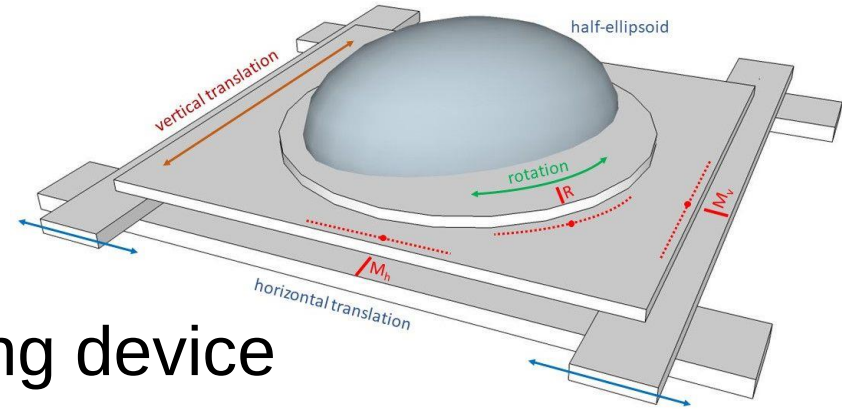


Surface Acquisition

3D Geometry + Radiometry



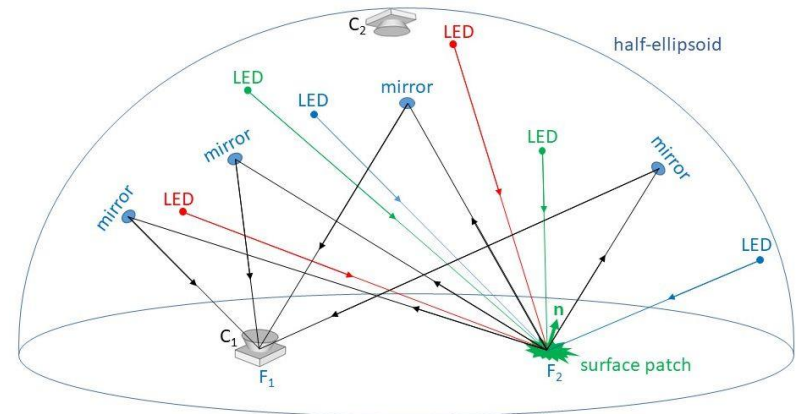
Design and build a new scanning device

Acquire dense 3D geometry + sparse SVBRDF

Develop estimation methods sparse $\rightarrow$ dense SVBRDF

[Höll+Pinz, Geometry-Based Radiometry
in the Wild, Proc. 3DV 2015]

[Weyrich et al., Principles of Appearance
Acquisition and Representation, FNT 2009]



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