

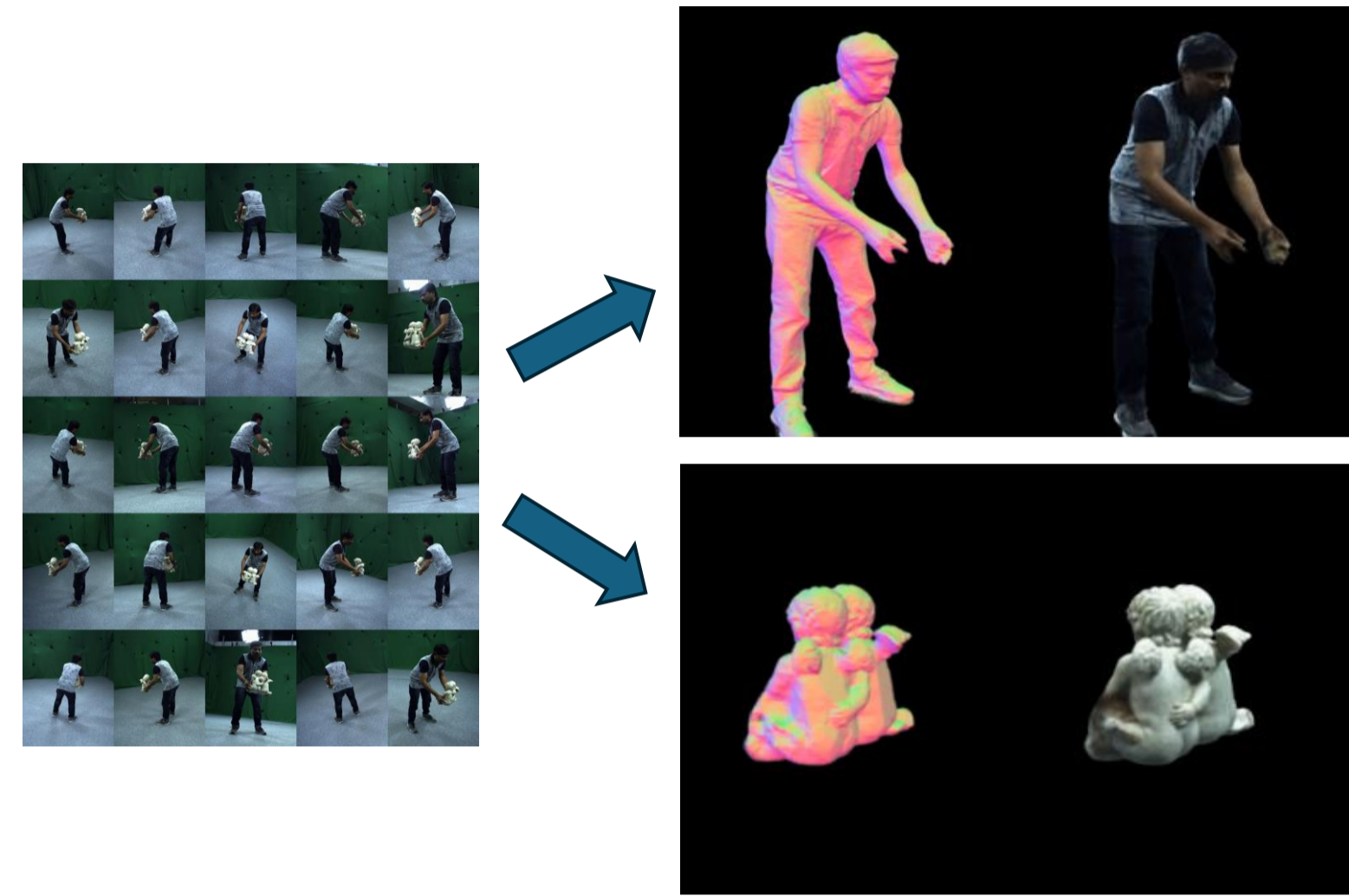


Betsu-Betsu: Multi-View Separable 3D Reconstruction of Two Interacting Objects



