

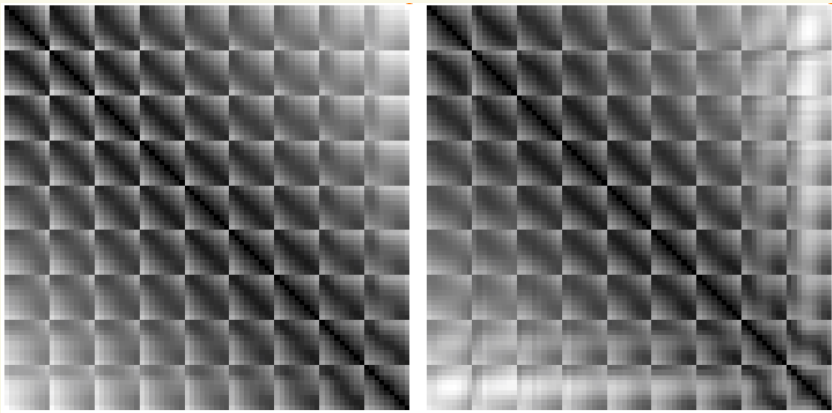
# 3D Reconstruction of Non-Rigid Shapes

## Overview

- ▶ 3D reconstruction system based on convolutional neural networks with loss function built on top of distance matrices
- ▶ Test version of the novel synthetic dataset of cloth deformed over time

## Distance matrix

- ▶ **Capturing topology** – loss function composed of distance matrices of predicted and target shape
- ▶ Such a matrix consist of  $N \times N$  pairwise distances between each point in a processed mesh (where  $N$  is a total number of points)

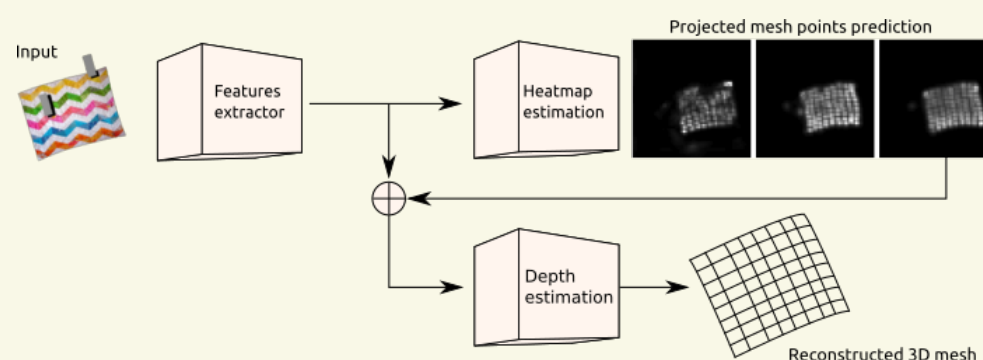


## Axis weighting

- ▶ **Problem:** our system is able to successfully reconstruct shapes in x and y-axes, but is almost completely insensitive on changes in the z-axis
- ▶ **Cause:** differences in z-axis were relatively insignificant in comparison with x and y
- ▶ **Proposed solution:** weighting loss function in axes by computing ratio of label and prediction variances in each of them and make learning dependent on it

## Proposed method

- ▶ **Heat-maps** of projected 3D points are estimated in iterative manner (refinement is visible from left to right)
- ▶ Maps used as an attention mechanism for the input features
- ▶ Depth estimation obtained by reprojection model



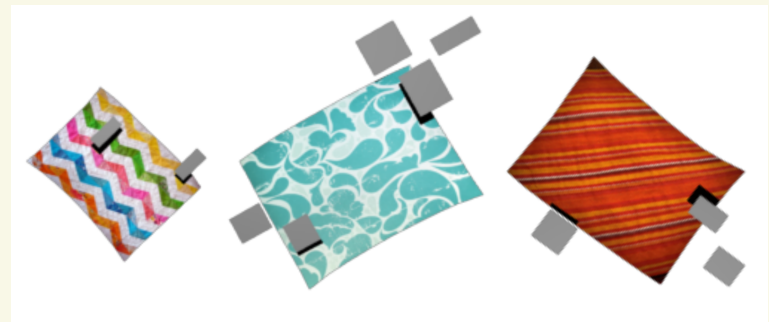
## Experiments

- ▶ Comparison with the state of the art method, which loss function was based on **RMSD** measure
- ▶ First tests shows that both methods are **comparable** in the overall result

Method	Mean error		
	X	Y	Z
RMSD	0.40	0.46	0.18
Distance matrix	0.46	0.46	0.15

## Dataset

- ▶ **2500 training and 260 validation** synthetic samples of deforming cloth.
- ▶ Object attached in the space and the wind is blowing on it with randomly changing strength and direction
- ▶ Changing textures, materials and sizes of generated objects.



## Acknowledgements

- ▶ This work is supported by grant No. LIDER/3/0183/L-7/15/NCBR/2016 funded by The National Centre for Research and Development (Poland)