

{tag} International Journal of Computer Applications
Foundation of Computer Science (FCS), NY, USA

[Volume 177](#)

-
[Number 19](#)

Year of Publication: 2019

Authors:

Junyuan Sun

10.5120/ijca2019919545

{bibtex}2019919545.bib{/bibtex}

Abstract

The reconstruction of 3D scenes requires graphic processing algorithms. Different results are given and compared while different processing algorithms are injected during each stage of corner points processing, and the adaptive corner point algorithms are selected. In this work, this paper provided a novel reconstruction algorithm using different comparison methods. This method displays excellent matching accuracy, its dot-matrix is quickly converged, and the result demonstrate high fidelity. The algorithm can avoid the scene to be simple or fake, thus can be applied to reconstruct 3D objects.

References

1. Jiang Huaqiang, Cai Yong, Zhang Jiansheng, Li Zisheng. Research on 3D Reconstruction Algorithms Based on Improved SFM index of [J].Computer technology and application, 2019,45(2):88-92
2. Zhang Yanbo, Zhang Guofeng, Tian Baozhu. Analysis of sensibility and landslide control

policy on factors of slope stability in opencast coal mine index of [J].Coal engineering, 2011□ 1(5): 105-107.

3. Wang Kun, Zheng Nanning. 3D Face Modeling Based on SFM Algorithm index of [J].Journal of Computer Science, 2005,1(6):1049-1053.

4. Xue Junpeng, Su Xianyu, Xiao Yongliang, Liu Xiaoqing. A New BA Method Based on Binocular Vision. optoelectron·laser, 2011(06):889-892.

Index Terms

Computer Science

Algorithms

Keywords

Digital Graphic Processing, 3D Reconstruction, KLT algorithm.