

SwissPhotonics Workshop 2024

«3D reconstruction with multi-view structured light»

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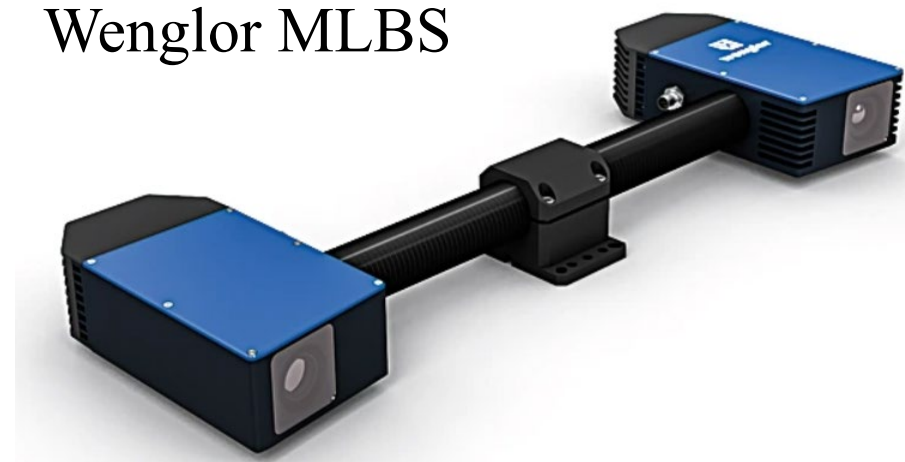
3D structured light scanner: High accuracy for static objects



