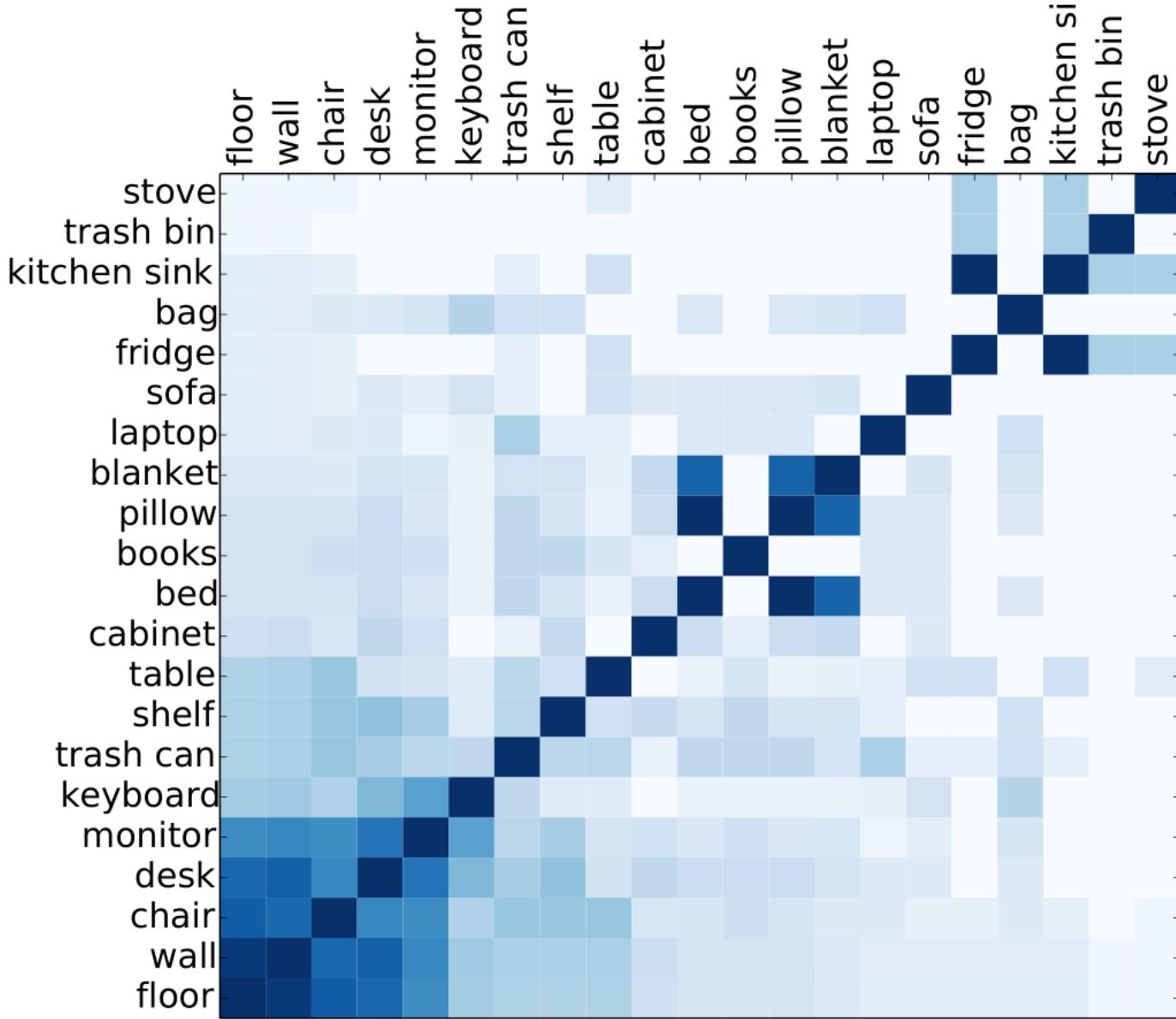


desk



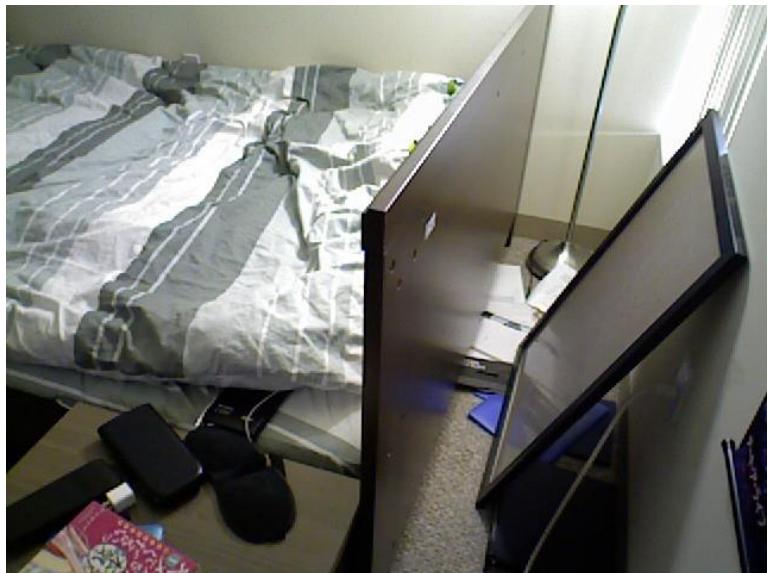
chair

**Placement probabilities**  
[Chen et al., MM 2015]



**Co-occurrence**  
[Xu et al., TOG 2013]

# Novel view: widening FOV



# Novel view: widening FOV / near plane clipping



- 100+ RGBD scenes with fine-grained annotation.
- Potential applications
  - Annotation transfer
  - Shape completion
  - Scene relighting
  - Scene analysis and synthesis
  - Novel view synthesis
- Future works
  - Online platform for benchmarking, e.g., object detection and recognition.
  - Extend and maintain the dataset with help from community.

