## A Dynamic Surface Reconstruction Framework for Large Unstructured Point Sets

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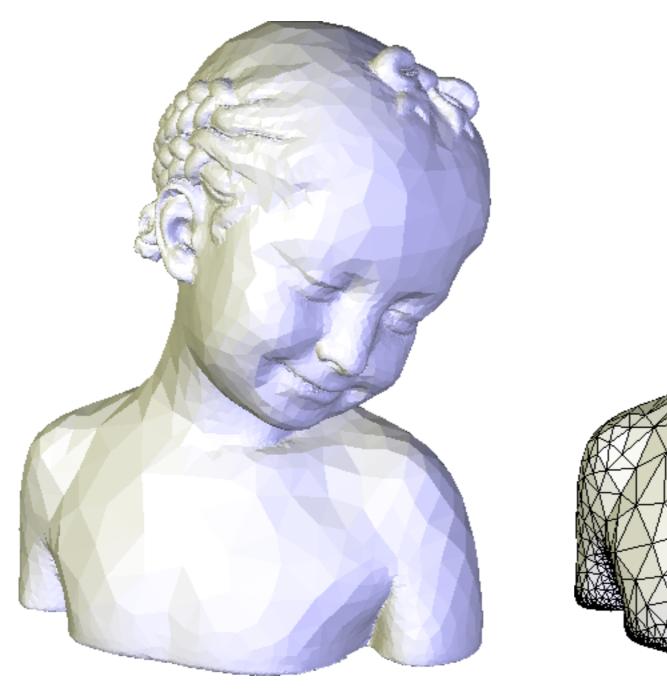
Snapshots of selective reconstructions

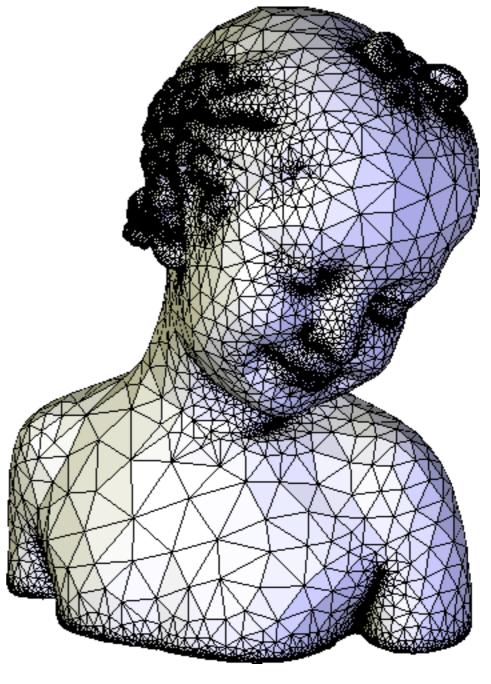


Symposium on Point-Based Graphics 2006

## BIMBA

 $(1.9M points \rightarrow 31k points)$ 

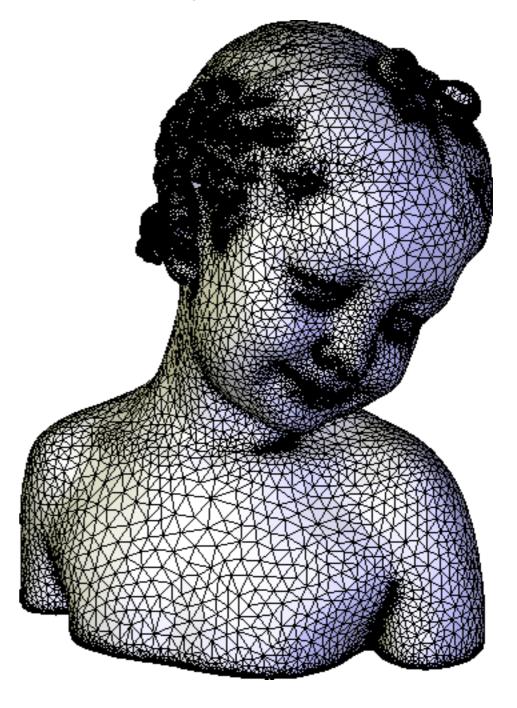




## BIMBA

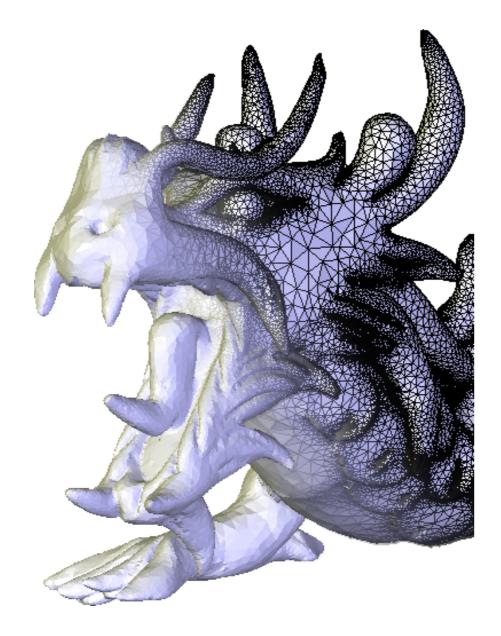
(1.9M points→58k points)

