Mesh Based Semantic Modelling for Indoor and Outdoor Scenes
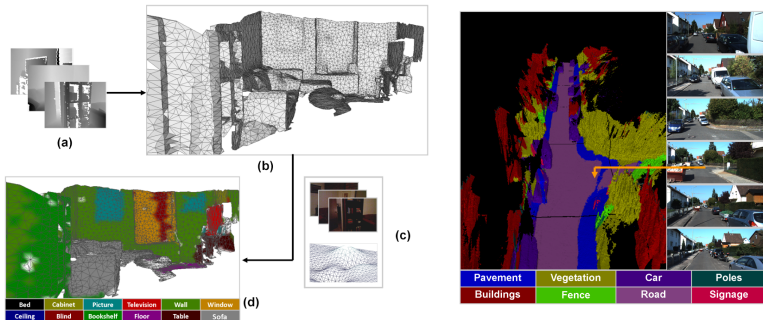J. P. C. Valentin, S. Sengupta, J. Warrell, A. Shahrokni, P. H. S. Torr (CVPR 2013)

- Object labelling in 3D
- A triangulated meshed representation of the scene from multiple depth estimates
    - TSDF followed by surface reconstruction
- CRF over the mesh combining information from
    - Geometric properties (from the 3D mesh)
    - Appearance properties (from images)
- Local interactions by difference in colour and geometry of neighbouring faces
- Evaluated in both indoor and outdoor scenes:
    - Augmented version of the NYU indoor scene dataset
    - Ground truth object labellings for the KITTI odometry dataset