## Conclusions



# Challenges

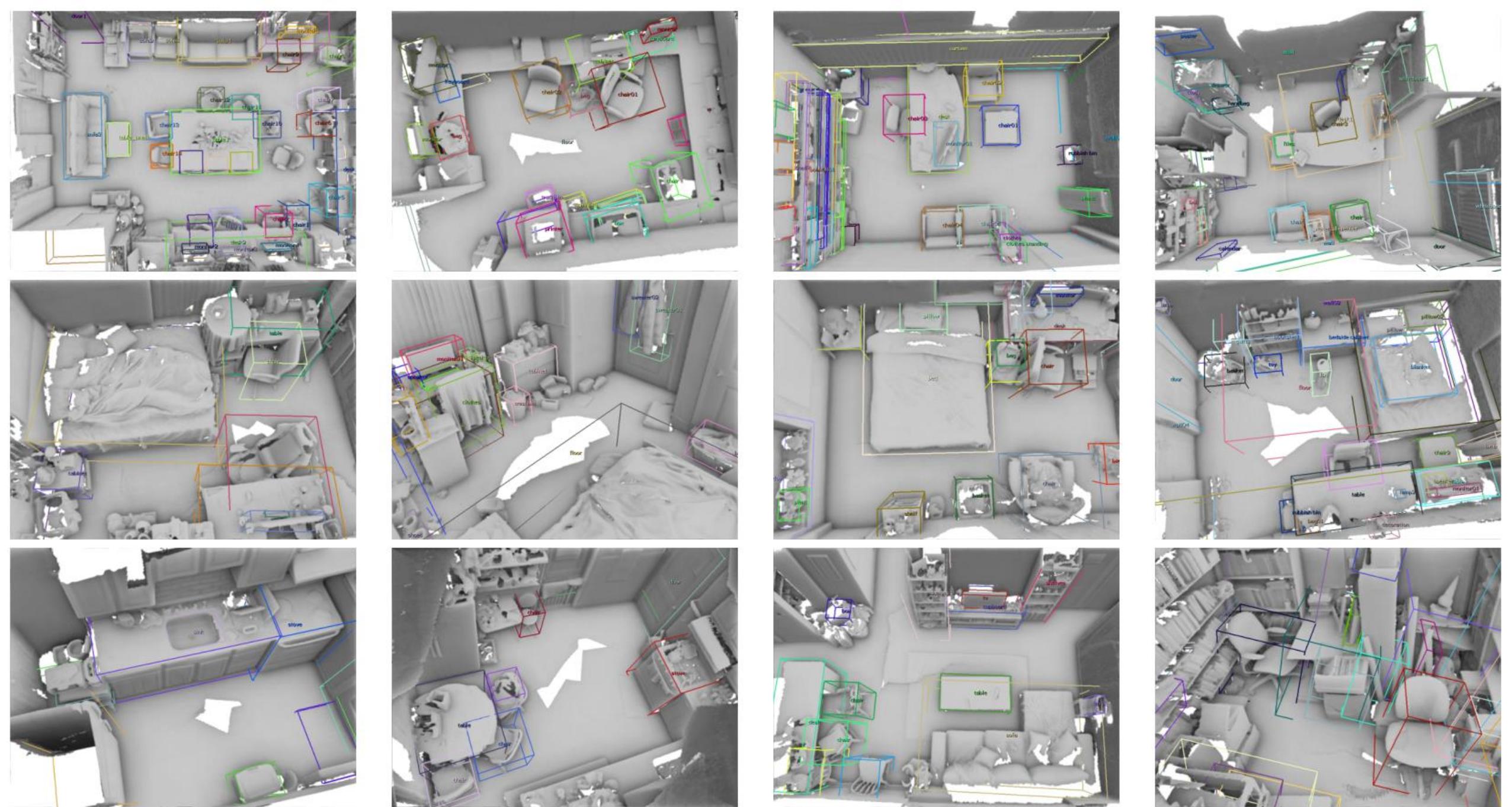
- Current reconstruction takes 1 – 2 hours to complete.
- Current annotation technique requires 30 – 45 minutes per scene for refining segmentation and annotation.
- Texture is generated using a baseline method.
- Resolution 640 x 480 is limited but no better consumer-grade RGBD camera is available.

Before we end...

