

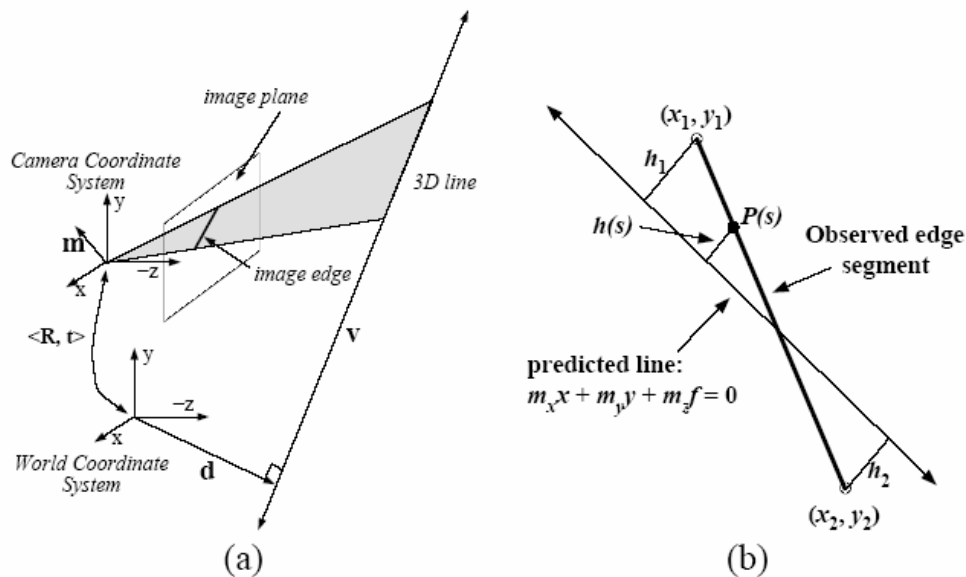
Study guide for

Modeling and Rendering Architecture from Photographs: A Hybrid Geometry- and Image-Based Approach, Debevec. P., Taylor, Malik, Siggraph 1996 (**acquisition & representation points/surface**)

Why would traditional stereo algorithms not work well for recovering 3D models of a building? How is this challenge overcome in the Debevec et. al. paper? (Be thorough in your answer).

Describe the stages used for reconstructing buildings used by Façade. For each stage of the algorithm be sure to specify whether the step is performed by a user or by the computer. (Be thorough in your answer).

In the following figure from the Debevec et. al paper:



Please explain what the figure is showing and how these figures relate to the paper (i.e. what role do they play in the algorithm). (Be specific and address both part (a) and part (b) of the figure).

The Debevec et. al. paper introduces **Photogrammetric modeling**, **View-Dependent Texture-mapping** and **Model-Based Stereopsis**. Please write 1-2 sentences describing what each of these topics are and how they are used in their system.