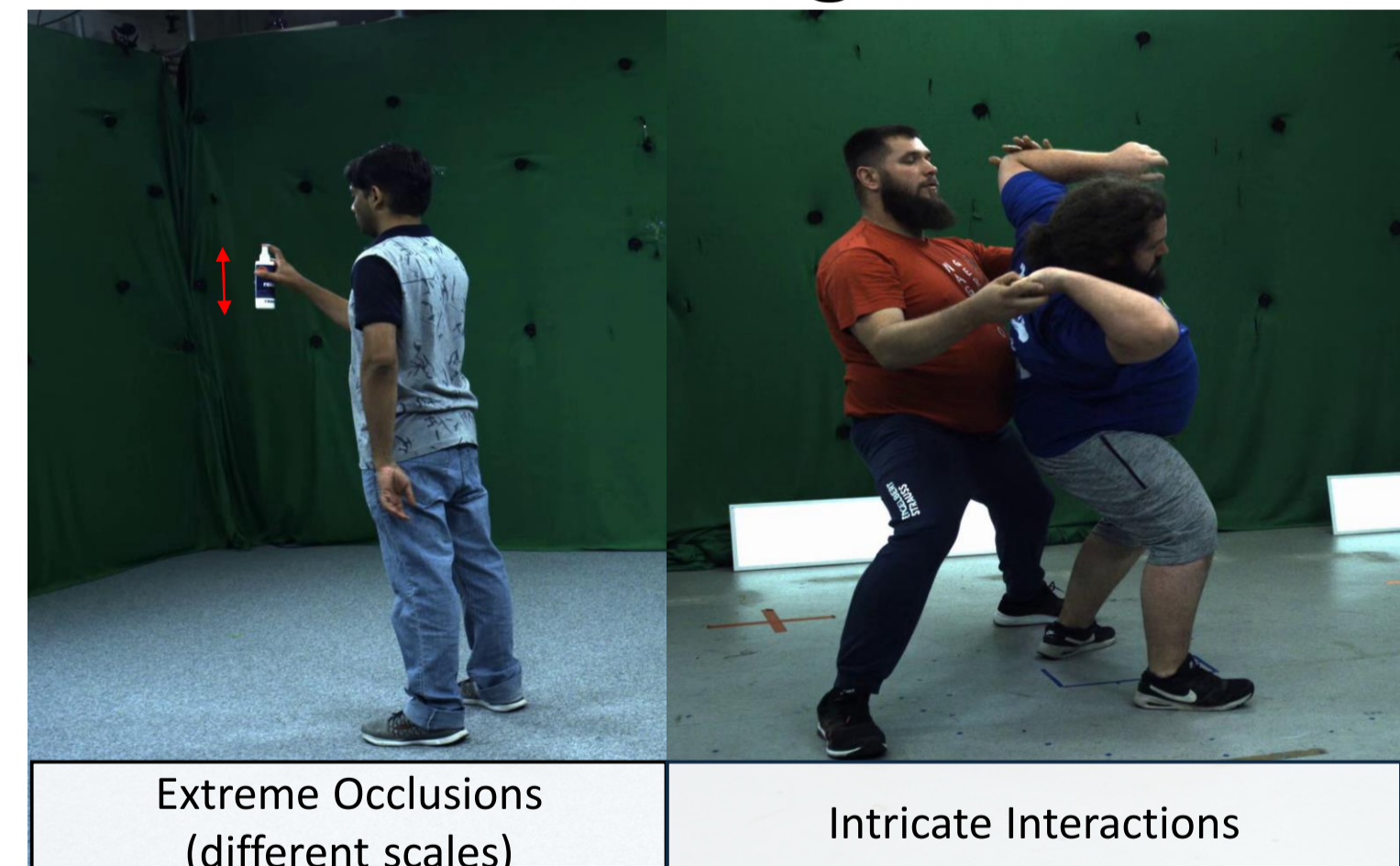
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Overview

