Keywords: 3d-reconstruction

List of Publications

Journal Articles

[J1] B. Haefner, S. Peng, A. Verma, Y. Queau and D. Cremers,
Photometric Depth Super-Resolution,

A Non-invasive 3D Body Scanner and Software Tool towards Analysis of Scoliosis,

[J3] K. Kolev, T. Brox and D. Cremers,
Fast Joint Estimation of Silhouettes and Dense 3D Geometry from Multiple Images,

[J4] D. Cremers and K. Kolev,
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A Variational Approach to Vesicle Membrane Reconstruction from Fluorescence Imaging,
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[J6] K. Kolev, M. Klodt, T. Brox and D. Cremers,
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[J7] B. Goldluecke, I. Ihrke, C. Linz and M. Magnor,
Weighted Minimal Hypersurface Reconstruction,

Book Chapters

[BC1] D. Cremers, T. Pock, K. Kolev and A. Chambolle,
Convex Relaxation Techniques for Segmentation, Stereo and Multiview Reconstruction,

Conference and Workshop Papers

[C1] L. Sang, B. Haefner and D. Cremers,
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[C2] E. Bylow, R. Maier, F. Kahl and C. Olsson,
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[C5] R. Maier, R. Schaller and D. Cremers,
Efficient Online Surface Correction for Real-time Large-Scale 3D Reconstruction,

[C6] R. Maier, K. Kim, D. Cremers, J. Kautz and M. Niessner,
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[C7] S. Peng, B. Haefner, Y. Queau and D. Cremers,
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[C8] F. Steinbruecker, J. Sturm and D. Cremers,
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[C9] T. Gurdan, M. R. Oswald, D. Gurdan and D. Cremers,
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[C10] M. R. Oswald and D. Cremers,
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[C18] B. Goldluecke and D. Cremers,
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[C20] K. Kolev, M. Klodt, T. Brox and D. Cremers,
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[C22] K. Kolev, T. Brox and D. Cremers,
Robust variational segmentation of 3D objects from multiple views,

[C23] B. Goldluecke and M. Magnor,
Spacetime-Continuous Geometry Meshes from Multi-View Video Sequences,
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[C24] I. Ihrke, B. Goldluecke and M. Magnor,
Reconstructing the Geometry of Flowing Water,

[C25] M. Magnor and B. Goldluecke,
Spacetime-coherent Geometry Reconstruction from Multiple Video Streams,

[C26] B. Goldluecke and M. Magnor,
Weighted Minimal Hypersurfaces and Their Applications in Computer Vision,

[C27] B. Goldluecke and M. Magnor,
Space-Time Isosurface Evolution for Temporally Coherent 3D Reconstruction,

[C28] B. Goldluecke and M. Magnor,
Joint 3D Reconstruction and Background Separation in Multiple Views using Graph Cuts,