

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

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CCS Concepts: • **Computing methodologies** → **Computer graphics**;  
*Shape modeling*; Mesh geometry models;

Additional Key Words and Phrases: RGB-D, scan, texture mapping

## ACM Reference format:

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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

- Angela Dai, Matthias Nießner, Michael Zollhofer, Shahram Izadi, and Christian Theobalt. 2017. BundleFusion: Real-time Globally Consistent 3D Reconstruction using On-the-fly Surface Re-integration. *ACM Transactions on Graphics 2017 (TOG)* (2017).
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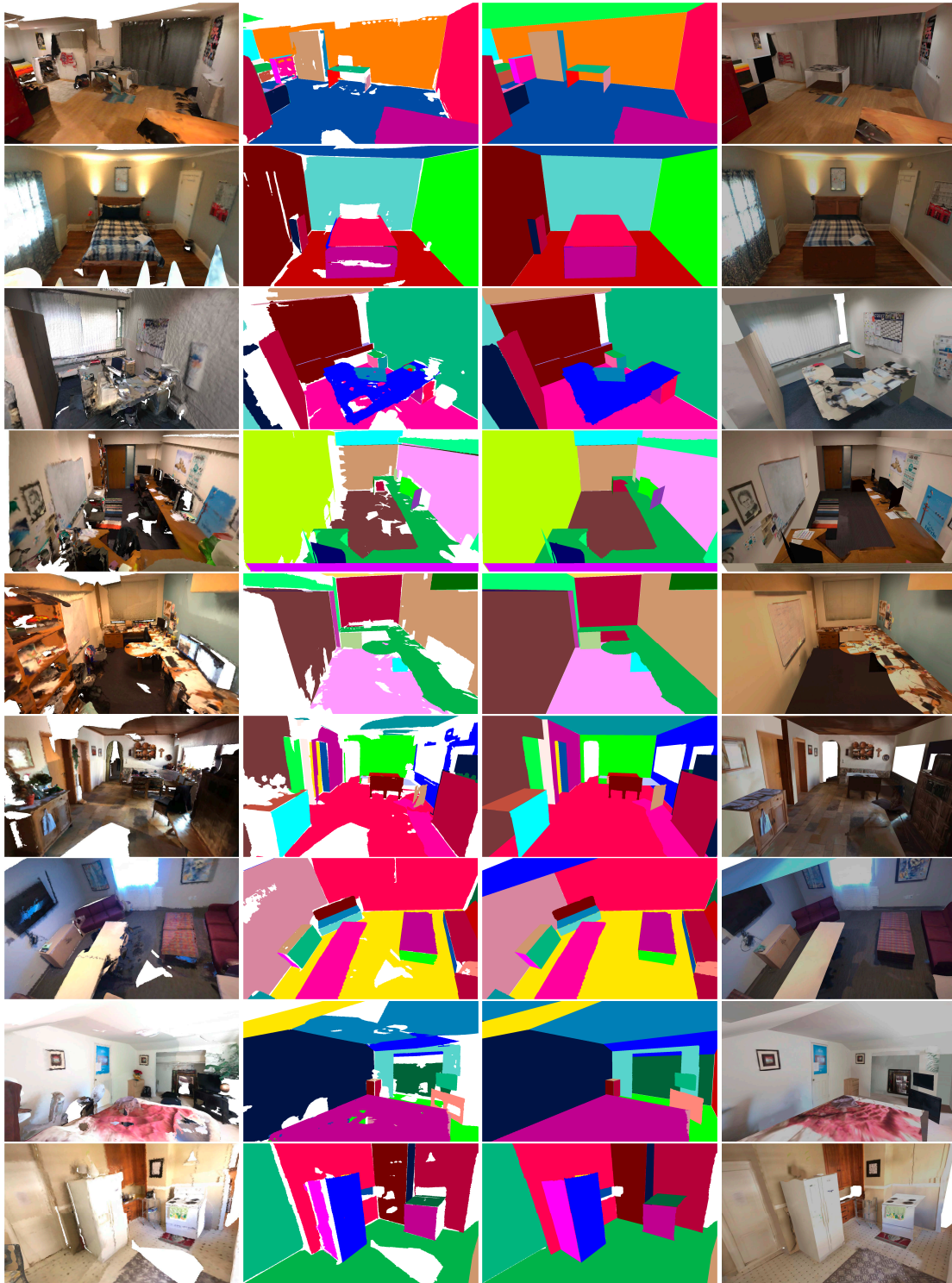


Fig. 1. Mesh Visualization. The first column is the original mesh reconstructed with VoxelHashing [Nießner et al. 2013] using camera poses from BundleFusion [Dai et al. 2017]. The second column is a visualization of our plane fitting algorithm. The third column shows our results of plane extrapolation.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