

# Semi-Automatic Interactive Structure-from-Motion

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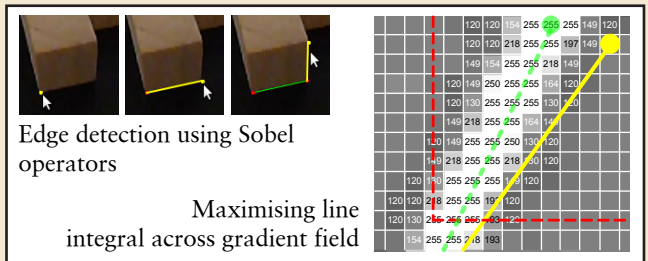
## Overview

Proteus aims to make structure-from-motion accessible to non-expert audiences through interactive annotation of videos.

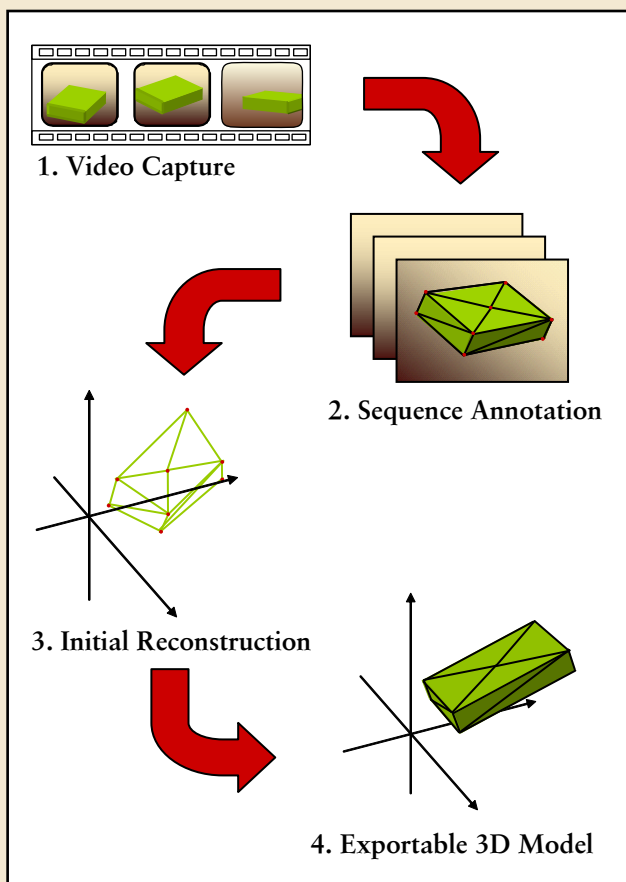
## Motivation

Rapid interactive model reconstruction has uses in virtual/augmented reality scenarios as well as games, online worlds and urban modelling.

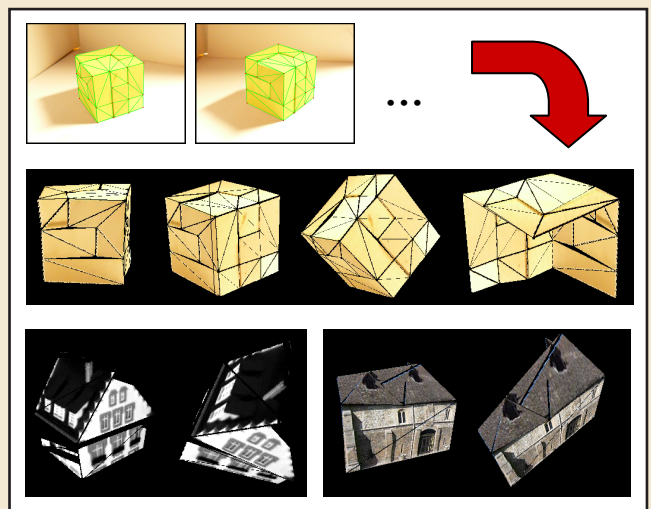
## “Snapping” – Interactive Guidance



A user study confirmed snapping being easy to use and improving edge accuracy.



## Results



Capability of reconstructing complex 3D models from user-provided correspondence information.

## Future Work

Self-calibration and bundle-adjustment are likely to improve reconstruction quality.



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