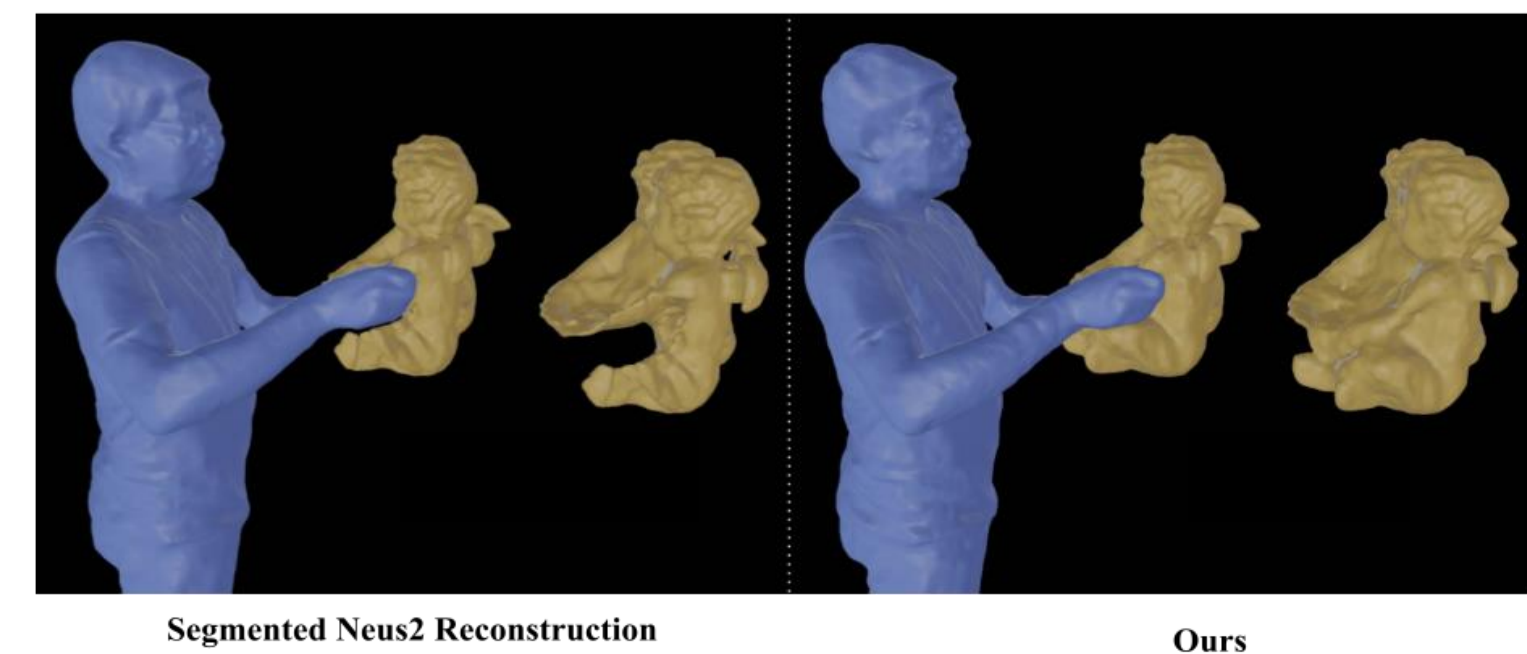


We present a novel marker-less and category-agnostic approach for high-quality separable 3D reconstruction of two interacting objects from multi-view RGB inputs.