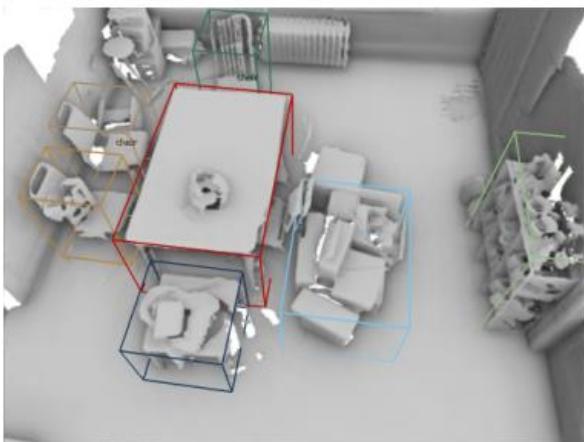
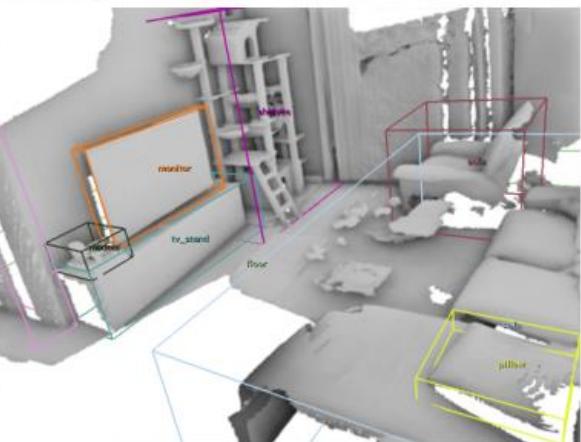
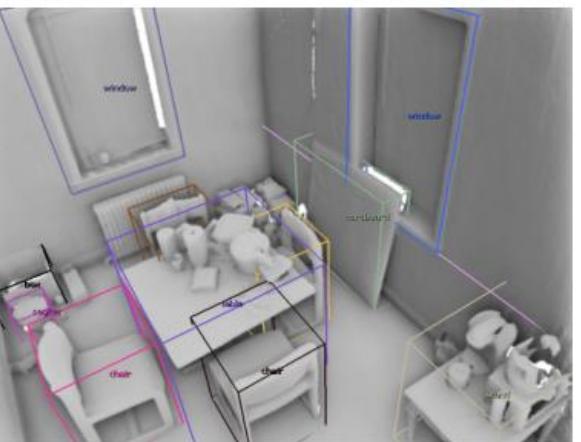
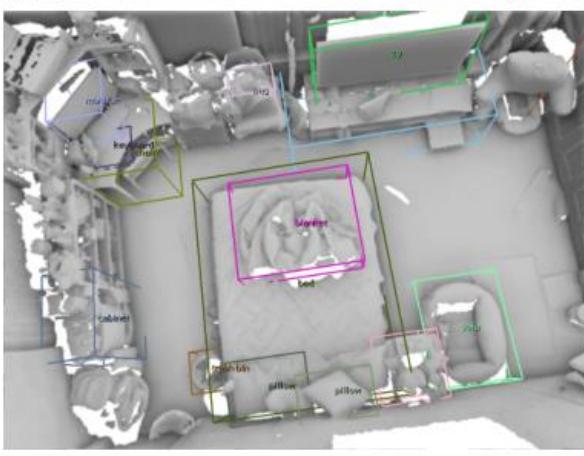
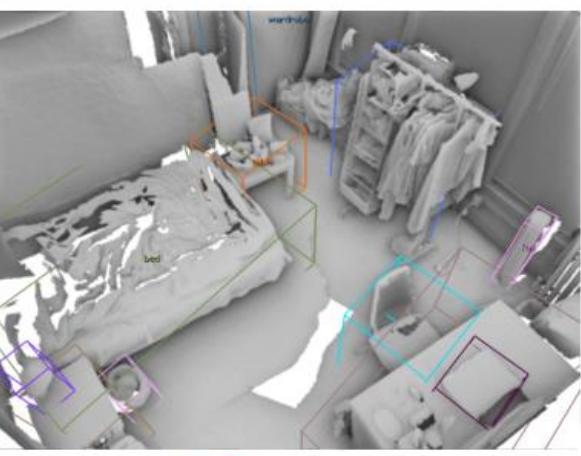
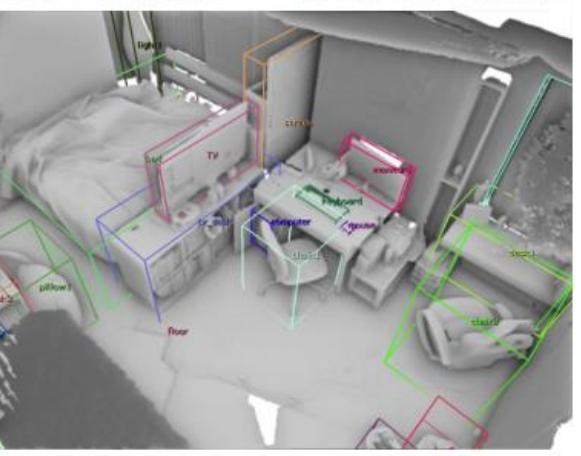
