



VIP WORKSHOP#4 3D Gaussian Splatting - Episode 1







Deliverables



- 1. The Live Session Rec. (Lifetime Access)
- 2. The Dataset and Dataset links
- 3. The Resources Curation (Articles and Github)
- 4. + The Handout Cheat Sheet (.pdf)



The Mission

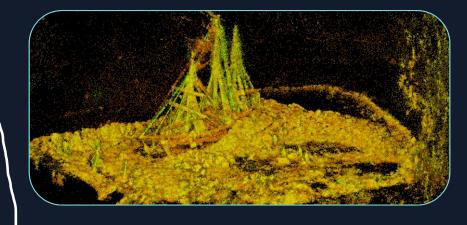
Image Set

3D Gaussian Splats



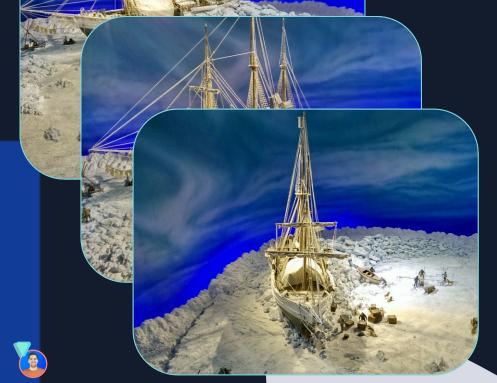


> 3D Point Cloud



3D Renderings



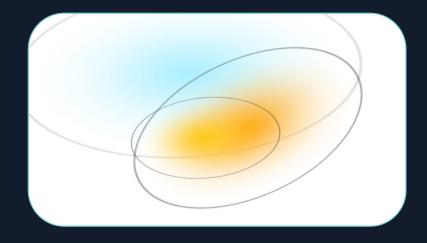




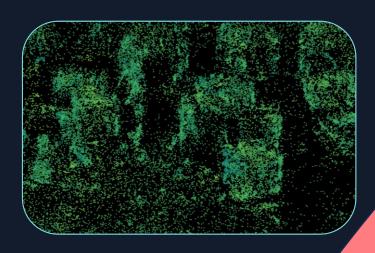






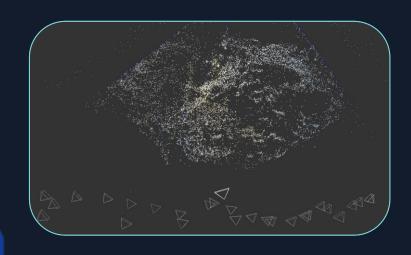


Gaussian Splats



3D Point Clouds





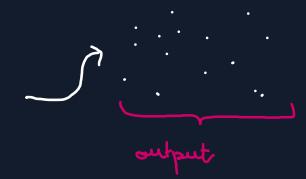
Photogrammetry (SFM)

How it works:

- 1. 🔽 Feature Extraction
- 2. Image Matching
- 3. Feature Matching
- 4. Structure From Motion
- 5. X Dense Matching

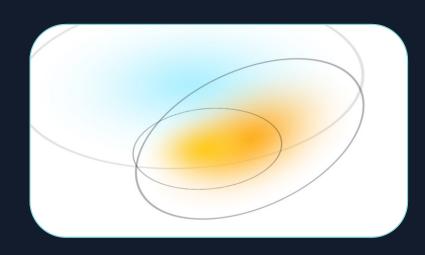
Used Backend: COLMAP

Recommendation: Meshroom, RealityCapture





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Gaussian Splats

Rasterization Technique (Gaussian)

- 1. Position: where it's located (XYZ)
- 2. Covariance: how it's stretched/scaled (3x3 matrix)
- 3. Color: what color it is (RGB)
- 4. Alpha: how transparent it is (α)

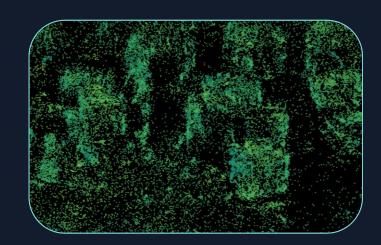
Coupled with S.G.D Training:

- 1. Rasterize the gaussians to an image using DGR
- 2. Loss Computation = Difference Rasterized / GT Image
- 3. Adjust the Gaussian parameters (loss)
- 1. Apply Densification and Pruning

