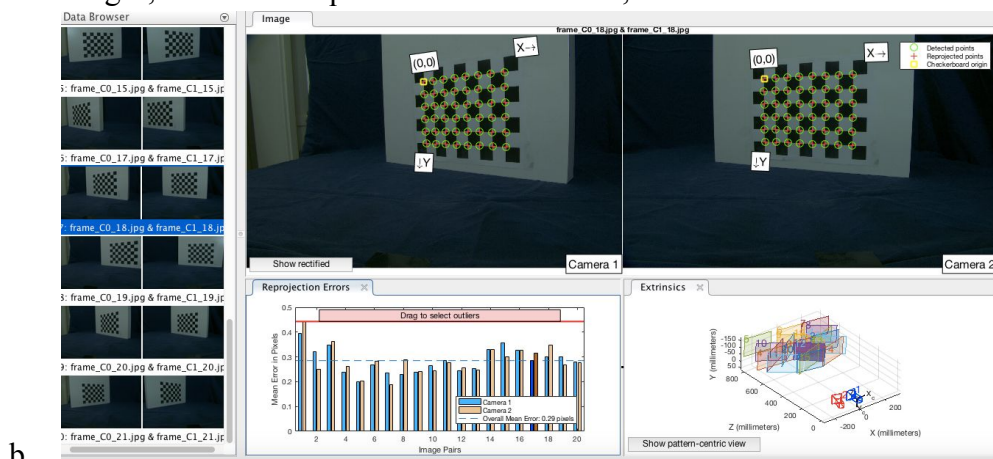


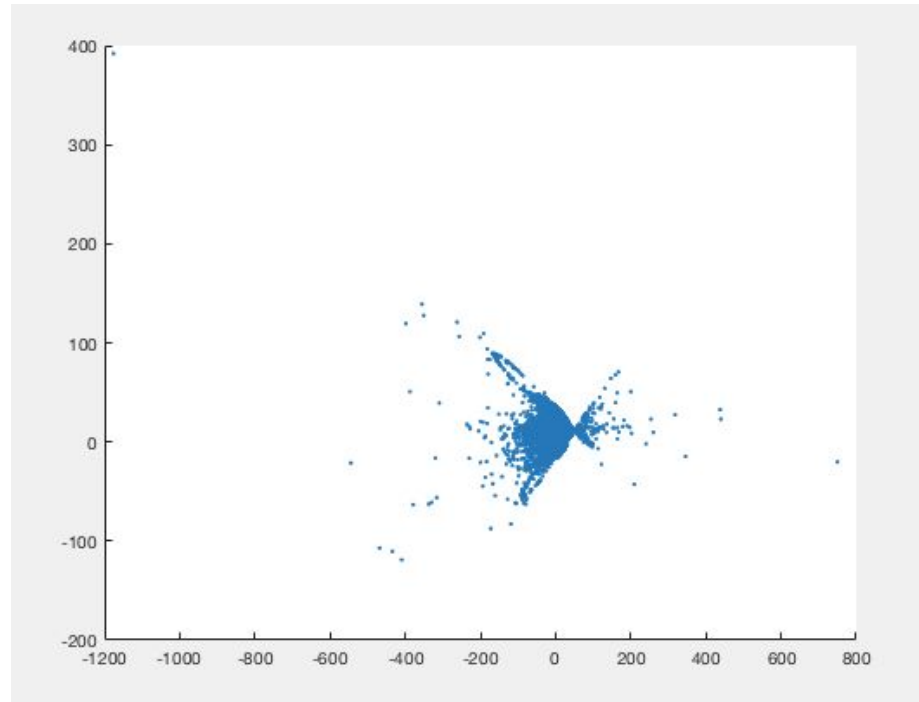
## CS 117 Final Project Progress Report

1. Collecting scan data (completed)
  - a. I have downloaded many folder for my scanned data from the google drive that TA provided us on Piazza. Also I have downloaded calib\_jpg folder so that I could use it to obtain intrinsic parameters.
2. Setting up toolbox (completed)
  - a. Following the directions on Piazza and example page that the professor provided, I have download Matlab calibration toolbox from Matlab. Then, Stereo Camera Calibrator App became available.
3. Stereo Camera Calibration (completed)
  - a. First, I have separated the calib\_jpg images into two different folders; first the Frame\_00 images and then Frame\_01 images. Using the Stereo Camera Calibrator tool on Matlab, I have loaded the camera 1 images, and camera 2 images, and set the square size as 27.75 mm, then calibrated them.



- b.
  - c. One confusing part of this was that I wasn't sure whether the frame\_00 or frame\_01 should be camera 1. But after running it two time with frame\_00 as camera 1 and frame\_01 as camera 1, I figured out that frame\_01 is camera 1 since the error was reduced from 0.28 to 0.23.
4. Mask out background image (in progress)
  - a. I am aware that I have to make use of the color image and background image to mask out background pixels before I do triangulation. So I used the color images in the manny image folder. But the I do not think I am getting the correct result, so I am still working on this.
5. Decoding threshold (in progress)
  - a. I am aware that I want to experiment with the decoding threshold in order to get the best result, and I am still in the progress as I do not think I am getting the best result.
6. Triangulation (in progress)





- d.
- e. These are the results so far, as I have combined included mask out background image, triangulate, and decoding threshold into reconstruct.m.
8. Mesh cleanup (not started)
  - a. I will want to experiment with some modifications to the mesh cleanup to remove bad triangles and vertices.
9. Mesh smoothing (not started)
  - a. I will want to smooth the mesh by iterating over each vertex, finding its neighbors in the mesh and moving the 3D location of the vertex towards the average 3D location of its neighbors. I will want to all the meshes associated with different scans into a single coordinate system. I am trying to do this by having the user click on corresponding points in RGB images of two different "grabs", finding the 3D coordinates and then computing the rotation and translation.
10. Poisson reconstruction (not started)
  - a. I will want to compute a surface normal associated with each vertex that I can use for the poisson reconstruction. I will want to save out the resulting points/surface normals to a ply file so I can use the poisson surface reconstruction tool.
11. Add color (not started)
  - a. I will want to add color to the resulting mesh (either by transferring colors from the individual scans or by texture mapping from the original images).