



Occupancy Networks

Learning 3D Reconstruction in Function Space

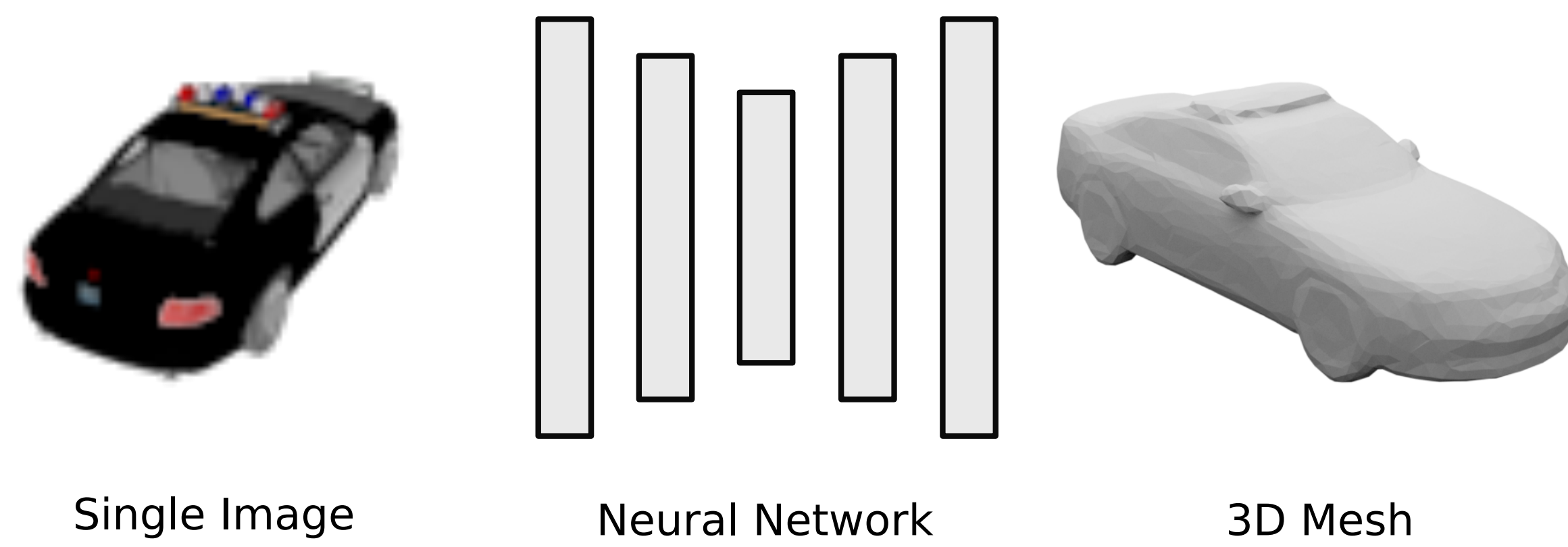
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Motivation