Keyence VR6000



Zeiss ATOS 5



Wenglor MLBS

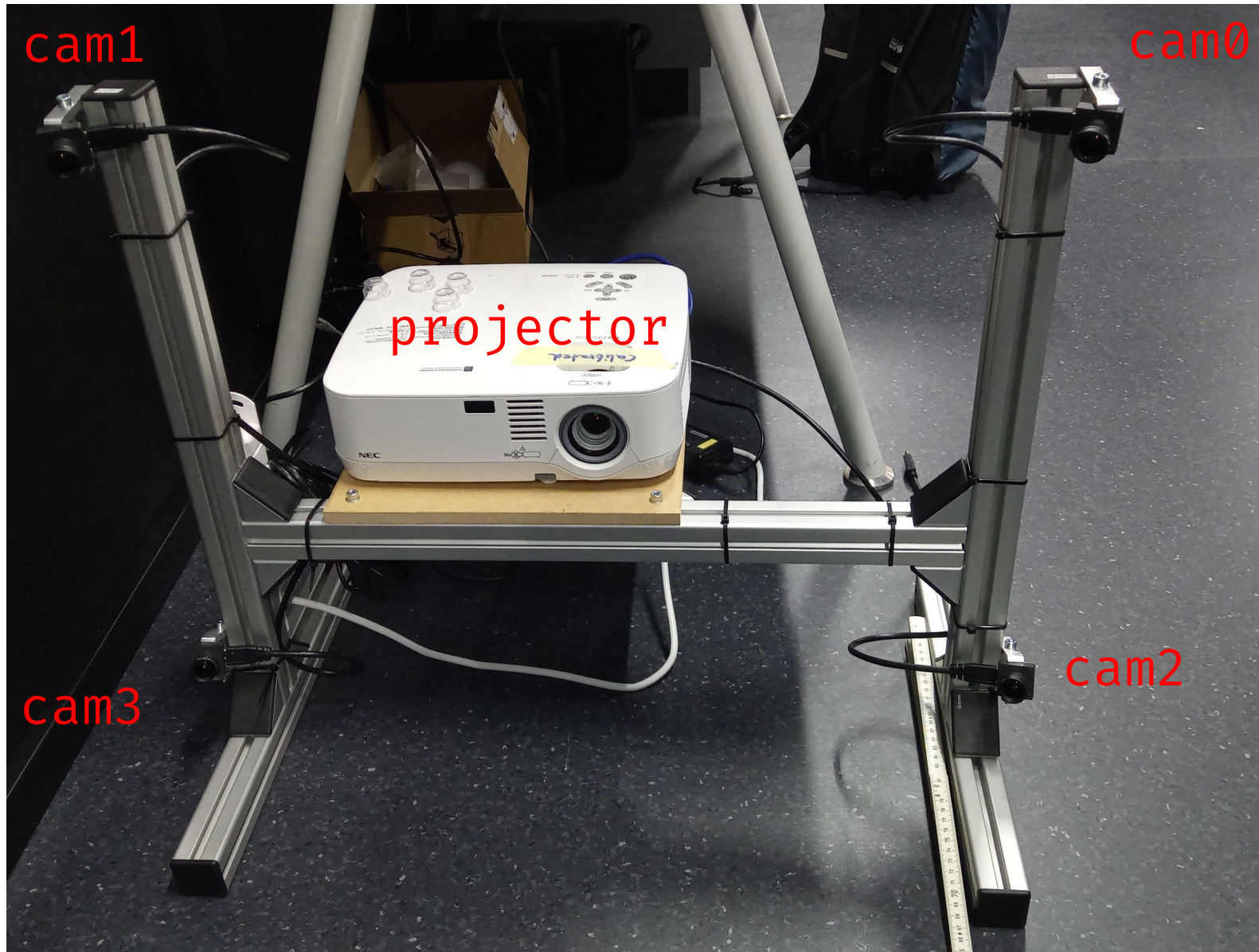


IDS Ensenso



Photoneo PhoXi 3D

Let's build our own: How hard can it be?



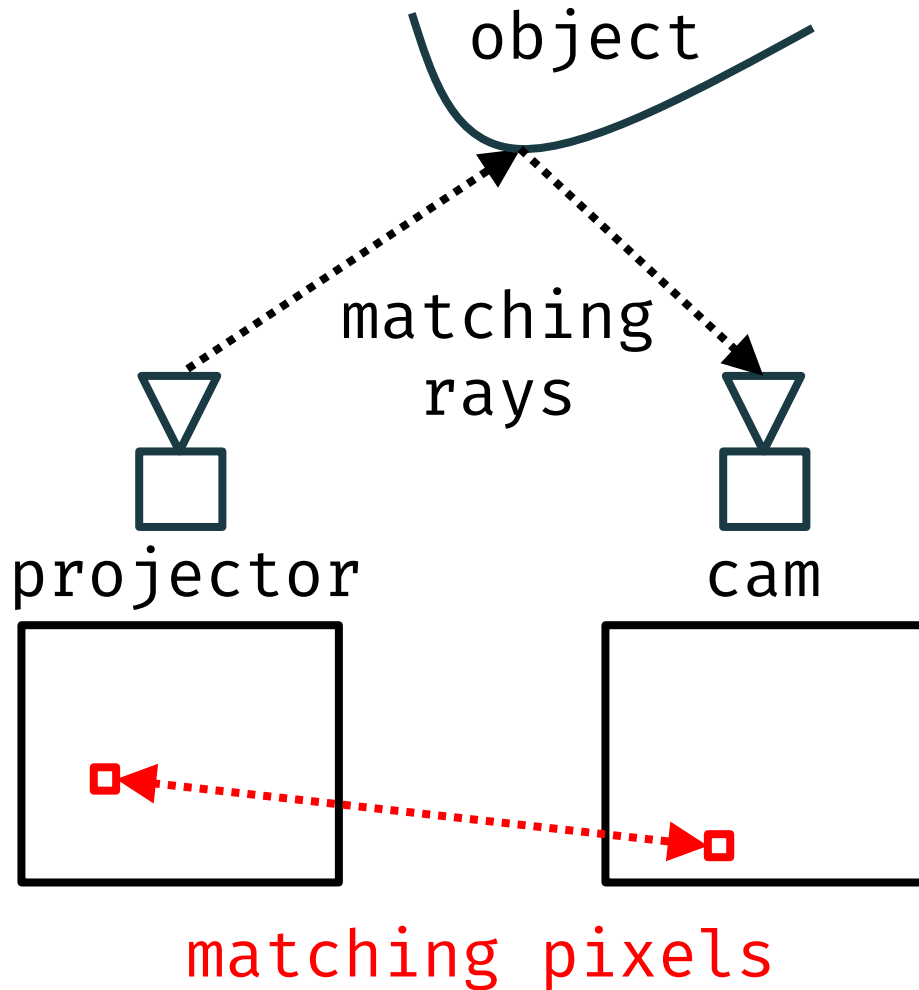
Off-the-shelf components:

