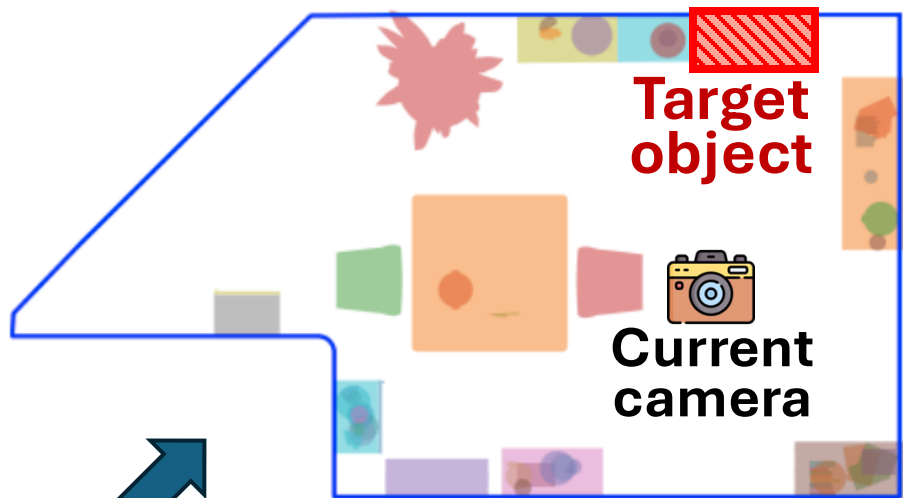



① Generated scene

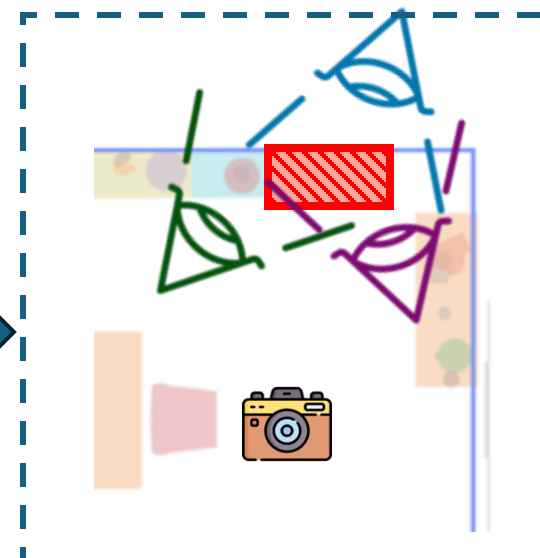


Target object


Current camera

② Select target

③ Iteration



④ Sample Viewpoints



Geometric check

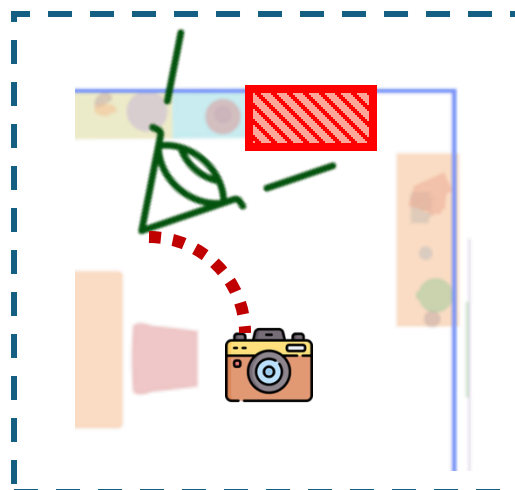
- Camera location valid ?
- Object inside FOV?

Occlusion Check



Segmentation map

⑤ Viewpoint selection



⑥ Path planning