



**Some interesting terms:**

- Dense depth map, scene representation, photo-consistency measure, visibility model, shape prior, reconstruction algorithm,
- Volumetric graph-cuts, volumetric visual hulls, volumetric scene reconstruction, volume intersection, convex hull, volumetric warping, projective grid space
- Voxel coloring method, color consistency, space carving, octree representations.

**Some interesting information:**

- Volumetric data representations have been gaining importance since their introduction in the context of 3D medical imaging [J. F. Greenleaf\_1970]
- The earliest attempts at volumetric model reconstruction from photographs are those that approximate the **visual hull** of the imaged objects. The **visual hull** of an object can be described as the maximal shape that gives the same silhouette as the actual object for all views outside the **convex hull** of the object. The earliest work reporting a volumetric representation of the **visual hull** is due to [W. Martin\_1983]

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**Student** : HOANG Nguyen Vu

**Homework:** Tracing the ideas of the reference [3] provided in Reading Group



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