**Summary – scenario -2**

**By Using Source Mashes of PyTorch3D convert into target meshes :**

* In this file we are using a source mashe and converting it into a target mashe and target mashe is a dolphin.
* for load image into meshe first of all we have to convert image into .obj file format.
* We are going to use PyTorch3D Meshes data structure, PyTorch3D mesh loss functions.
* Set up an optimization loop.

**Load an obj file and create a Meshes object :**

* After load .obj file we have to read target 3D model using load\_obj

**read verts, faces, aux**

* verts is a FloatTensor of shape (V, 3)
* faces is an object which contains - verts\_idx, normals\_idx and textures\_idx

**Initialize source shape to a sphere and Visualize Source and target shape and Optimization loop :**

* Deform the source mesh by offsetting its vertices.
* shape of the deform parameters is equal to the total number of vertices in src\_mesh
* Set Number of optimization steps
* Optimize loss.
* Visualize loss via Graph

**Output Mesh :**



