

DISTINGUISHED LECTURE SERIES 2024/25

3D COMPUTER VISION: RECONSTRUCTION, GENERATION, AND MAKING

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2:00–3:00 PM (HKT)

JC3 302, The Jockey Club Campus of Creativity,
HKBU

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Abstract:

One of the important problems in computer vision is reconstructing and understanding three-dimensional (3D) objects and scenes from images. The environment we live in is composed of 3D structures, and the ability to reconstruct and comprehend 3D information is essential for survival. Moreover, it is a crucial element in creating AI systems, such as autonomous vehicles and robots, that resemble humans. Recently, advancements in deep learning and generative Large Multimodal Models (LMMs) have enabled not only 3D reconstruction and understanding but also the generation of 3D scenes or objects. Furthermore, it has become possible to automatically manufacture these reconstructed and generated 3D objects. In this talk, we will review the past, present, and future of 3D problems and technologies in computer vision from the perspectives of 3D reconstruction, generation, and manufacturing.

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