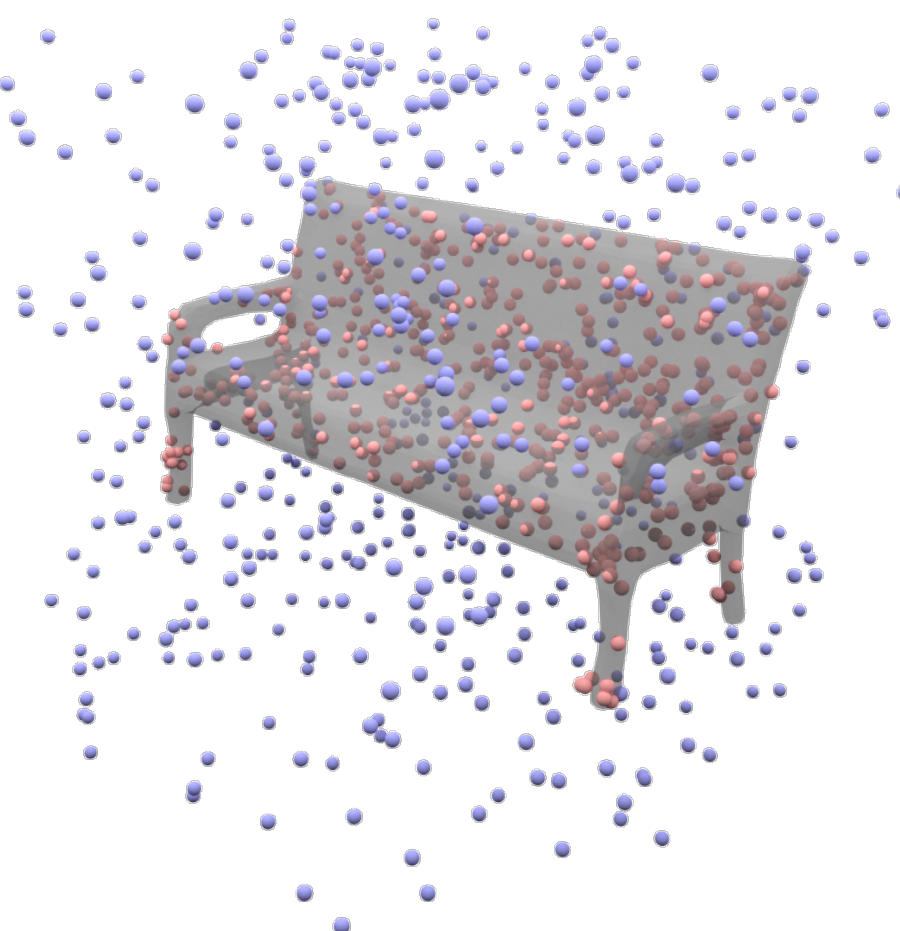
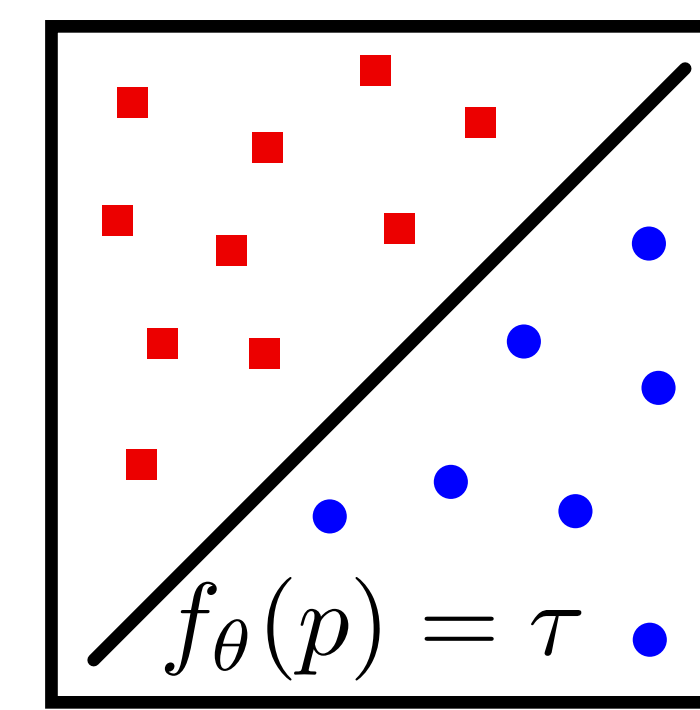
- **Deep learning** in **2D domain** has achieved **impressive results** for various tasks (e.g. object detection, semantic segmentation, optical flow estimation, ...)
- But in 3D reconstruction, we need **neural networks** that can output **3D geometry**:



- Can we find a **3D representation** that fits well to the end-to-end **deep learning** paradigm?

Our Representation

Idea: Represent mesh as continuous decision boundary of deep learning classifier $f_\theta : \mathbb{R}^3 \rightarrow [0, 1]$

