

Multi-View Depth Map Estimation With Cross-View Consistency – Supplementary Material

Jian Wei
jian.wei@graphics.uni-tuebingen.de

Benjamin Resch
benjamin.resch@uni-tuebingen.de

Hendrik P. A. Lensch
hendrik.lensch@uni-tuebingen.de

Computer Graphics
Tübingen University
72076 Tübingen
Germany

This document includes further results that owing to the space limitation did not fit in the paper. The 3D models are created using different methods from the depth maps after outlier removal. We also present our final results using the refined depth maps. Please refer to the caption of each figure.

The results demonstrate that, our approach with cross-view filtering produces more consistent surfaces with high coverage and fine details. Our depth map refinement step further improves the final reconstruction.

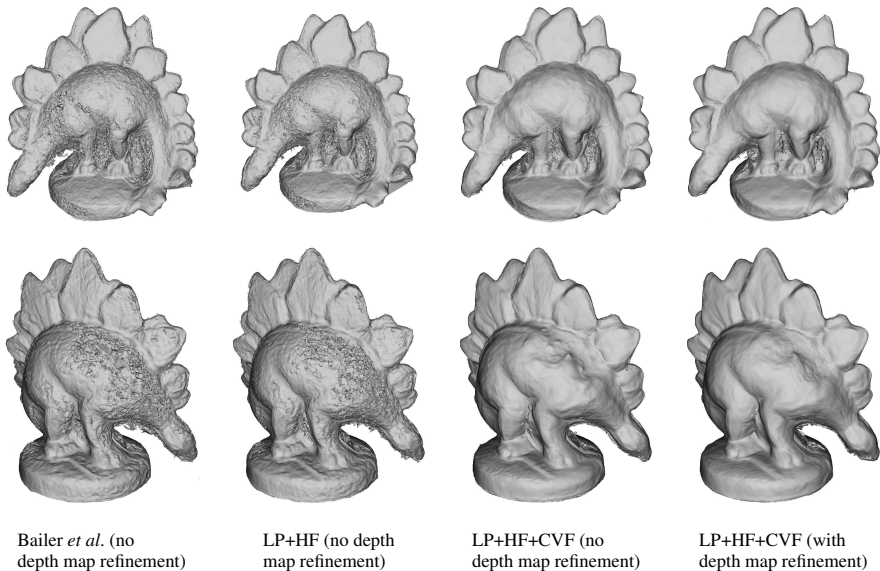


Figure 1: Reconstructed models of Dino.

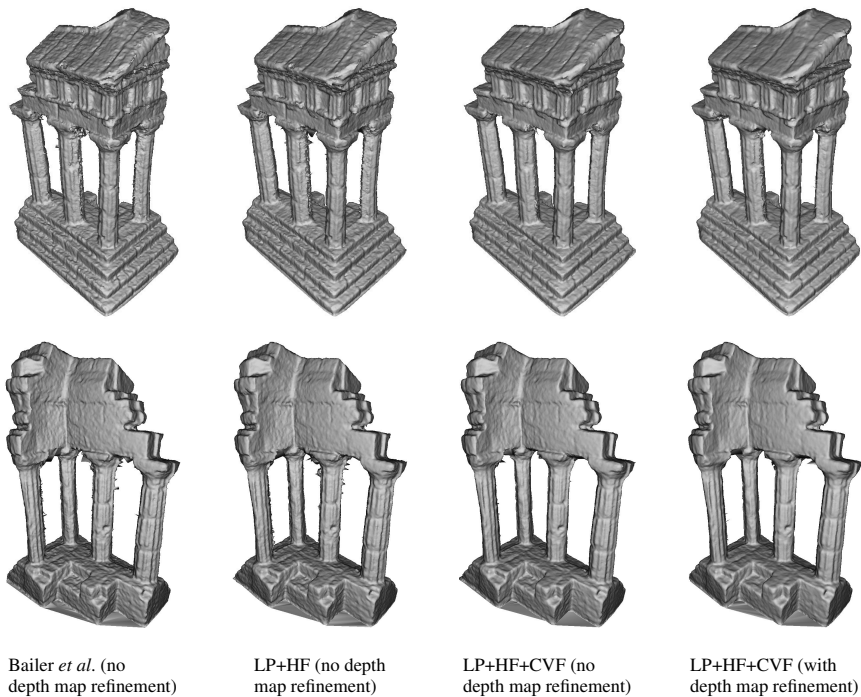


Figure 2: Reconstructed models of Temple.

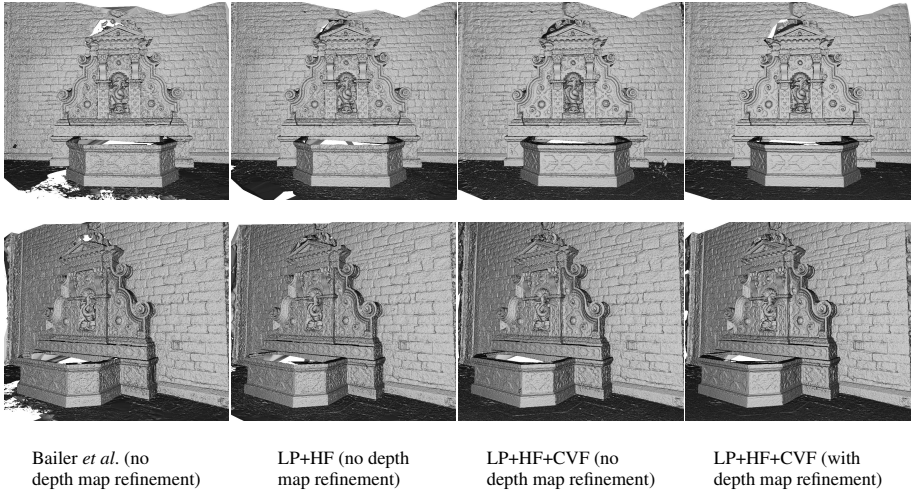


Figure 3: Reconstructed models of Fountain-P11.

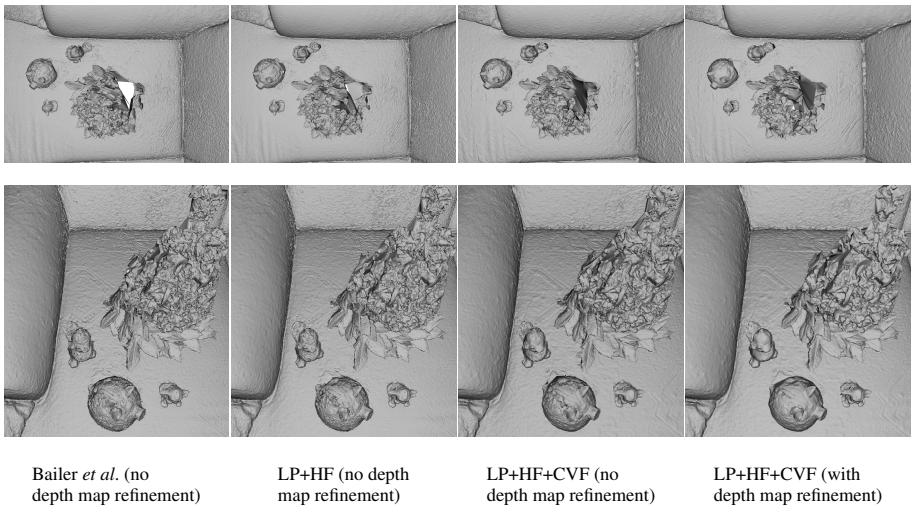


Figure 4: Reconstructed models of Sofa.