

## **SDF-SRN:** Learning Signed Distance 3D Object Reconstruction from Static Images

Chen-Hsuan Lin

Chaoyang Wang

Simon Lucey

## **Overview**

## **Question:** What data is needed for neural networks to learn 3D object reconstruction?



3D annotation is **expensive** and **unscalable**! We might not even know what the 3D ground truth is!



Annotating 2D silhouettes is more scalable! Single images + silhouettes as more practical supervision! 2D distance transform map



2D pixel coordinates 2D distance transform

dense pixel-wise

We derive lower bounds on the SDF value of a free-space 3D point from the corresponding 2D pixel.

A valid 3D SDF should satisfy  $f(z\bar{\mathbf{u}}) \geq b(z;\mathbf{u})$  everywhere!

image plane (z = 1)camera center

> [1] Sitzmann et al. "Scene Representation Networks: Continuous 3D-Structure-Aware Neural Scene Representations." NeurIPS 2019.

**Carnegie Mellon University** 





https://chenhsuanlin.bitbucket.io/signed-distance-SRN

Code & models also available!!!