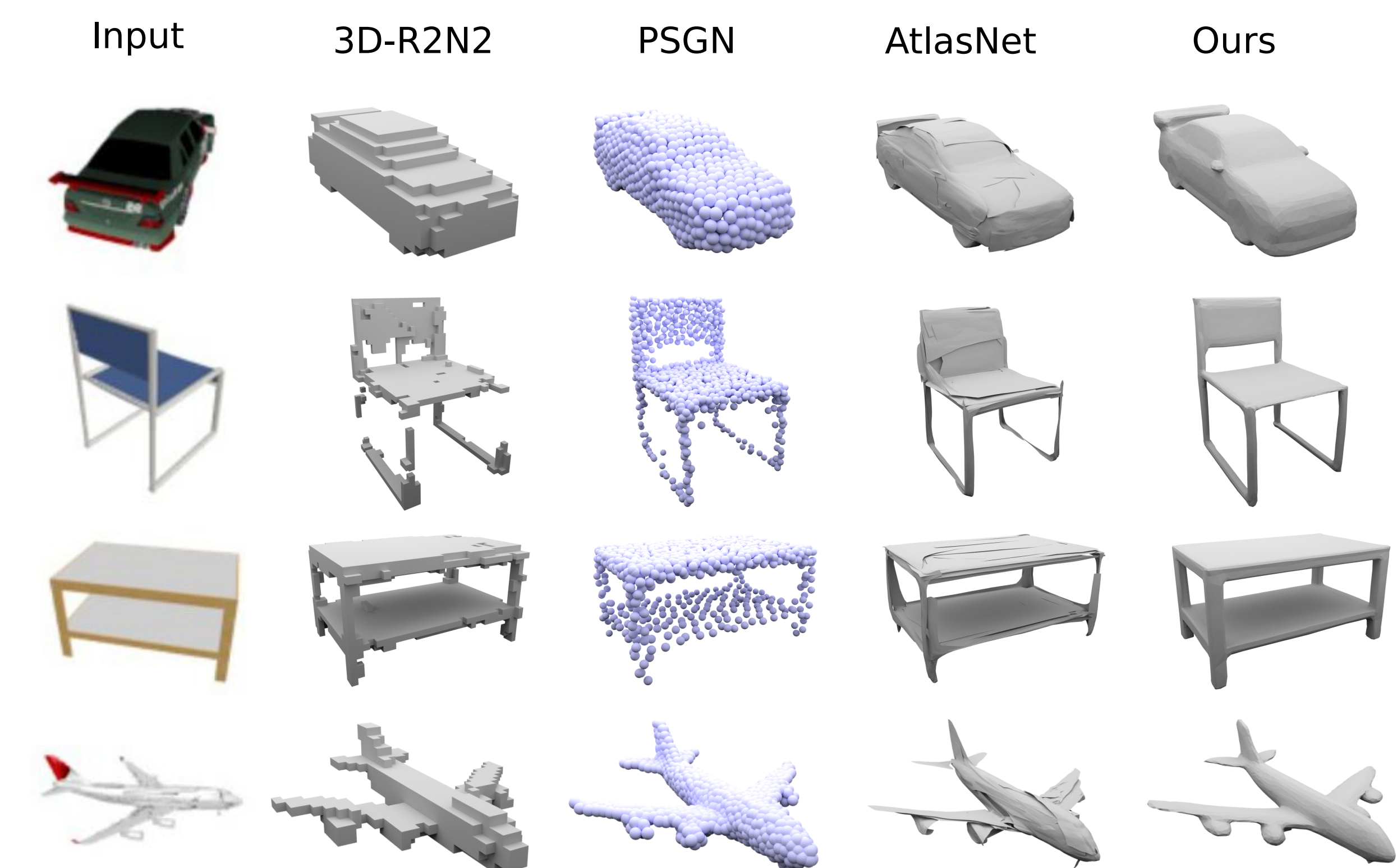


- + Infinite resolution
- + Arbitrary Topologies
- + Watertight meshes

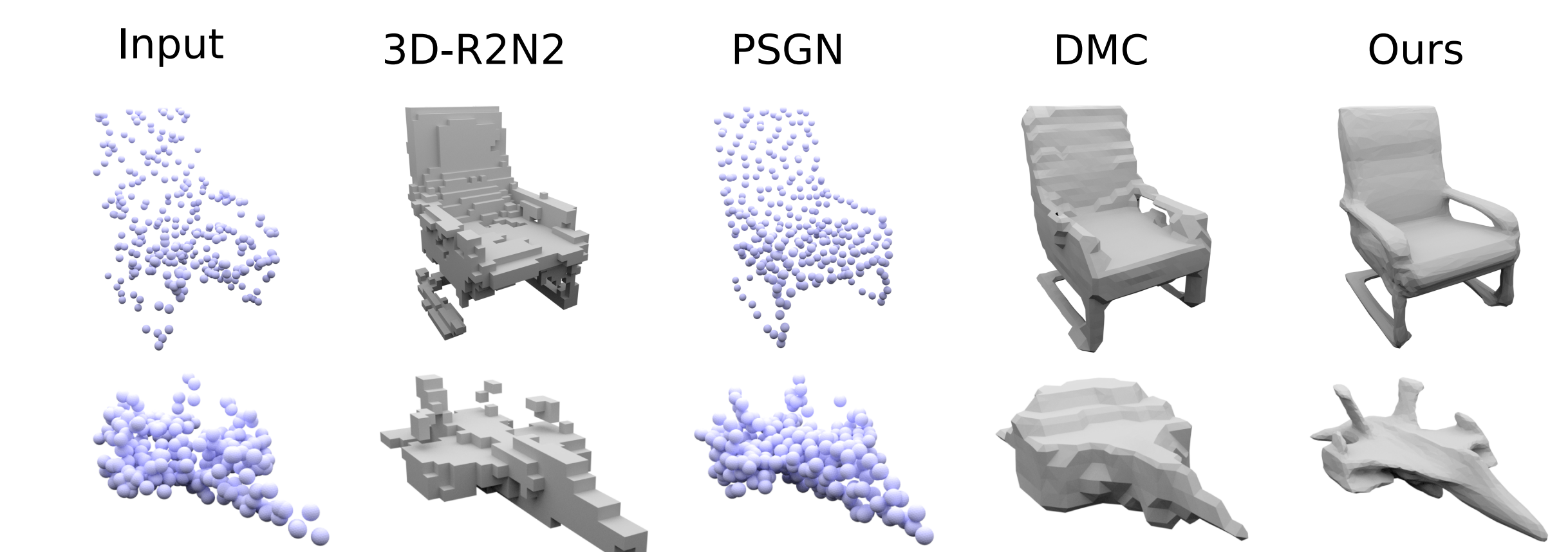
For supervised learning, we can condition $f_\theta(p)$ on some additional