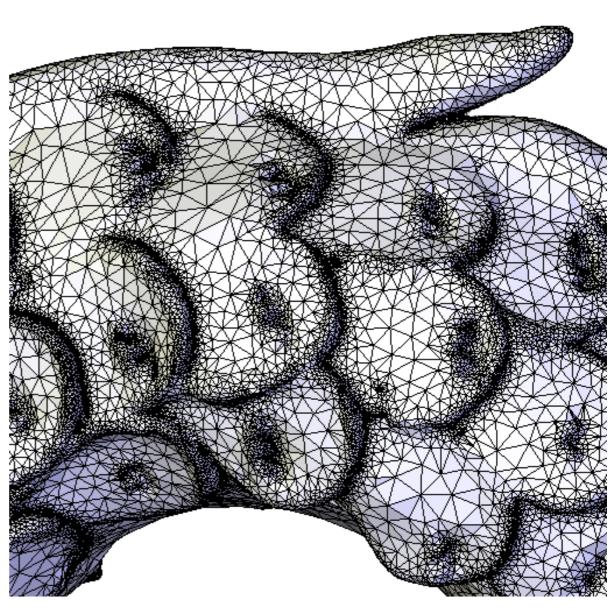




## $\begin{array}{ccc} Asian \ Dragon \\ (3.6 \text{M points} \rightarrow 185 \text{k points}) \end{array}$

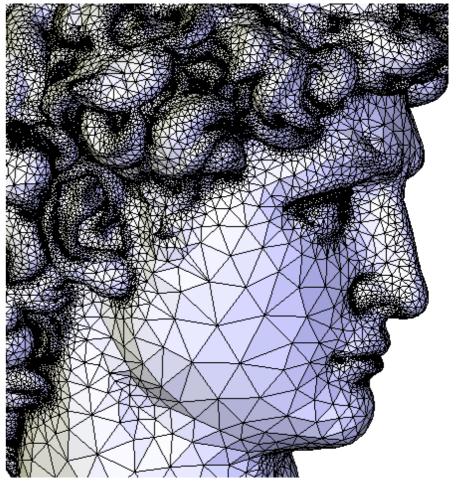




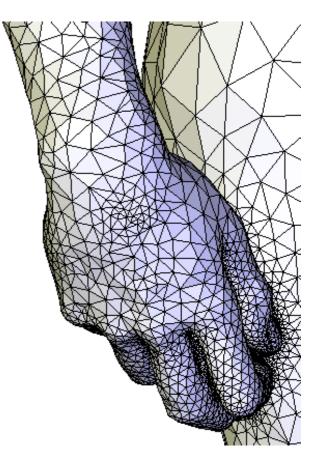










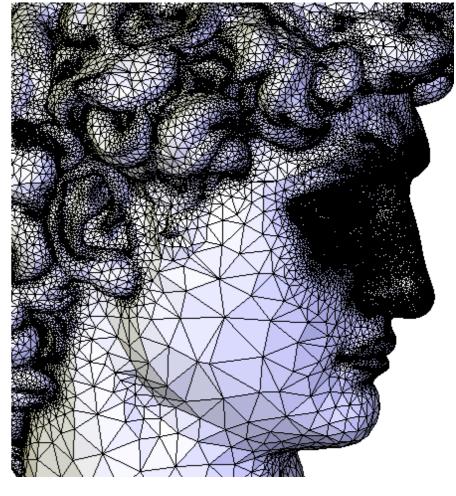


David

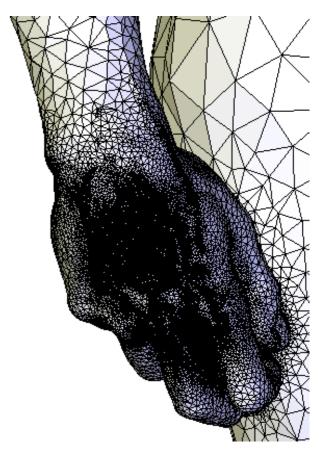
(3.6M points→175k points) *initial reconstruction* 