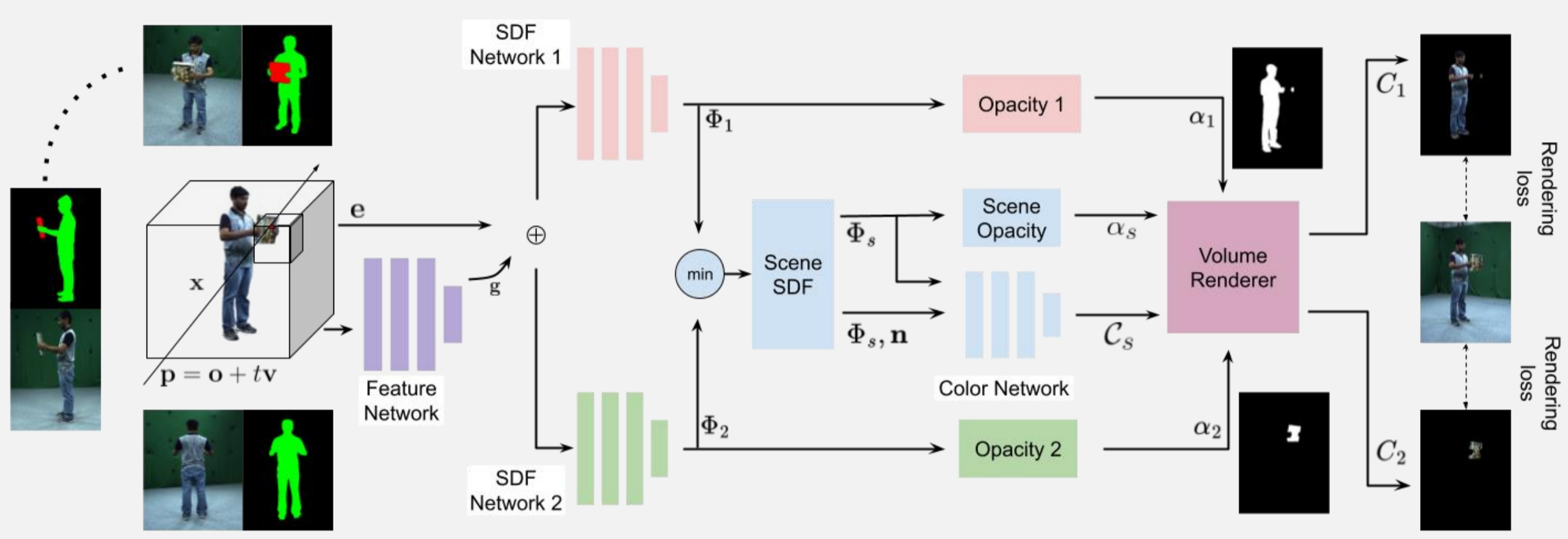
Challenges



Naïve Reconstruction vs Ours



Method



Alpha-Blending Regularisation

We formulate the total colour as the α -blending of the individual objects in the scene, and use in rendering loss.

$$\hat{C}(\mathbf{r}) = \sum_i T_s^{(i)} \alpha_s^{(i)} c_s^{(i)}$$

$$\hat{C}(\mathbf{r}) = \sum_i T_s^{(i)} (\alpha_h^{(i)} + \alpha_o^{(i)} - \alpha_h^{(i)} \alpha_o^{(i)}) c_s^{(i)}$$

$$\hat{C}(\mathbf{r}) = \sum_i T_s^{(i)} \alpha_h^{(i)} c_s^{(i)} + \sum_i T_s^{(i)} \alpha_o^{(i)} c_s^{(i)} - \sum_i T_s^{(i)} (\alpha_h^{(i)} \alpha_o^{(i)}) c_s^{(i)}$$