input $x \in \mathcal{X}$ (e.g. image, pointcloud, voxels, ...)

Experiments

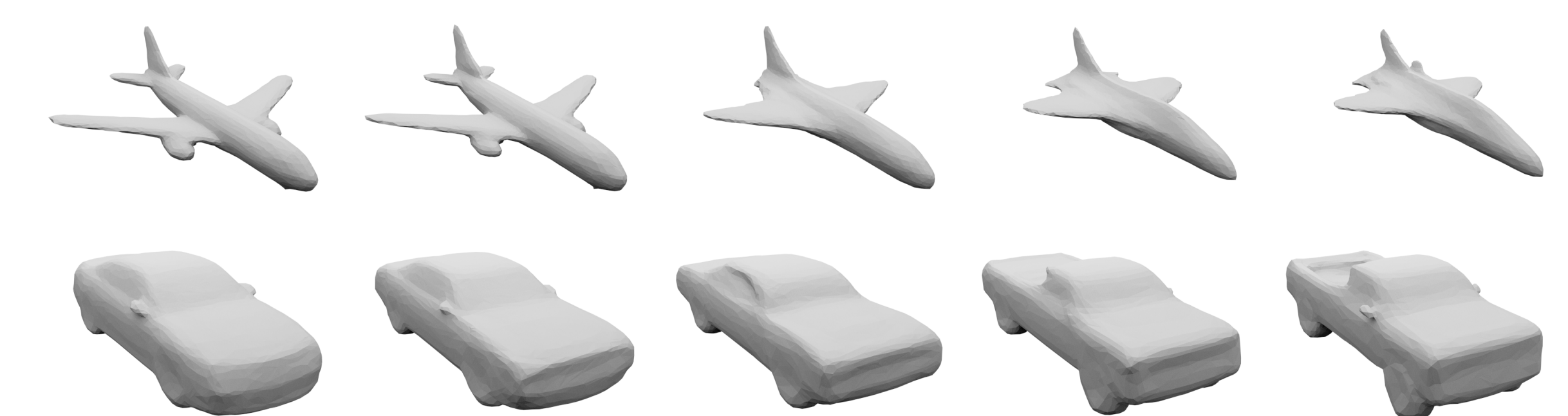
Single Image 3D Reconstruction:



Point Cloud Completion:



Unconditional Model:



Quantitative comparison:

