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


**Index Terms**

Computer Science  |  Algorithms

**Keywords**

Digital Graphic Processing, 3D Reconstruction, KLT algorithm.