

This document provides the supplementary information about the demonstration videos of the 3DMV algorithm.

1. The videos contain the pedestrian detection results in part of the frames of three datasets. To make the size of each video within the 25 MB limit of GitHub, the frames are resized but the original aspect ratios are preserved.
2. The video “3DMV\_MVD-H.mp4” contains the detection results at frames 450~499 of the MVD-H dataset with 4 camera views. The demonstration video was generated at the original frame rate 2 frames per second.
3. The video “3DMV\_Wildtrack.mp4” contains the detection results at frames 1800-1995 of the Wildtrack dataset with 7 camera views. The Wildtrack video was originally captured at a frame rate of 60 frames per second. The demonstration video was generated by sampling the video at a frame rate of 2 frames per second.
4. The video “3DMV\_MultiviewX.avi” contains the detection results at frames 360~399 of the MultiviewX dataset with 6 camera views. The demonstration video is generated at a frame rate of 2 frames per second.
5. The red rectangles on the ground are the Areas of Interest (AOI). Only the pedestrians within the AOI are detected and evaluated.
6. Each pedestrian is represented by a distinguished but consistent colour, in all camera views and the synthetic top view, at each frame. This colour for each pedestrian may change across different frames, since tracking is not included in the 3DMV algorithm.
7. The bounding boxes are generated by projecting 3D models of average pedestrian size to each camera view. For the MVD-H dataset, an octagonal prism model is used, and the bounding box is computed as the minimum rectangle enclosing the projected 16 vertices. For the Wildtrack and MultiviewX datasets, a cuboid model is used, and the bounding box is derived from the projected 8 vertices.