Supplemental Material for
"3DLite: Towards Commodity 3D Scanning for Content Creation"

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CCS Concepts: • Computing methodologies → Computer graphics:
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Supplemental document for "3DLite: Towards Commodity 3D Scanning for Content Creation" [Huang et al. 2017]. All data, code, etc. is publicly available under http://graphics.stanford.edu/projects/3dlite/.

1 MESH VISUALIZATION

In Figure 1, we visualize the 3D models processed with 3DLite. The first column is the original mesh reconstructed with VoxelHashing [Nießner et al. 2013] using camera poses from BundleFusion [Dai et al. 2017]. The second column is a visualization of our plane fitting algorithm. The third column shows our results of plane extrapolation. For the last column, we show the final results produced from our algorithm.

REFERENCES
Fig. 1. Mesh Visualization. The first column is the original mesh reconstructed with VoxelHashing [Nießner et al. 2013] using camera poses from BundleFusion [Dai et al. 2017]. The second column is a visualization of our plane fitting algorithm. The third column shows our results of plane extrapolation. For the last column, we show the final results produced from our algorithm.