

Robust Fusion of Dynamic Shape and Normal Capture for High-quality Reconstruction of Time-varying Geometry

Additional Figures

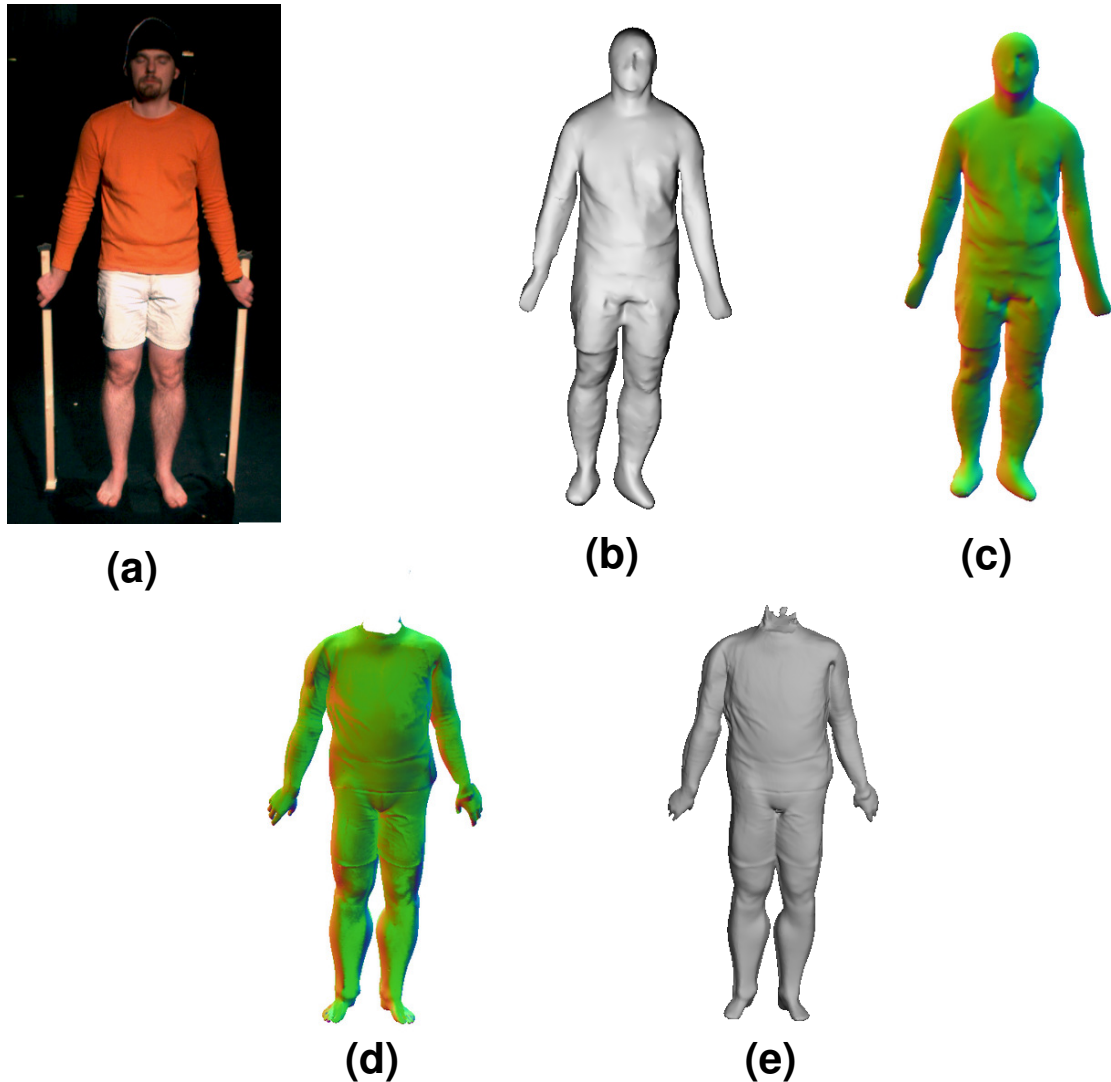


Figure **Additional 1**: In this test an RES was recorded with a person standing in a static pose on a rotating turntable (a). Also, a scan was performed with a structured light laser scanner in order to obtain an as good as possible ground truth shape (b). (c) shows the normal field of the scan, where (global) normal direction is encoded in RGB color. (d) and (e) show the result that is obtained if we start from the smooth template fitted to the pose of the test subject, perform photometric stereo and run our MRF-based method to obtain the final detailed geometry. As one can see, our result captured some of the very fine wrinkles on the body much more faithfully than even the laser scanner.



(a)



(b)

Figure **Additional 2**: 3D video rendering - the top shows results with the smooth template, while the bottom shows results with the deformed geometry. The textured version of the model were created by projectively texturing the geometry with the (original and unwarped see [16] and Sect. 3) input images. Geometry inaccuracies on the smooth template therefore lead to ghosting artifacts in the final renderings (a). This ghosting, in particular around wrinkles, is much less noticeable if the detailed geometry is used (b). Although this effect is on a small scale in this particular case, it is still a noticeable improvement.