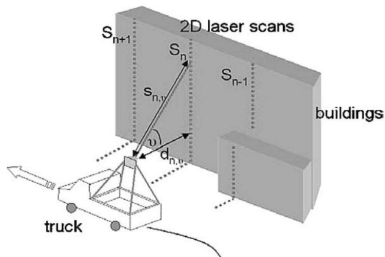# Data Processing Algorithms for Generating Textured 3D Building Facade Meshes from Laser Scans and Camera Images

C. Frueh, S. S. Jain and A. Zakhor (IJCV 2005)

- ▶ Generating textured facade meshes of cities from a series of vertical 2D surface scans and camera images
- ▶ Set of data processing algorithms that cope with imperfections and non-idealities
- ▶ Data is divided into easy-to-handle quasi linear segments and sequential topological order of scans
- ▶ Depth images are obtained by transforming the divided segments and used to detect Dominant building structures
- ▶ Large holes are filled by planar, horizontal interpolation for the background and horizontal, vertical interpolation or by copy-paste methods for foreground objects
- ▶ Demonstrated on a large set of data of downtown Berkeley