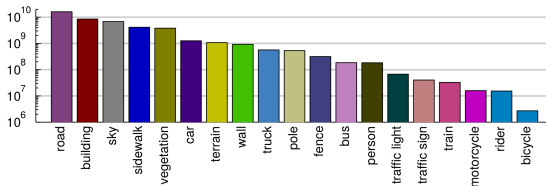


Playing for Data: Ground Truth from Computer Games

S. R. Richter, V. Vineet, S. Roth, and V. Koltun (ECCV 2016)



- ▶ Creating pixel-accurate semantic label maps for images extracted from computer games
- ▶ A wrapper between the game and the graphics hardware
 - ▶ Pixel-accurate object signatures across time and instances
 - ▶ By hashing distinct rendering resources such as geometry, textures, and shaders
- ▶ 25 thousand images
- ▶ Models trained with game data and just $\frac{1}{3}$ of the CamVid training set outperform models trained on the complete CamVid training set