

# References

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`References.pdf` contains full references of 3d-building-reconstruction. The pdf version of papers mentioned can be found [here](#) (Code: lugr)

## Main references

- Wei, Zizhuang, et al. "Aa-rmvsnet: Adaptive aggregation recurrent multi-view stereo network." *Proceedings of the IEEE/CVF International Conference on Computer Vision*. 2021.
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## Other references

These are literatures that we read in the preliminary study period which may not be directly used in the project, but influenced the chose of method.

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- Liao, Yuqing, et al. "Reproducibility Companion Paper: Campus3D: A Photogrammetry Point Cloud Benchmark for Outdoor Scene Hierarchical Understanding." *Proceedings of the 29th ACM International Conference on Multimedia*. 2021.
- PyTorch implementation of MVSNet, [https://github.com/xy-guo/MVSNet\\_pytorch](https://github.com/xy-guo/MVSNet_pytorch)