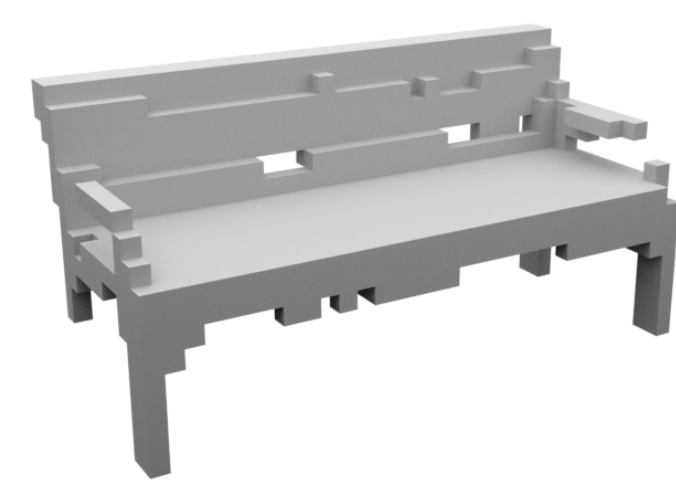
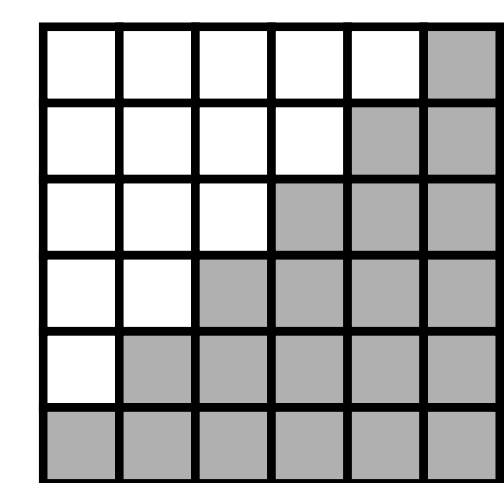
	IoU	Chamfer- L_1	Normal Consistency		IoU	Chamfer- L_1	Normal Consistency
3D-R2N2	0.493	0.278	0.695	3D-R2N2	0.565	0.169	0.719
PSGN	-	0.215	-	PSGN	-	0.144	-
Pix2Mesh	0.480	0.216	0.772	DMC	0.674	0.117	0.848
AtlasNet	-	0.175	0.811	ONet	0.778	0.079	0.895
ONet	0.593	0.194	0.840				

Single Image 3D Reconstruction

Point Cloud Completion

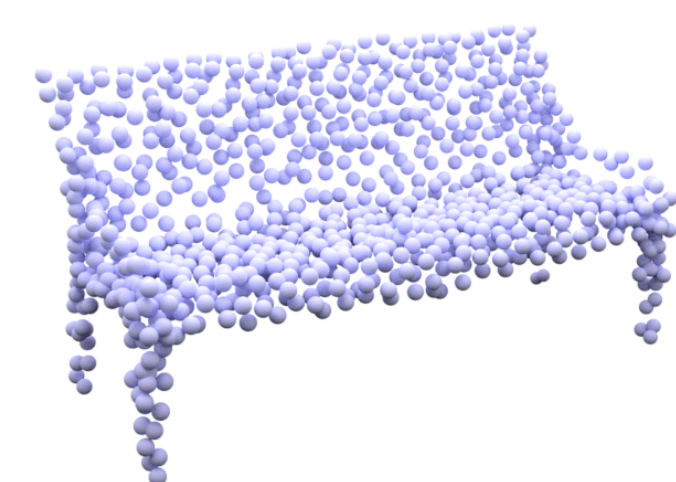
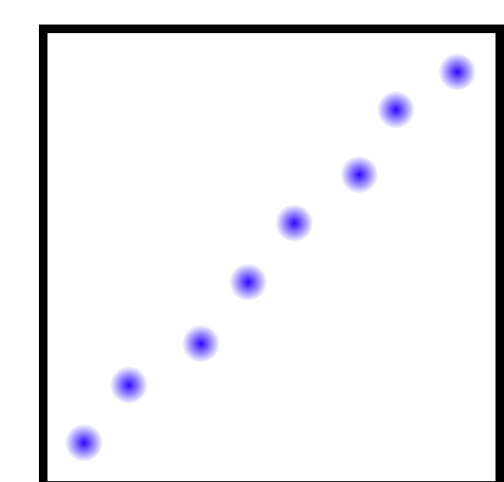
Existing 3D Representations

Voxels



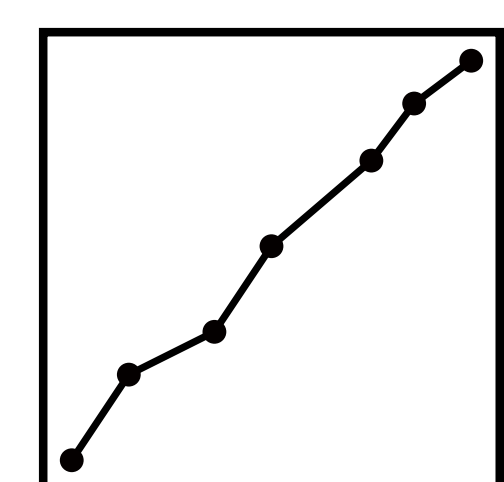
- + Simple
- Cubic (!) memory
- Manhattan world

