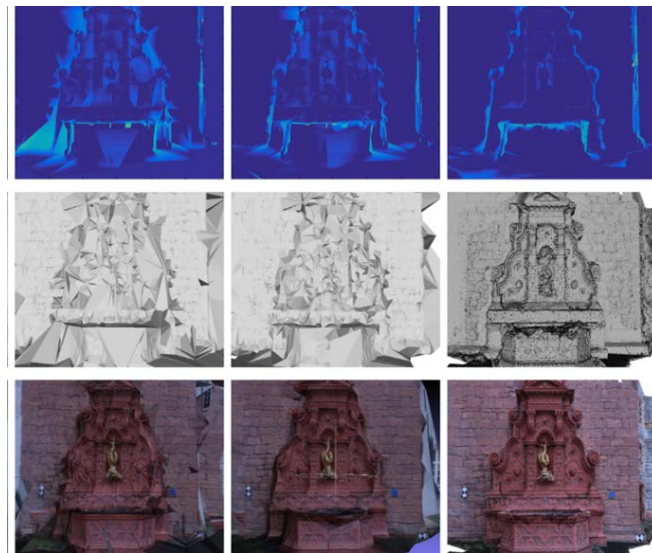


Dense Reconstruction via Mesh Sweeping

Goal: Design a fast stereo reconstruction algorithms that uses a rough mesh as initialization. The mesh is then refined by sweeping along the normals of the individual faces.

Challenges:

- Mesh sweep
- Photometric refinement
- GPU implementation



Initial
manifold

After Mesh
Sweeping

Photometric
Refinement

Reference:

<https://arxiv.org/pdf/1604.06258.pdf>