Pipeline

Multiview Inputs

colmap calibration results

Generate Target-View Extrinsic

Real-Time!

ENeRF

Target Outputs

feature point reprojection for validation

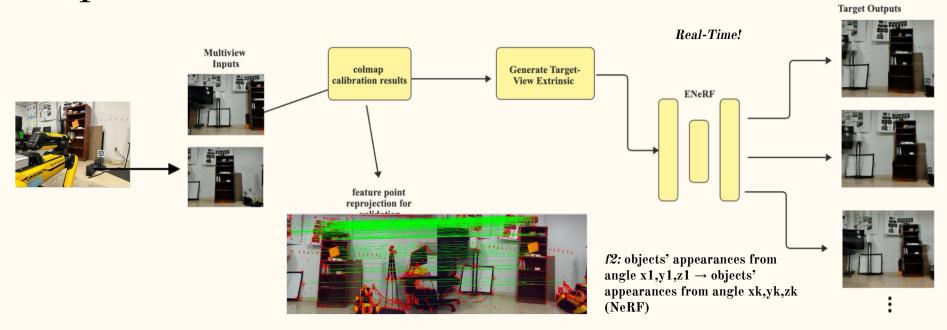*f2:* objects' appearances from angle x1,y1,z1 → objects' appearances from angle xk,yk,zk (NeRF)

f1: 2D coordinates from multiple cameras → 3D coordinates in VR space (camera calibration and coordinate transform)