Point Cloud



- + Fast and easy
- No connectivity
- Lossy postprocessing

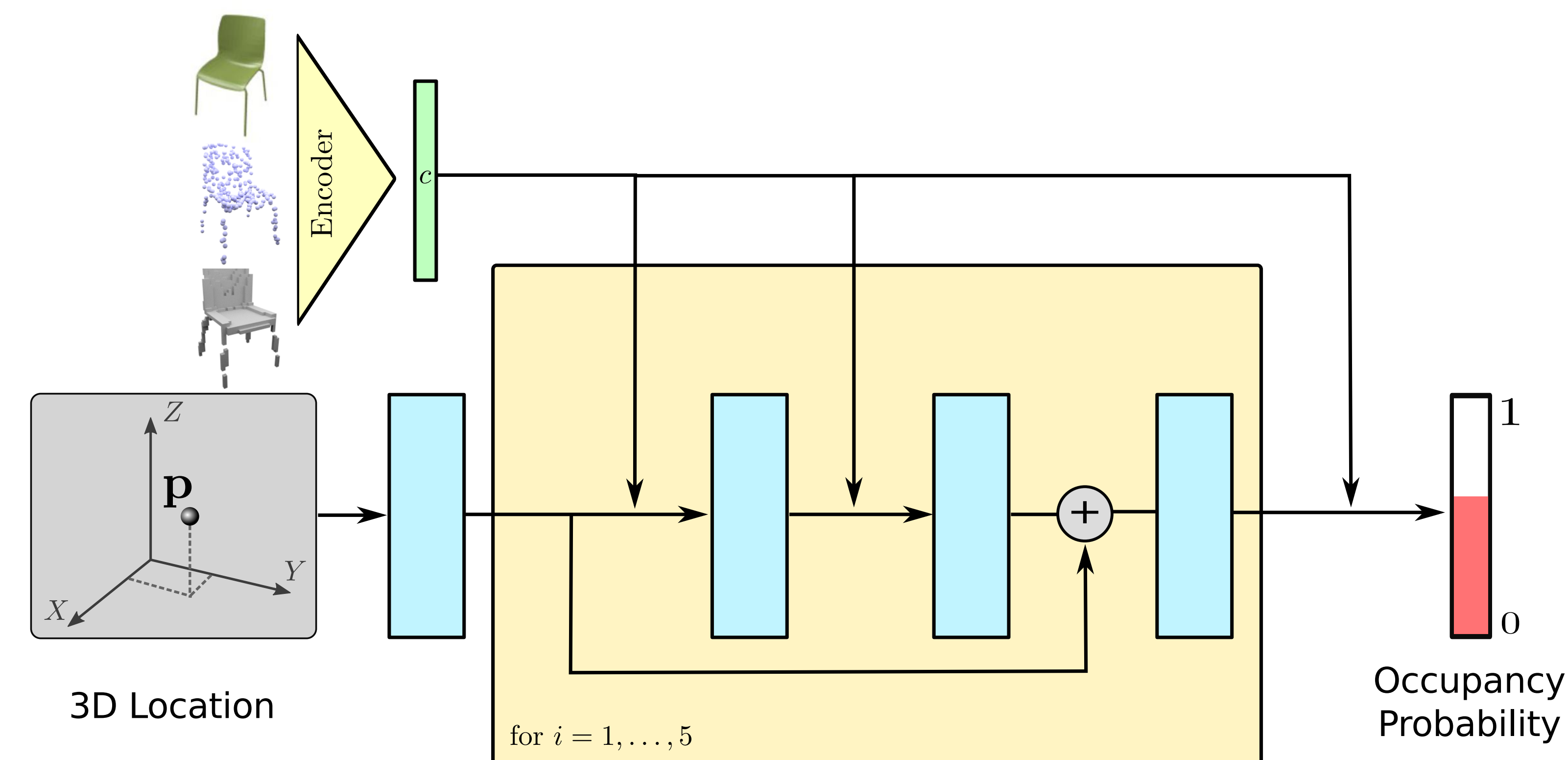
Mesh



- + Natural
- Requires template
- Self-intersections

Discretization artifacts

Architecture



Inference

