

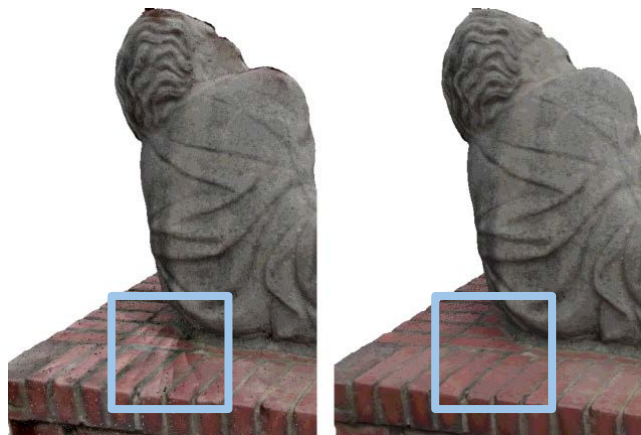
Efficient Texturing

Goal: Implement an efficient texturing algorithm that can deal with changing lighting conditions. The texture gets artifacts if lighting changes during Image capture, for example when the head is turning during scanning.

Challenges:

- Color tone mapping
- Seam-leveling
- Fast processing on the phone

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Pan & Taubin, 2015