- $T_s^{(i)}$ Accumulated Transmittance
- $\alpha_s^{(i)}$ Scene Opacity
- $c_s^{(i)}$ Scene Colour
- $\alpha_h^{(i)}$ Human Opacity
- $\alpha_o^{(i)}$ Object Opacity

Training Losses

$$\mathcal{L}_{\text{alpha}} = \sum_p \left(\exp\left(\frac{\beta}{\lambda_t} \cdot \alpha_1(\mathbf{p}) \cdot \alpha_2(\mathbf{p})\right) - 1 \right)$$

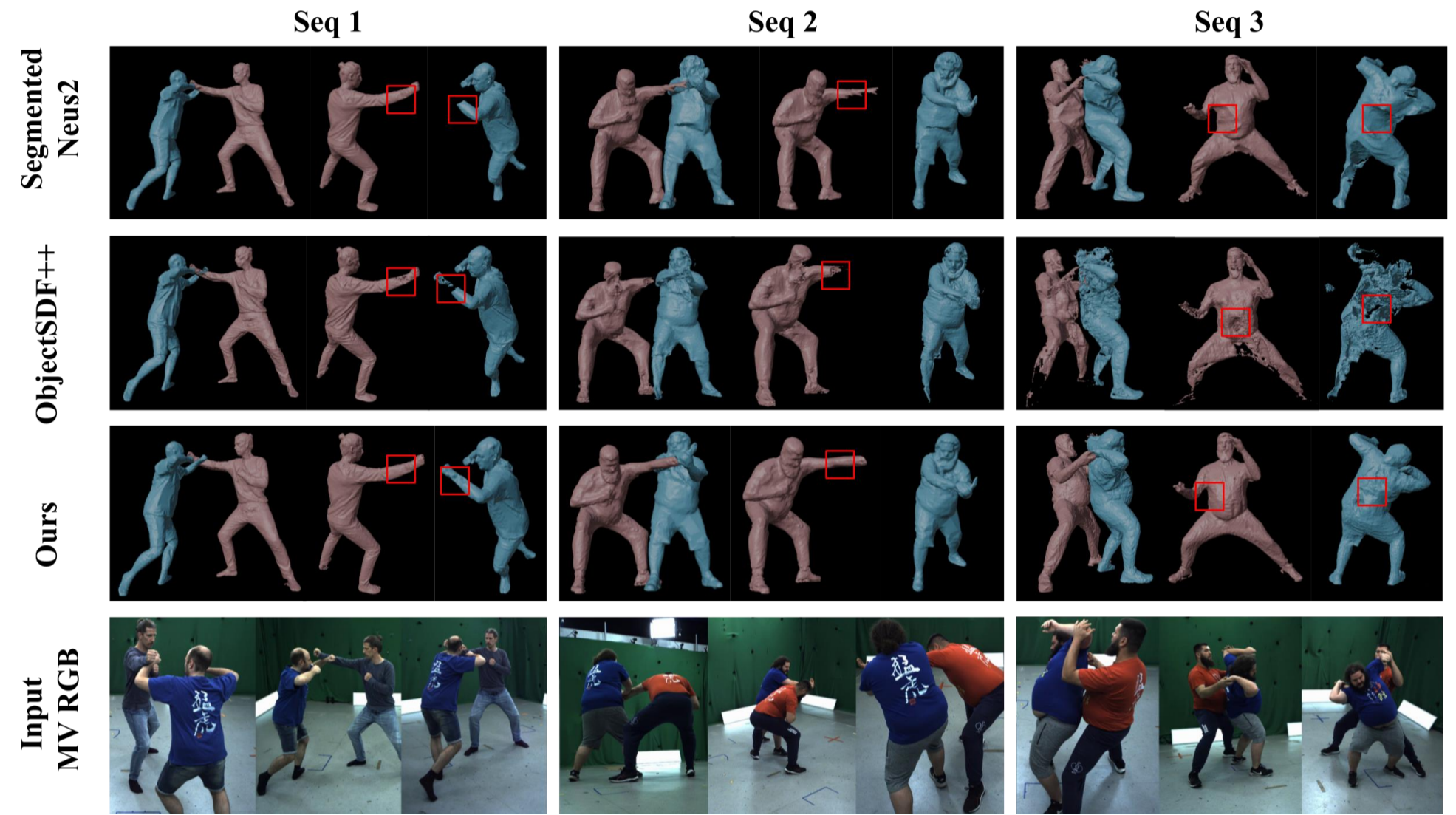
$$\mathcal{L}_{\text{recon}} = \mathcal{L}_{\text{color}} + \lambda_{\alpha} \mathcal{L}_{\text{alpha}} + \lambda_{\text{eik}} \mathcal{L}_{\text{eik}}$$