David

(3.6M points→175k points) *local refinement* 

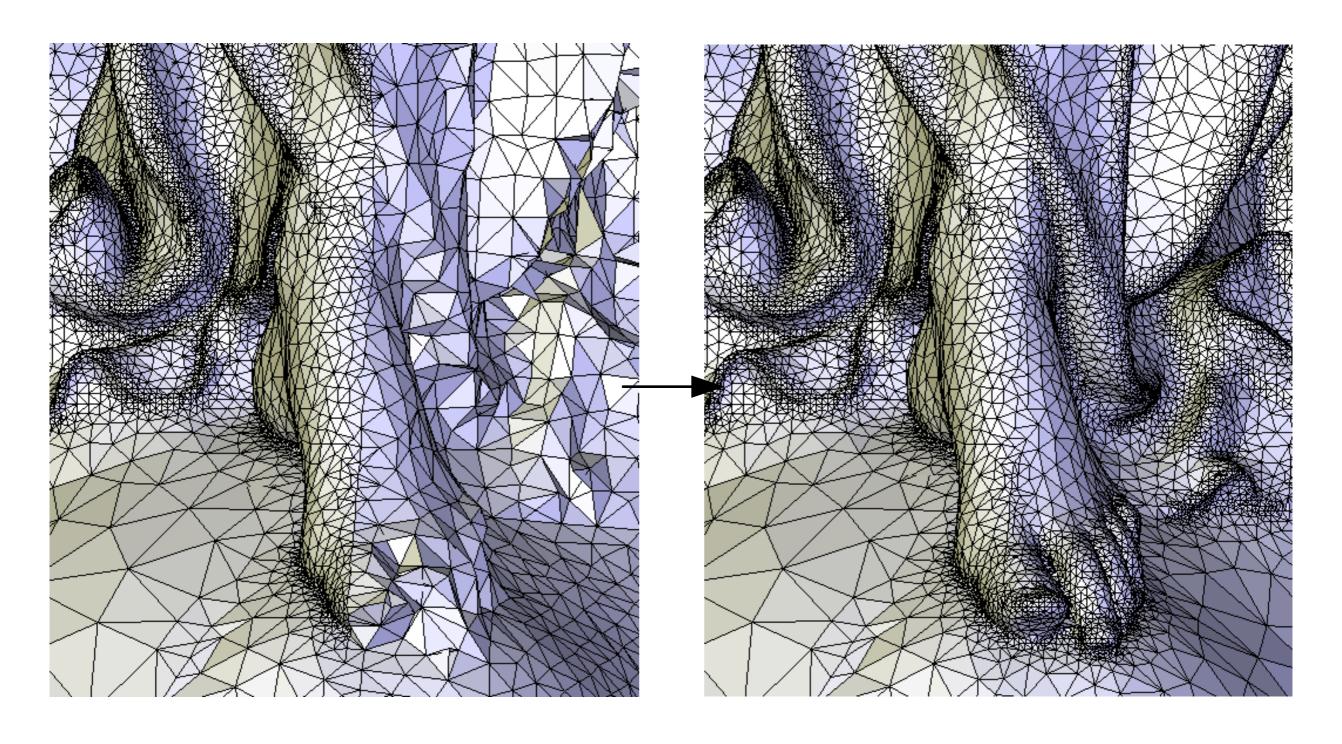


THAI STATUE (5M points→572k points)



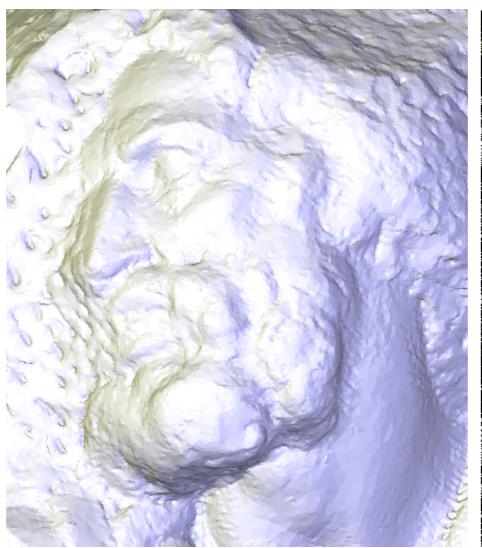
 $LUCY (\text{14M points} \rightarrow \text{551k points})$ 

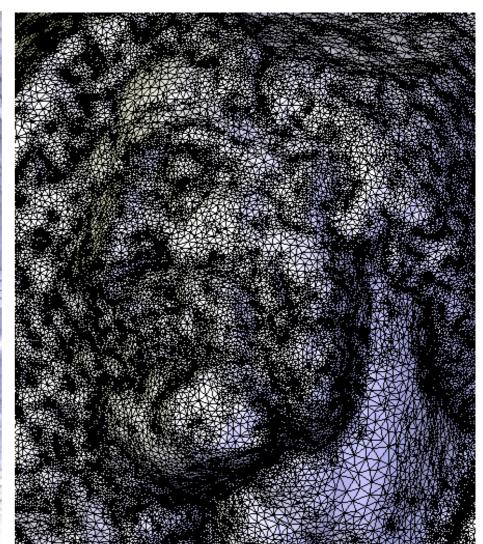
out-of-core reconstruction



 $LUCY (\text{14M points} \rightarrow \text{551k points}) \quad \textit{out-of-core reconstruction}$ 







ST. MATTHEW (26M points→1.2M points) out-of-core reconstruction