Mobile Object Reconstruction and Rendering
Bachelor or Seminar Project

Objective:
You should collect a set of keyframes using AR Core [?]. Create a point cloud reconstruction using VisualSfM [1] generate a polygonal model and use the keyframes to texture the model.

Qualifications:
• Good programming skills (C++, C#, Unity)
• Ability to work independently

Contact ICG:
Manuela Kajkara
manuela.kajkara@icg.tugraz.at