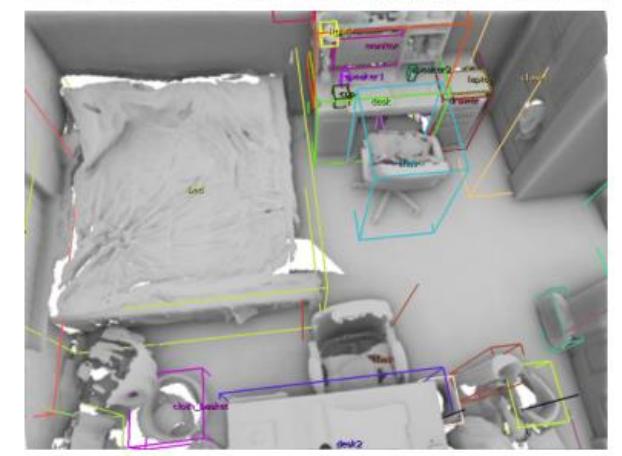
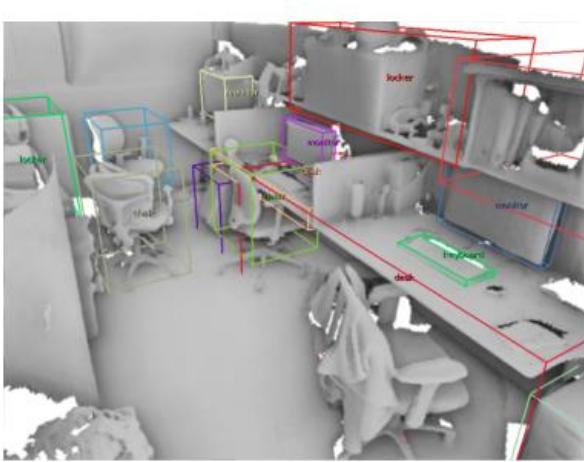
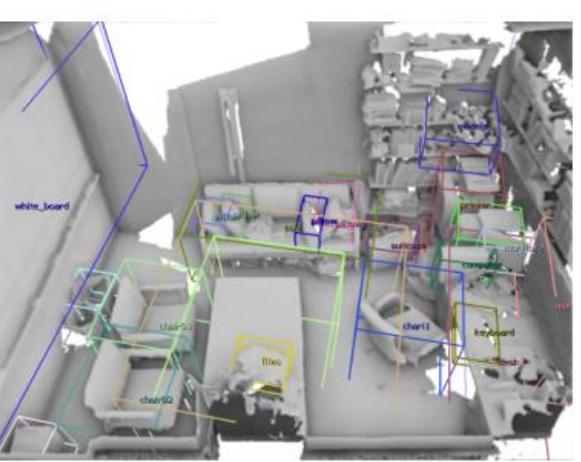
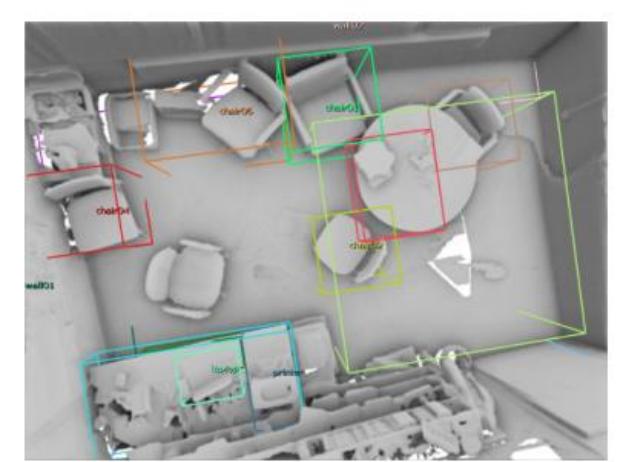
More segmentation and annotation from some popular categories:

- Workplace
- Bedroom
- Livingroom
- Kitchen
- Lounge

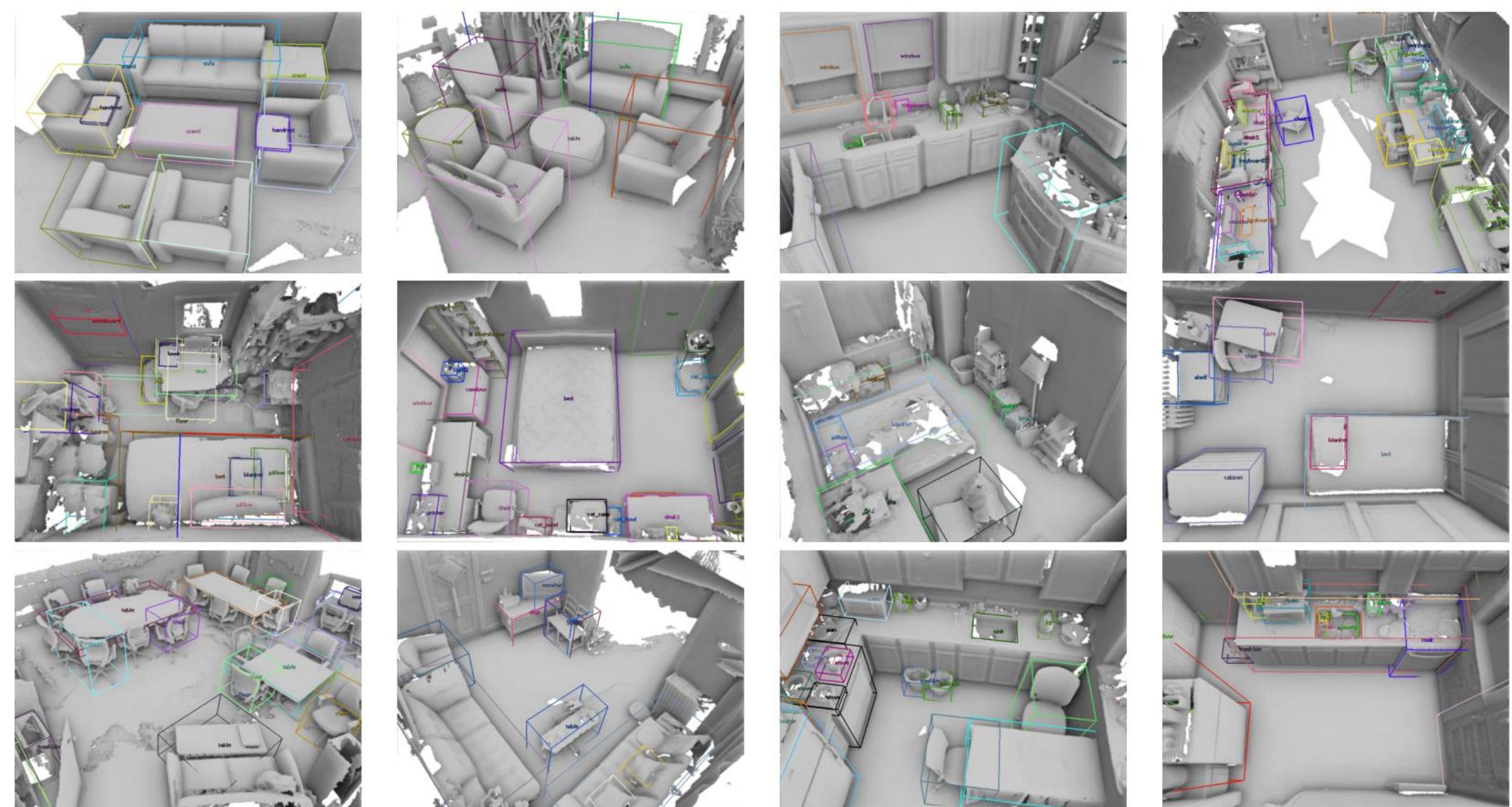












# Acknowledgement

We would like to extend our sincere gratitude and appreciation to

- Fangyu Lin for his assistance with the data capture.
- Guoxuan Zhang for early development of the annotation tool.
- The anonymous reviewers for their constructive comments.
- Jamie Shotton (Microsoft Research) for the Kitchen scene data.
- NVIDIA for graphics card donation.
- Singapore National Research Foundation (NRF) and the U.S. National Science Foundation (NSF) for funding support.

# The team



# Thank you!

<http://www.scenenn.net>

- Dataset download script (Python)
- Annotation tool (Windows and Linux)  
Code available upon request.
- Supplemental and technical reports
- Contact: [scenenn@gmail.com](mailto:scenenn@gmail.com)

