

Guided Capturing of Multi-view Stereo Datasets

— *Supplementary Material* —

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This document presents additional results of the datasets we captured with the system presented in the main paper [LG13]. We show more results of the `statue` dataset and another dataset `lion`.

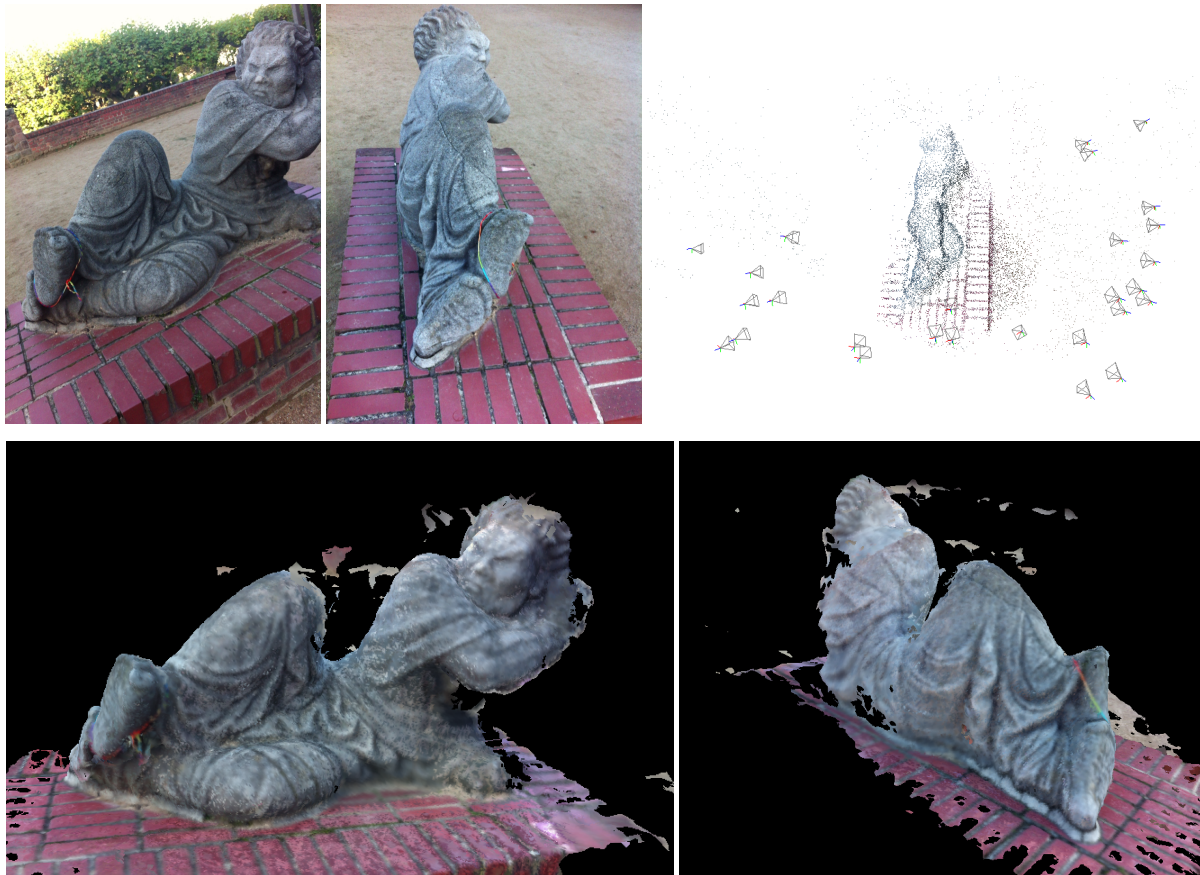


Figure 1: Some more views and a texturemapped MVS reconstruction of the `statue`.



Figure 2: Four images of the `lion` scene, captured outdoor. Due to the wall on the right not all potential views can be captured.



Figure 3: Three preview images, that were computed during the capturing process. In the second view we can see some patches, that overlap in regions of the head, where they should not be visible. As seen in the third view, image patches are sometimes projected to wrong positions, if the reconstruction was not accurate enough.

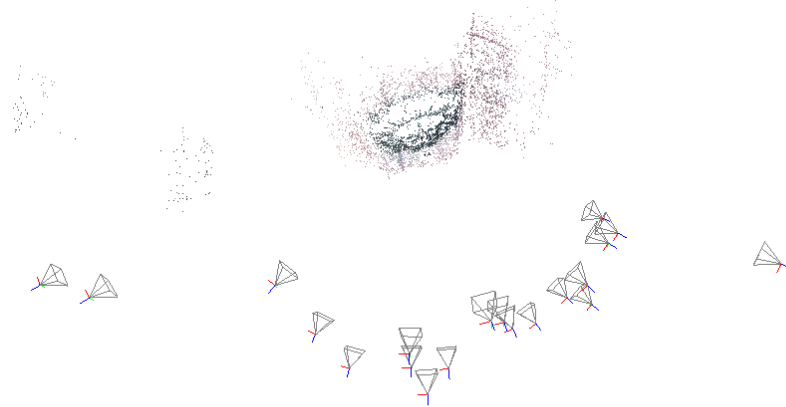


Figure 4: Final bundle of the `lion` scene. Views are added on the left side, after additional views on the right have been rejected.



Figure 5: Capturing process for a specific view of the `lion` scene. The camera is moved according to the direction of the arrow, and finally aligns to the targeted position. The view is captured automatically.

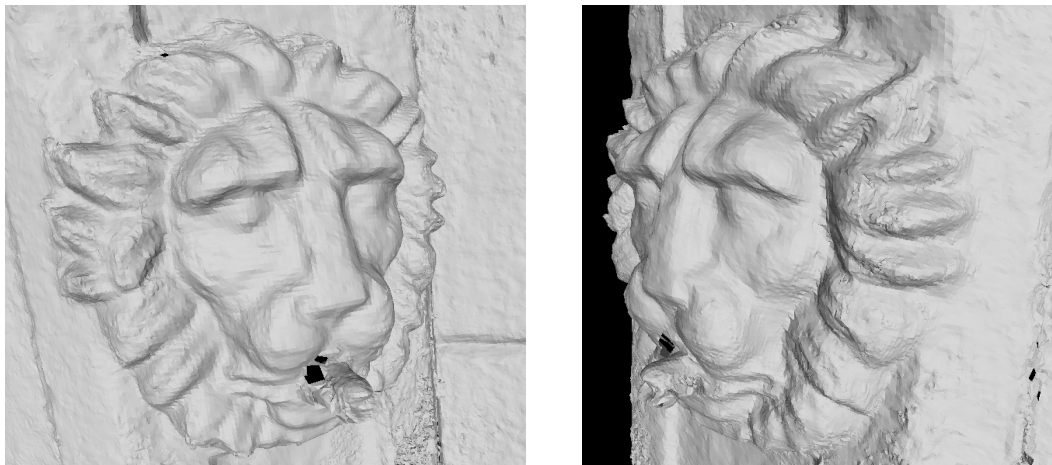


Figure 6: Multi-view stereo reconstruction of the `lion` sculpture.

References

- [LG13] LANGGUTH F., GOESELE M.: Guided Capturing of Multi-view Stereo Datasets. In *EG 2013 - Short Papers* (2013), Otaduy M. A., Sorkine O., (Eds.), Eurographics Association.