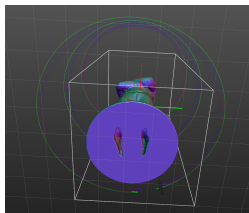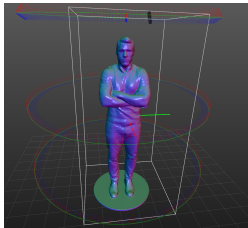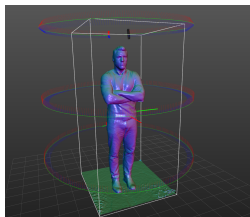# Accelerated Post-Processing for 3D Reconstruction
CopyMe3D: Scanning and Printing Persons in 3D

Given:

- CPU implementation of SDF and mesh post-processing (e.g. hollow out, add socket, mesh upsampling, ...)
- Reference paper for better understanding available

Goal:

- Port functions for processing Signed Distance Field and Mesh to GPU
- Achieve maximum runtime efficiency!

Supervisor: Robert