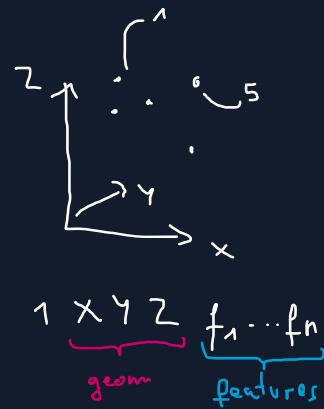




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3D Point Clouds

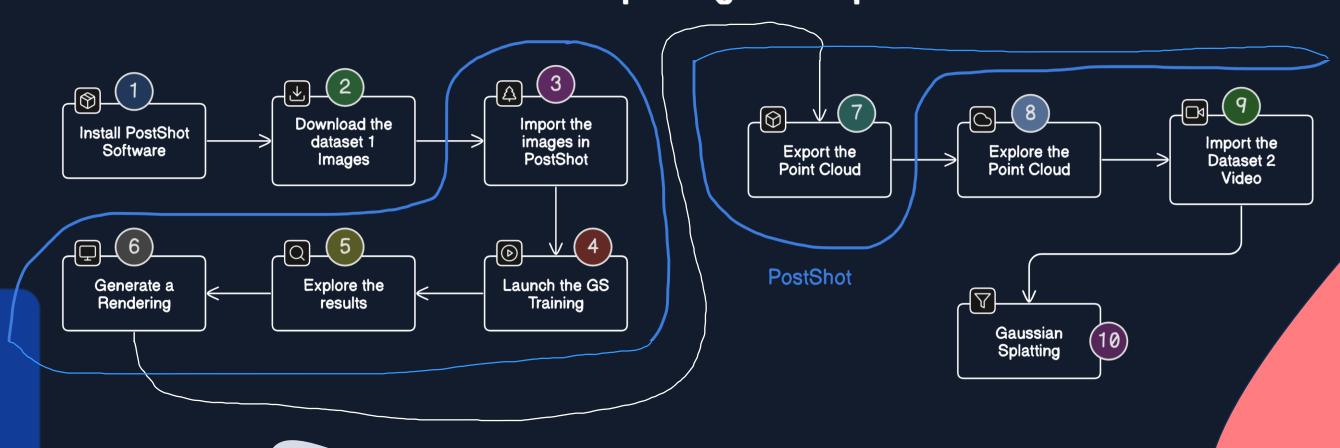






Phases Overview

3D Gaussian Splatting Desktop Edition





Today's Mission Brief &



+ Live Perks

- ☐ Q&A: Community Brainstorming
- □ Downloads and Resources
- ☐ Choosing the next Workshop topic



Live Action It is time



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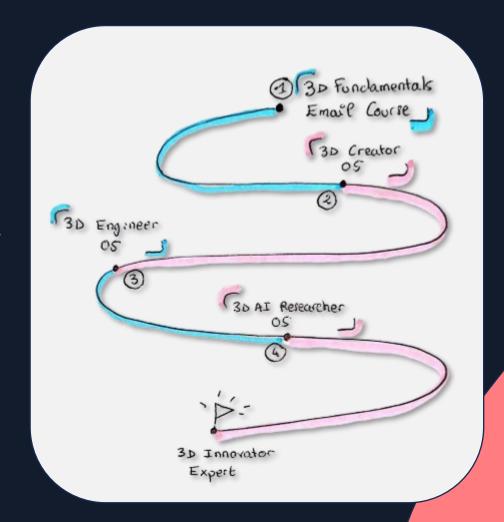






Help and See you Grow + Innovate

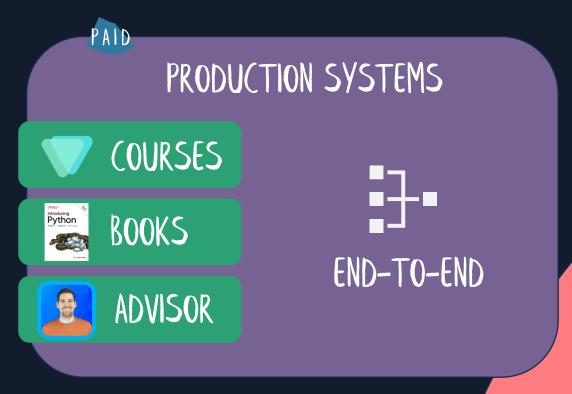
- 2. Emprove signal over noise => depth VS surface
- 3. \(\bigsim \) Learning engineering => Deep Expertise
- 4. M Human-First => Journey VS Destination





How I share knowledge

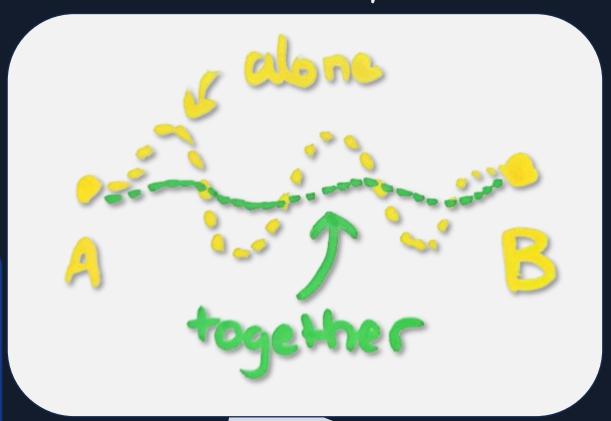




Lifetime Access, Support, Updates

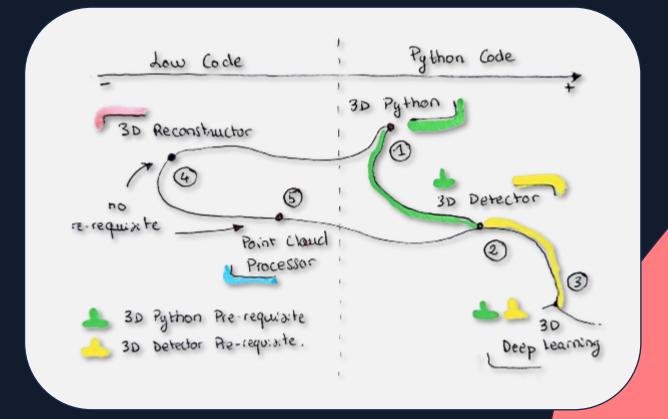


3D Community 🚵



Course Tracks







3D Course Library

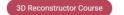
https://learngeodata.eu/3d-data-sciencecourses/



3D Reconstruction Courses

3D Reconstructor (297€)

The 3D Reconstructor Course is focused on 2D Image to 3D Point Cloud and Mesh Reconstruction. It covers Data Acquisition, 3D Reconstruction and how to turn it into an automated business.







Thank you 🙏

