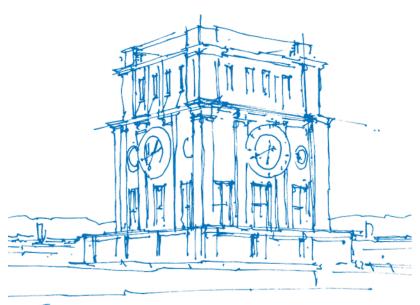


### Seminar: Recent Advances in 3D Computer Vision

Mohammed Brahimi, David Schubert Computer Vision Group Technical University of Munich



Tur Uhrenturm



### How can I access these slides?

- Option 1 (preferred): seminar web page
  - https://vision.in.tum.de/teaching/ss2022/seminar\_3dcv
  - Password for material page: SS22-3dcv
  - Material page will go online after this pre-meeting
- Option 2: contact organizers
  - 3dcv-ss22@vision.in.tum.de
  - Only use this option if you forgot the password



### Outline

- General Information
  - About the Seminar
  - Registration
- Possible Papers
  - 3D Reconstruction
  - $\circ~$  SLAM / SfM
- Questions



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### How is the seminar organized?

- Seminar meetings: Talks and discussion
  - Day: Monday, 11th April and Tuesday, 12th April (block seminar)
  - Time: tba
  - Location: tba
  - In case of special circumstances please let us know and we will find a solution
  - Each day will consist of 4 or 5 talks which are held in English
  - Attendance is mandatory!



### How is the seminar organized?

- Talk preparation / contact with supervisor
  - Read through your paper and write down what you don't understand
  - Three or four weeks before talk: meet supervisor for questions (optional, but recommended)
  - One week before talk: meet supervisor to go through slides (optional, but recommended)
  - Before first presentation on 11th April: submit your slides via submission system (mandatory)
  - Until 1st May, 23:59: submit your report via submission system (mandatory)



### What about the presentation?

- General set-up:
  - Duration: 20–25 minutes talk + 10–15 minutes discussion
  - Make sure to finish on time not too early and not too late!
  - Rule of thumb: 1–2 minutes per slide  $\rightarrow$  10–20 slides
  - Do not put too much information on one slide!
- Recommended structure (talk):
  - Introduction
  - Overview / Outline
  - Method description
  - Experiments and results
  - Personal comments
  - Summary



### What about the discussion after each talk?

- Discussion afterwards will influence your grade
- Ask questions!
- There are **no** stupid questions!



### What about the final report?

- General set-up:
  - Use LATEX template provided on web page
  - Length: 3-4 pages
  - Upload final report as pdf via submission system
  - Submission deadline: 1st May 2022, 23:59
- Recommended structure (main text only):
  - Introduction
  - Method description
  - Experiments and results
  - Discussion of results
  - Summary



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### How do you register for the seminar?

- Step 1: Official registration via TUM matching system
  - Go to https://matching.in.tum.de
  - Register for seminar with the title Recent Advances in 3D Computer Vision
- Step 2: Personal registration via email
  - In the list of papers on the web page, select your three favorites
  - Write an email ranking these three favorites to the seminar email address
  - Email subject: "[3DCV] application <your name>"
  - Include information about related lectures / courses you have taken so far.
  - We do **not** need your CV or a motivation letter!
  - Registrations without email / emails with missing information will be ignored!
- Deadline for matching system: 15th February 2022, for email: 19th February 2022



### How do you register for the seminar?

Example registration email:

То	3dcv-ss22@vision.in.tum.de	
<u>S</u> ubject	[3DCV] application Jane Doe	
Paragraph ♥ Variable Width ♥ 🖵 ਜ		
Hi <u>Mohammed</u> and David,		
I would like to present one of the following papers:		
1. paper A		
2. paper B		
3. paper C		
I have taken these related courses:		
- computer vision 2 (ss21)		
- nonlinear optimization for computer vision (ws21)		
Best,		

#### ПП

### How do we select candidates and assign papers?

- Candidate selection
  - Only students registered in the matching system AND emails containing all required information will be considered
  - Among students meeting the formal criteria, selection will be random
  - Note that if you have not taken any related course, you must be willing to invest a lot of work to learn the required basics
  - You will get notified by the matching system about the decision.
- Paper assignment
  - Papers are assigned after the participant list is finalized
  - We give our best to accommodate your preference list in the assignment



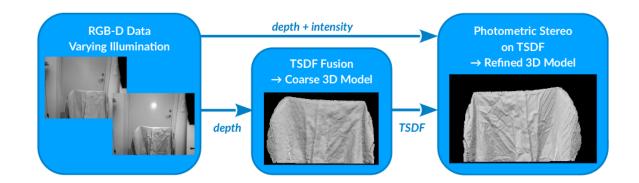
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### Combining Depth Fusion and Photometric Stereo for Fine-Detailed 3D Models

Erik Bylow et al. SCIA 2019

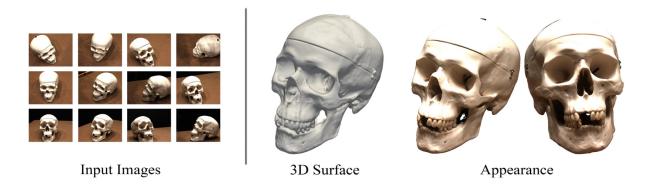


- For each view, many RGB images with different lighting are captured
- · Refine a coarse reconstruction obtained with RGB-D fusion
- Geometry is represented using a discrete SDF (voxel grid)