- Projector NEC NP610 with 1024x768 resolution
- Cameras 4x Basler daA3840-45 μ m 8 MPix, monochrome, USB, lens 8mm/F1.8, resolution scaled down to 1920x1080
- Distance to object: 90cm

Test target



Approach



- Turn on single pixel on projector
- Camera sees bright pixel (region)
- In 3D, corresponding projector and camera rays meet at point at object surface -> 3D Point!
- Switching on every single projector pixel and taking an image is not practical, we need to encode the projector pixels over a series of images

TODO:

- Match pixels projector -> camera(s)
- Intersect rays (bundle adjust)

Phase shift correspondence matching

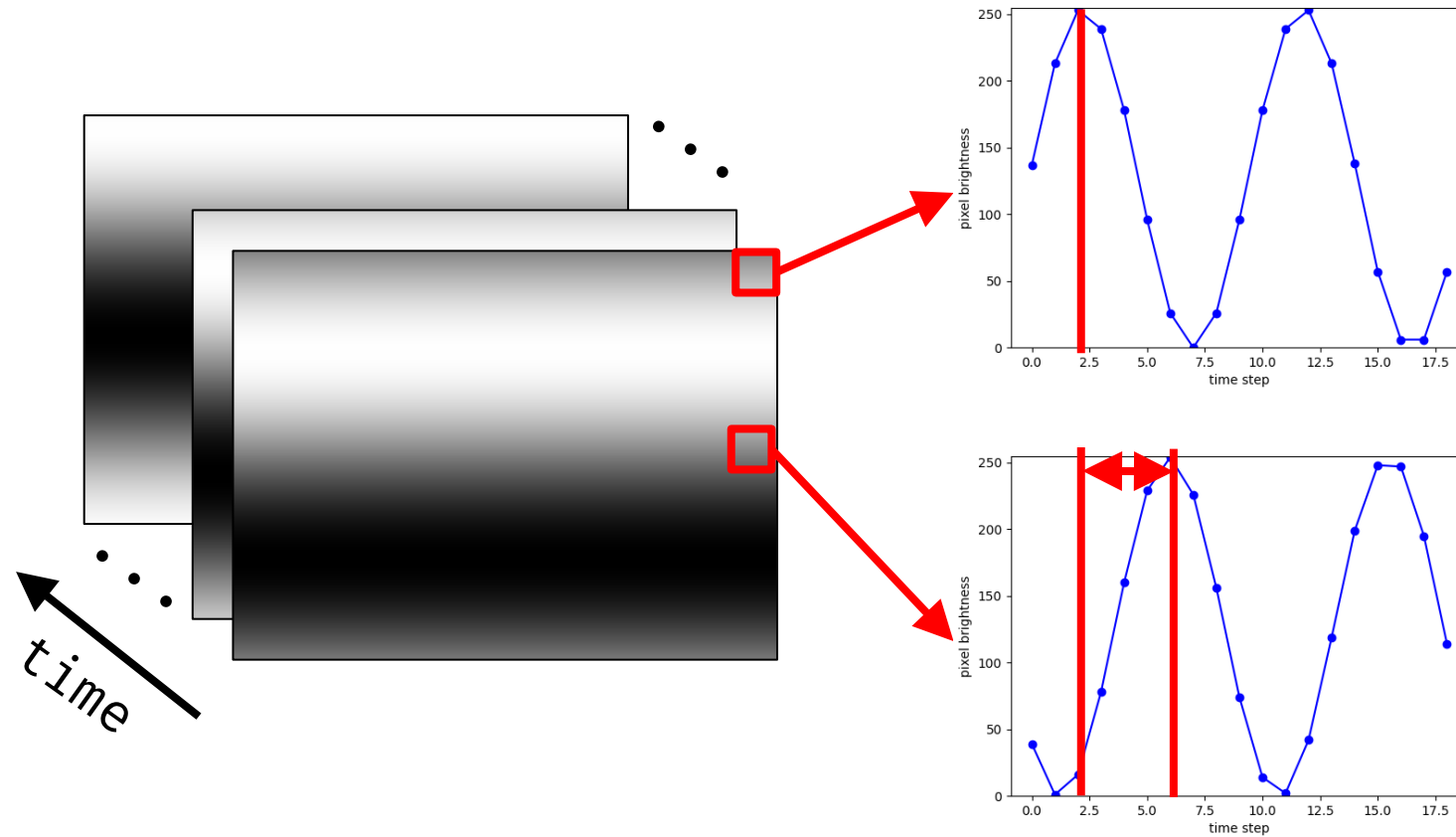
projector



cam1

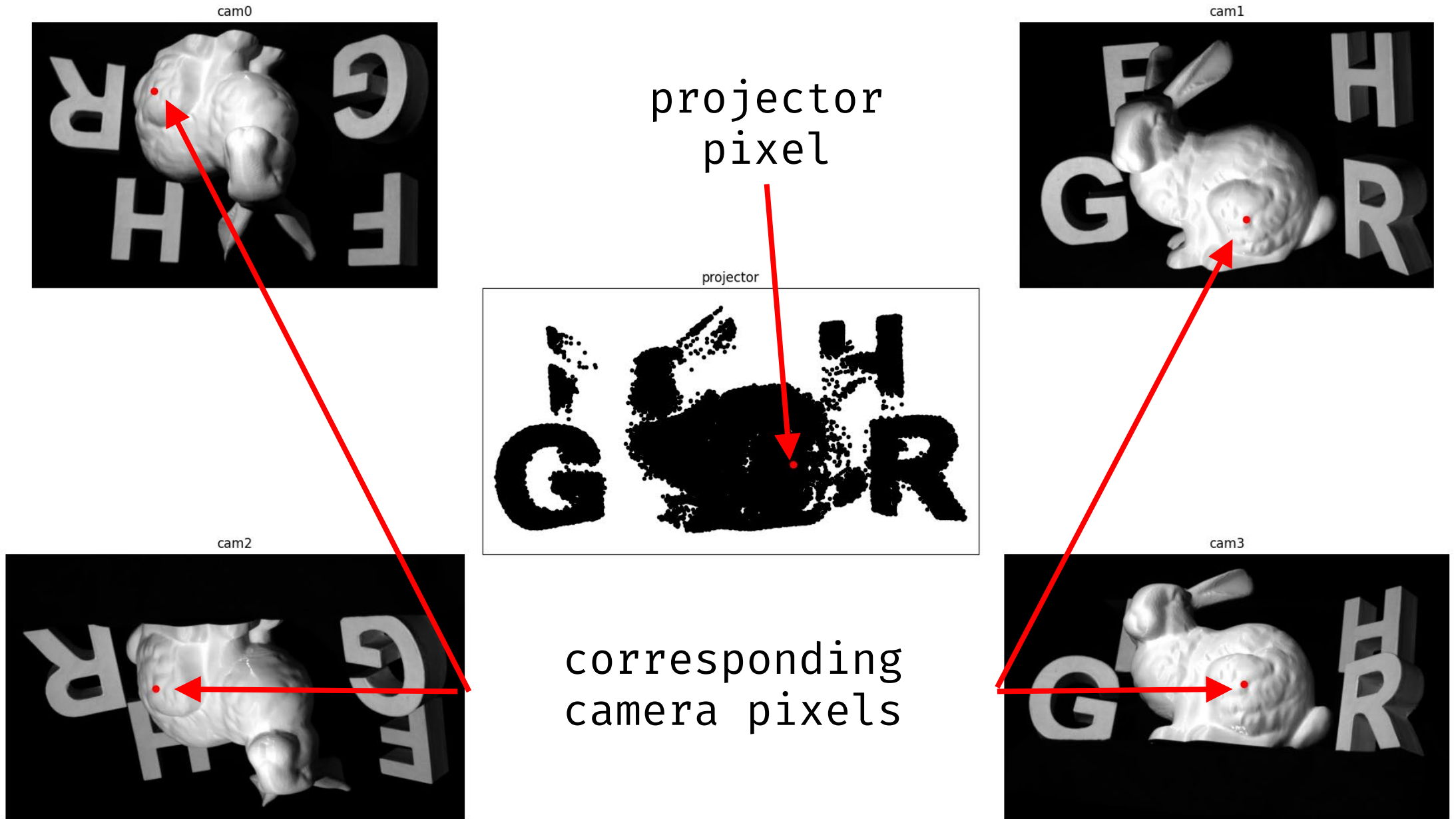


Phase shift correspondence matching



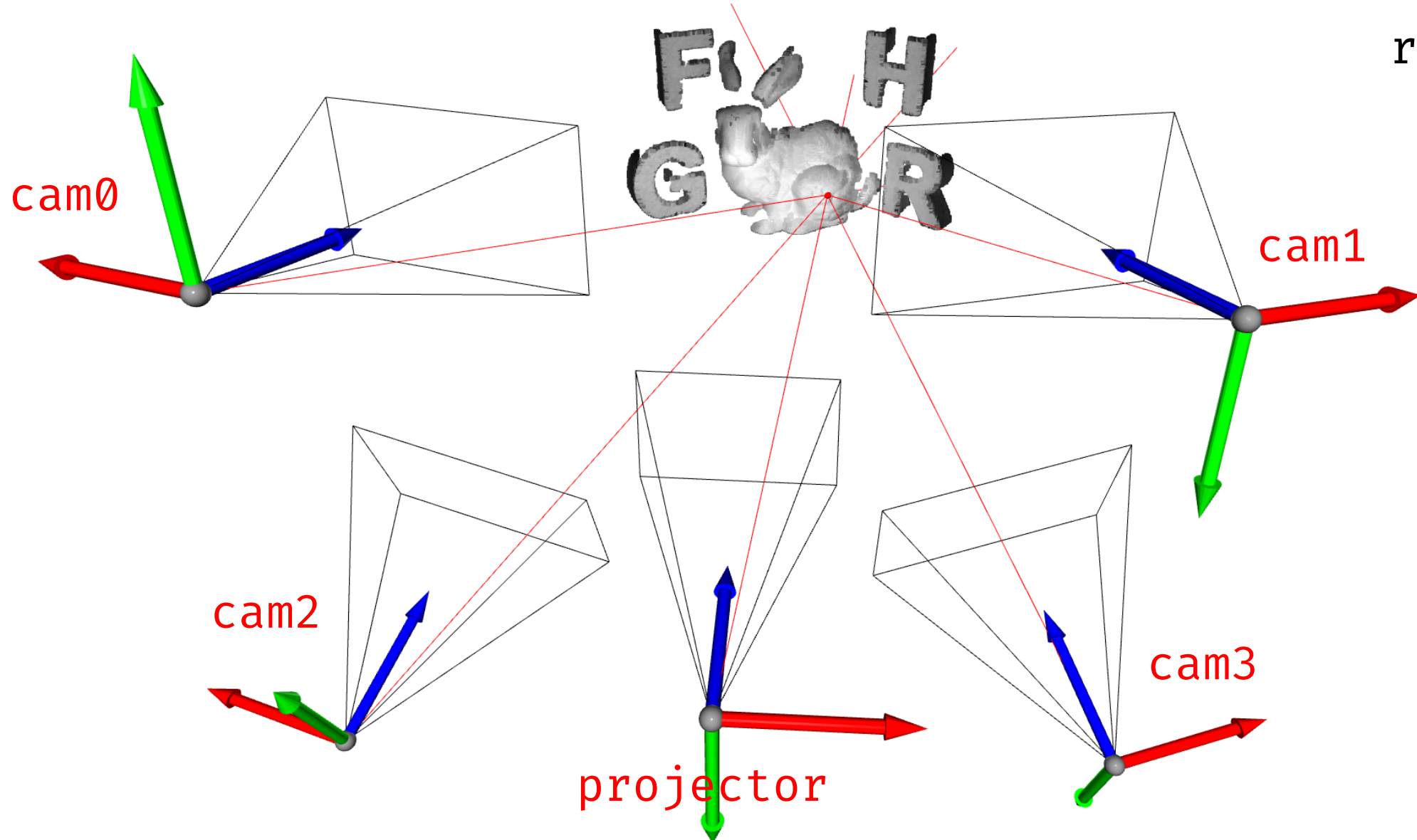
phase encodes image row!

