



Fig. 6: DHLAB reconstructions of Paris (1945 historical aerial images, IGN) and Venice (aerial, UAV + ground-based images, DHLAB).



Fig. 7: Some reconstructions by non-professionals (Romuald Perrot 2016).

does not prevent it from aiming at genericity without sacrificing ease of use and simplicity.

Interesting enhancements would be the addition of algorithms specialized in SLAM for online 3D odometry and reconstruction.

More generally, OpenMVG developers are willing to attract users that could eventually participate in its development. For that, they offered tutorials at the OpenWorld Forum in Paris in 2014, at the CVPR Boston conference in 2015 and at the SFPT Paris meeting in 2016.

Thanks to its strong connection to a state of the art solution for computing detailed models, the OpenMVS [42] open source project, OpenMVG and OpenMVS offer together a strong end-to-end collection of open source algorithms to the community to compute sparse and dense detailed models (see some dense reconstructions from Fig. 7).

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