Evaluation of Object Reconstruction Approach

Bachelor's Thesis / Master Project

Description:
Object reconstruction is a long standing problem in computer vision, and recently finds its application in VR for object interaction. Virtual interaction with a real object requires to put the object into the virtual environment first, using object reconstruction. This reconstruction, however, is prone to errors and does not necessarily provide visually appealing results suitable for VR applications. In this work, the results of such an object reconstructions should be evaluated and different approaches should be compared. 3D printing is used to provide objects with ground truth 3D models. The start and end of the project can be chosen by arrangement.

Objective:
- Review literature
- Evaluate 3D object reconstruction with 3D printed objects
- Compare results of different methods

Qualifications:
- Experience in Python
- Interest in 3D computer vision
- Interest in object reconstruction

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