

# Enter your project title here

## 3D Photography Project Proposal

Supervised by: Enter your project supervisor here

March 6, 2015

### GROUP MEMBERS

Member Name



Member Name



Member Name



### I. DESCRIPTION OF THE PROJECT

The goal of the project is to implement a pipeline for modeling of a dynamic scene using multiple Kinect cameras with known position and orientation. An octree volumetric representation enhanced by a binary time tree will provide the efficient 4D space-time data storage required for this project. The fusion of depth maps will be based on the rigid scene 3D modeling approach demonstrated in KinectFusion.

### II. WORK PACKAGES AND TIMELINE

TABLE I  
THE DERIVED WORKPACKAGES WITH DETAILS AND A RESPONSIBLE MEMBER.

ID	Workpackage	Description	Platform & Language	Responsible member
WP1	Calibration (intrinsic)			
WP2	Depth data acquisition			
WP3	Depth to voxel grid			
WP4	Voxel grid data structure			
WP5	3D visualization			
WP6	Calibration (extrinsic)			
WP7	Camera fusion			
WP8	Time-space partitioning tree			
WP9	Time-space visualization			
WP10	Data integration/update			
WP11	Demo preparation			
WP12	Reporting			

### III. OUTCOMES AND DEMONSTRATION

Give detailed information on the expected outcome of your project and the experiments you plan to test your implementation. If applicable, describe the online or offline demo you plan to present at the end of the semester.

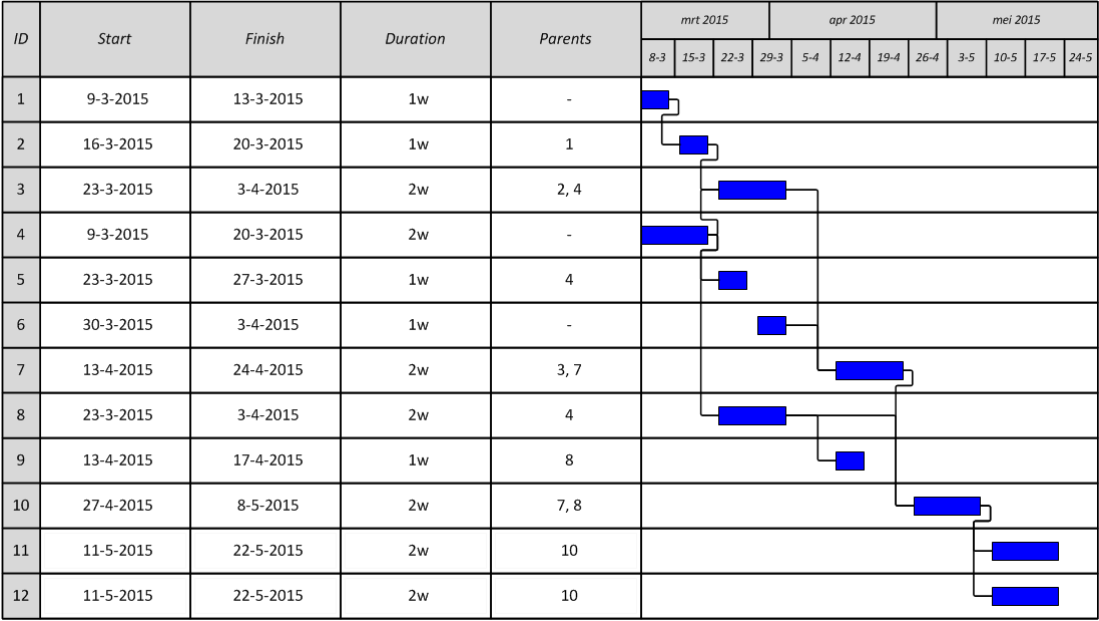


Fig. 1. Gantt chart showing the workpackage dependencies and the total planning