Dataset Objects

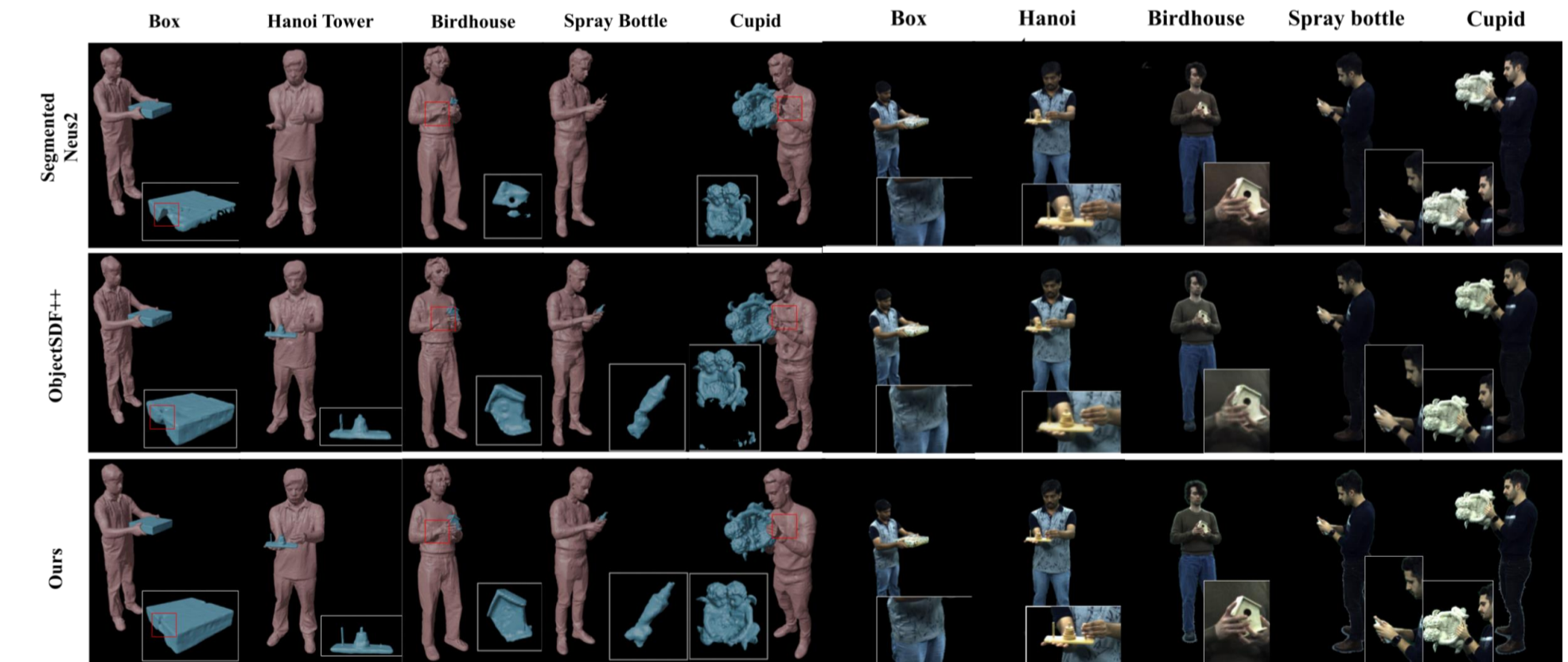


Experiments

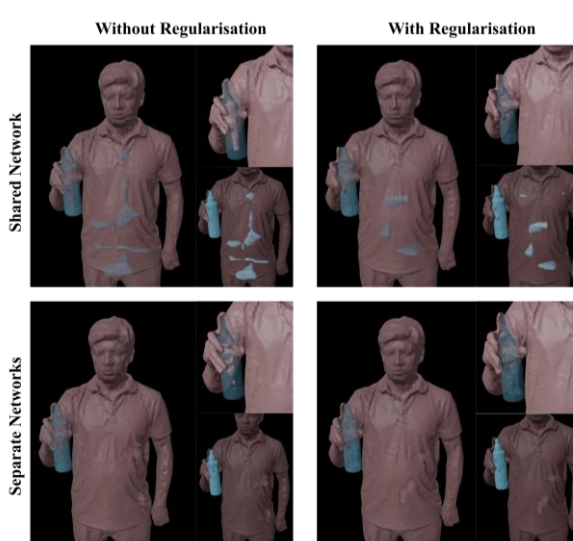
Human-Human Interactions



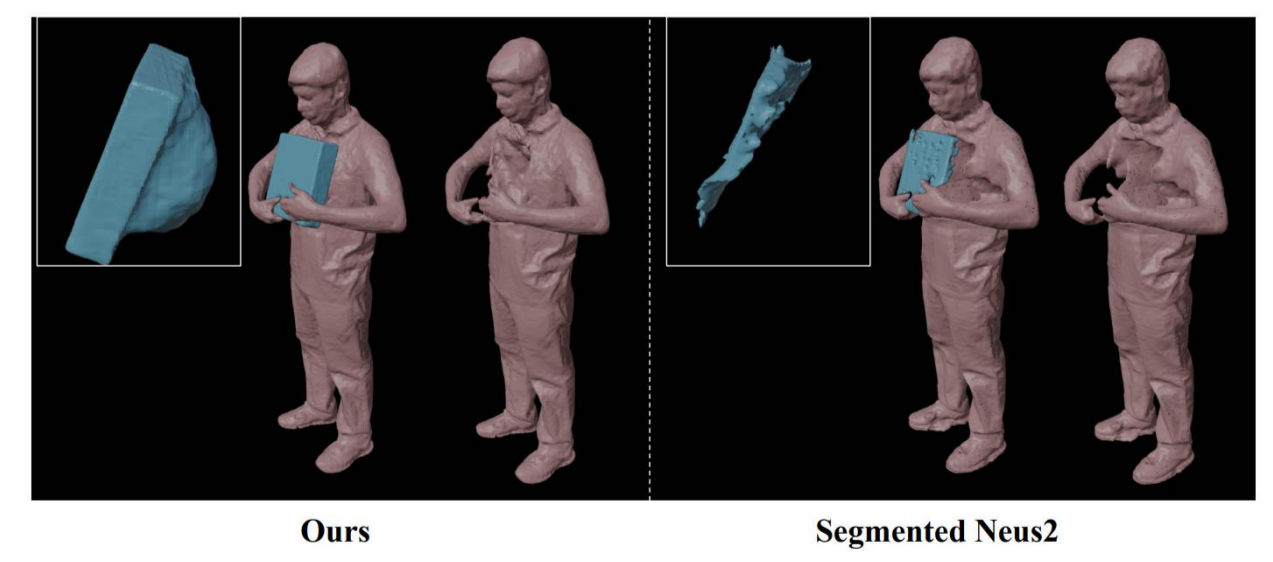
Human-Object Interactions



Ablations



Limitations



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