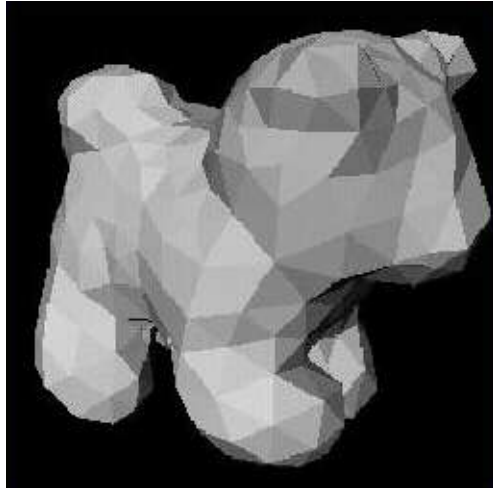**Caltech
Department of
Computer
Science**

Computer Graphics Seminar Series

Tuesday,
May 19th, 10:30am
Moore 80

Scanning and Displaying Colored 3D Objects

Kari Pulli
Stanford University

In this talk I will describe two projects related to scanning and displaying 3D objects. The first project covers my thesis work completed at University of Washington. In this project, we used stereo with structured light to capture geometry and color of 3D objects. Several views of the object were then registered into a single coordinate system and an initial surface estimate was created using space carving. This initial estimate was then refined using mesh optimization techniques. Finally, the color and geometry information was combined using view-dependent texturing.

The second project I will discuss is the Digital Michelangelo project at Stanford University. I will discuss how we plan to scan several Michelangelo sculptures, where are we now, what kind of problems do we foresee.

Hosted by: Multi-Res Modeling Group