# Multiview Neural Surface Reconstruction by Disentangling Geometry and Appearance

Lior Yariv et al. NeurIPS 2020

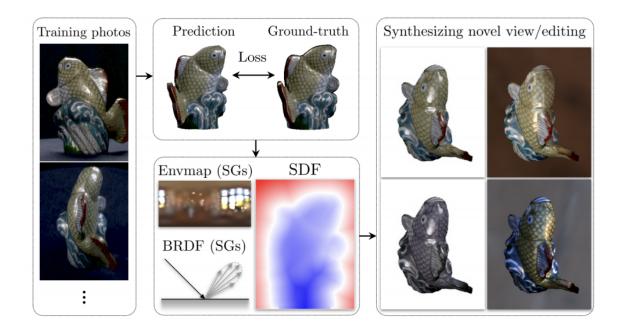


- One RGB image is captured for many known camera positions with static illumination.
- Two MLPs representing respectively the SDF and the appearance are optimized jointly.

#### ПΠ

# PhySG: Inverse Rendering with Spherical Gaussians for Physics-based Material Editing and Relighting

#### Kai Zhang et al. CVPR 2021



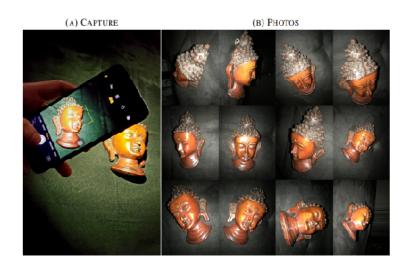
• The appearance is decoupled into lighting and material, which are optimized jointly with the geometry.

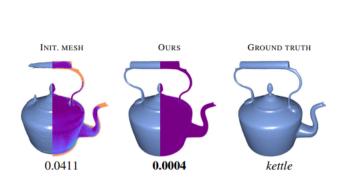
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# Unified Shape and SVBRDF Recovery using Differentiable Monte Carlo Rendering

Luan et al., EGSR 2021





- The light source is collocated with the camera.
- Geometry is represented using a Mesh, whose topology can evolve!



#### NeRF: Representing Scenes as Neural Radiance Fields for View Synthesis

Ben Mildenhall et al. ECCV 2020

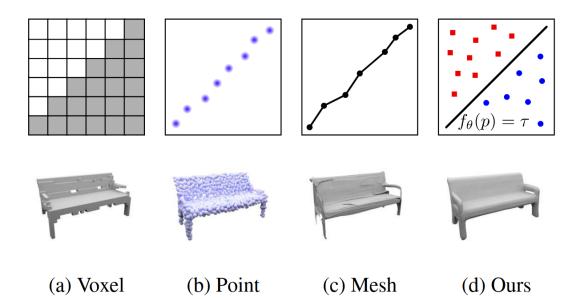


- One RGB image is captured for many known camera positions with static illumination.
- Allow to render the scene from arbitrary viewpoint.



# Occupancy Networks: Learning 3D Reconstruction in Function Space

Mescheder et al., CVPR 2019



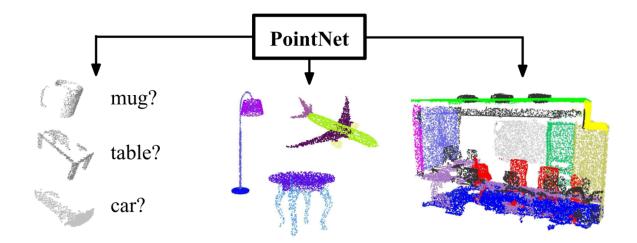
Represent object surface as the decision boundary of a neural network

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# PointNet: Deep Learning on Point Sets for 3D Classification and Segmentation

Qi et al., CVPR 2017



A neural network that can consume point clouds without intermediate voxel representation



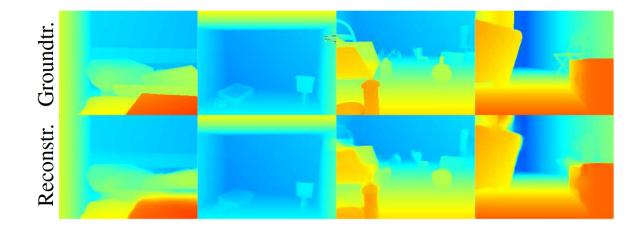
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# CodeSLAM — Learning a Compact, Optimisable Representation for Dense Visual SLAM

Bloesch et al., CVPR 2018



Learn a low-dimensional depth encoding that can be used to optimize dense depth



### BAD SLAM: Bundle Adjusted Direct RGB-D SLAM

Schöps et al., CVPR 2019



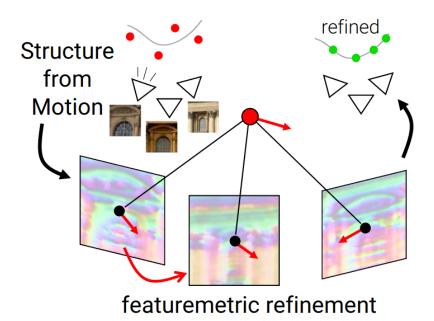
Perform bundle adjustment on surfels to get a high-quality pose

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#### Pixel-Perfect Structure-from-Motion with Featuremetric Refinement

Lindenberger et el., ICCV 2021



Refine feature locations using dense features predicted by a neural network

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#### **Questions?**

Reminder:

- Web page: https://vision.in.tum.de/teaching/ss2022/seminar\_3dcv
- Password: SS22-3dcv
- Contact: 3dcv-ss22@vision.in.tum.de