Bundle adjustment: Corresponding pixels



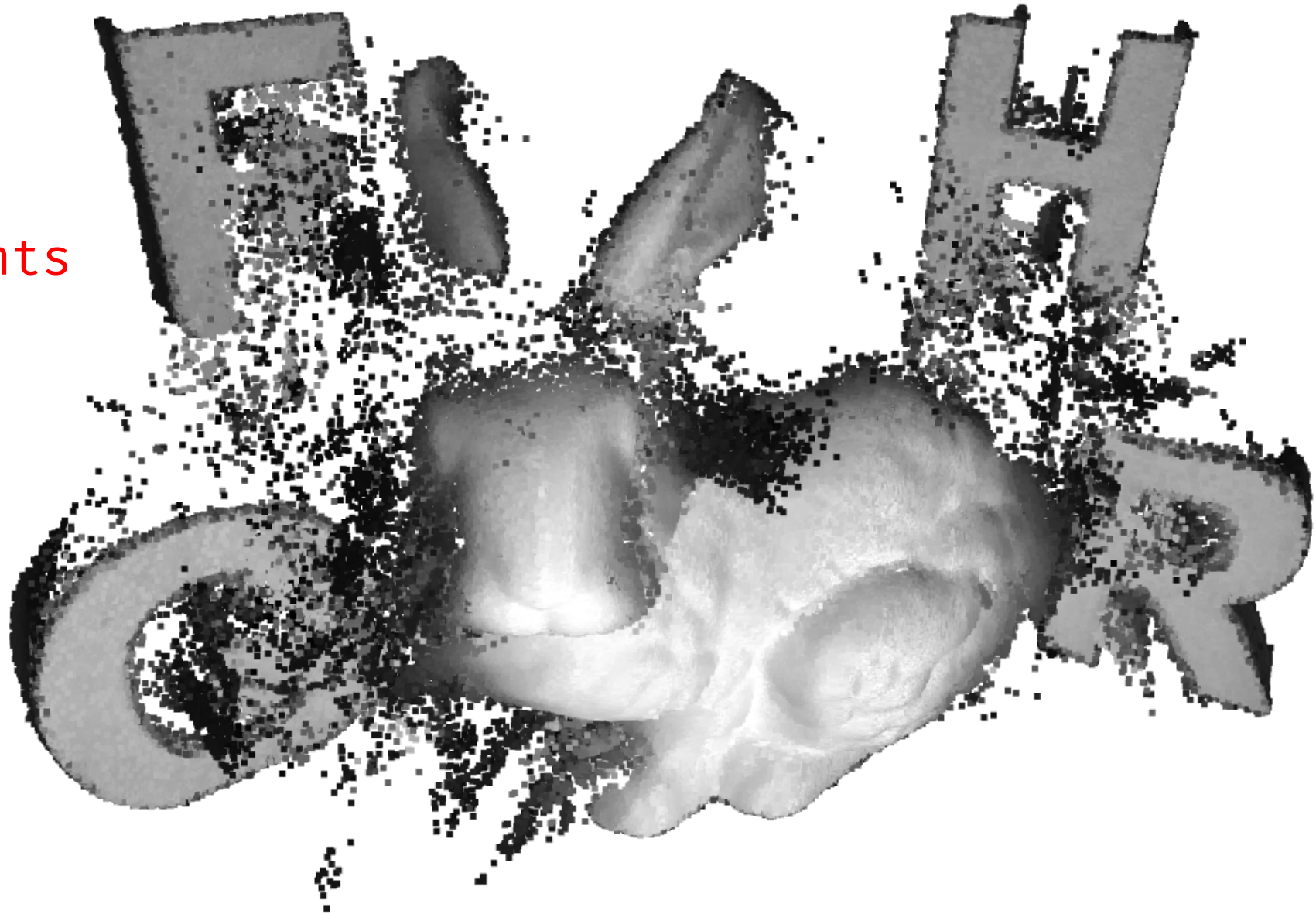
Bundle adjustment: Corresponding rays

camera model:
pixel on chip
↓
ray

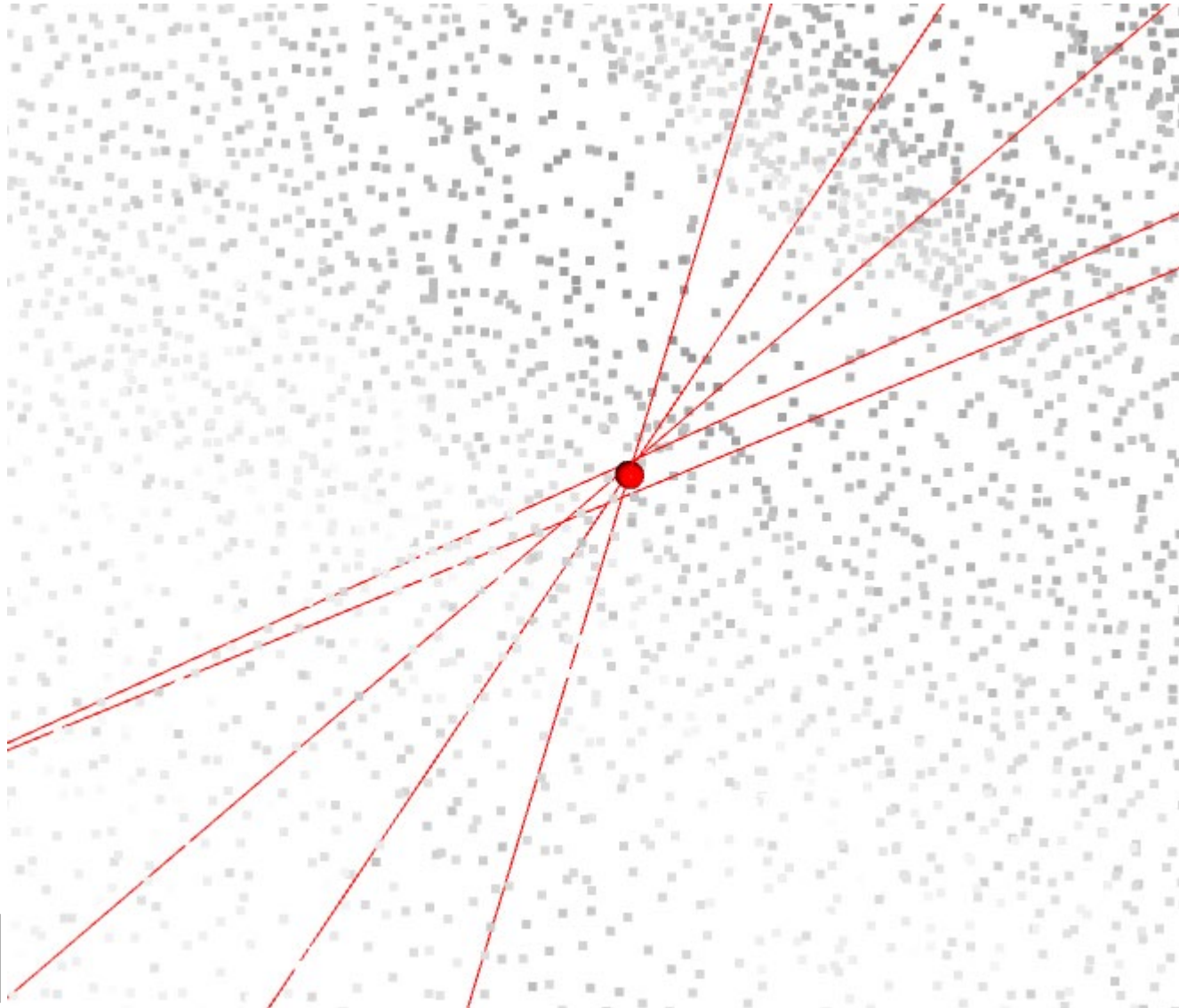


Raw reconstruction

190k points



Bunde adjustment error estimation



Bundle adjustments find the 3D object point where all rays are closest to each other.

We can calculate the average distance of all rays to the object point as a measure of error!

Bundle adjustment residuals

190k points



high
error



low
error

Filtered by residual error $< 2\text{mm}$

150k points



Conclusion



Randall Munroe / Riverhead Books

References

- [Institut für Photonics und Robotics \(IPR\)](#) an der Fachhochschule Graubünden
- Open-Source Project: Computer vision problems, simulations and solutions: [Lighthouse](#)
- IEEE Standard 1057: IEEE Standard for Digitizing Waveform Recorders
- D. Moreno and G. Taubin, "Simple, Accurate, and Robust Projector-Camera Calibration," *2012 Second International Conference on 3D Imaging, Modeling, Processing, Visualization & Transmission*, Zurich, Switzerland, 2012, pp. 464-471, doi: 10.1109/3DIMPVT.2012.77.