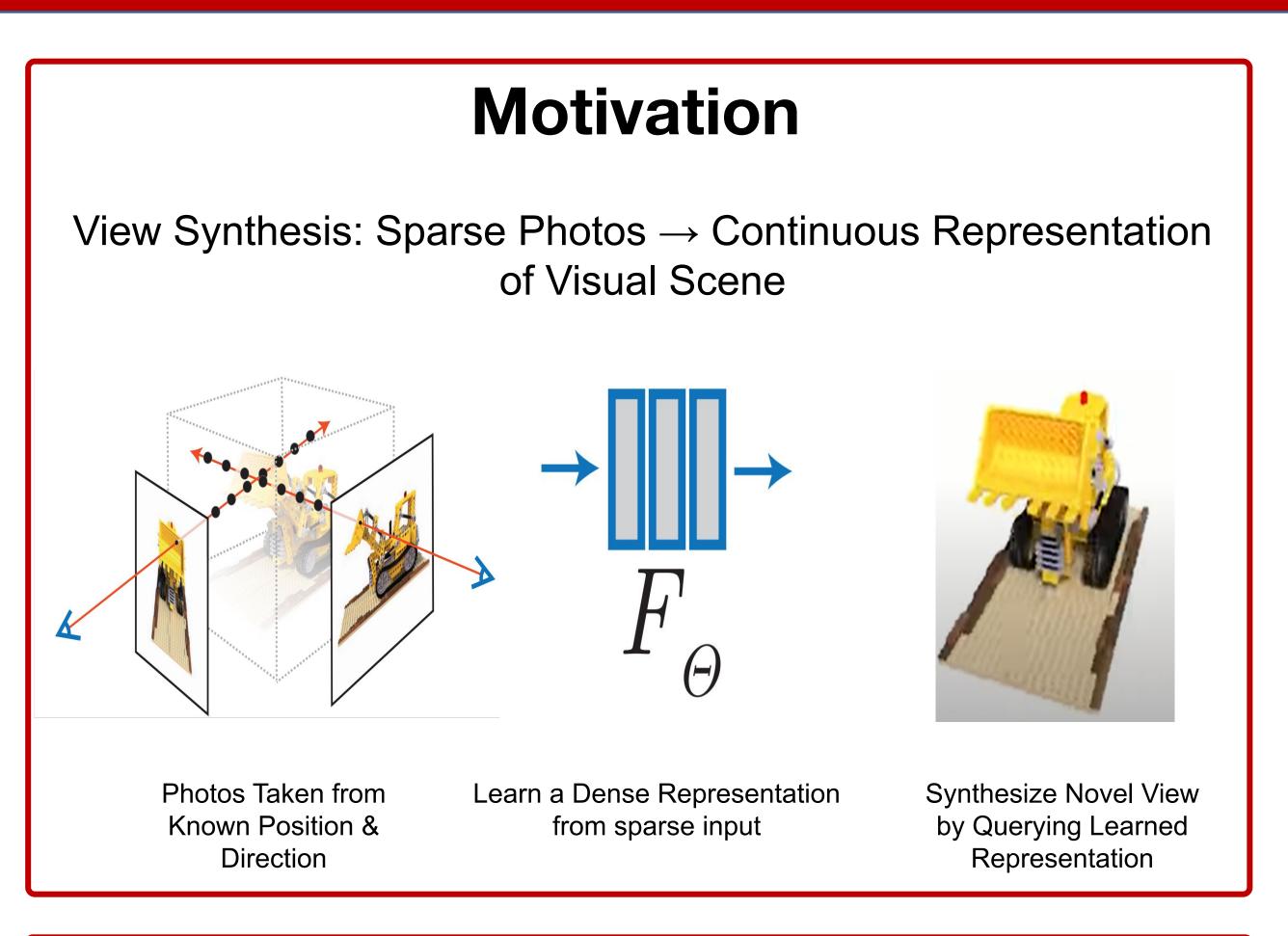
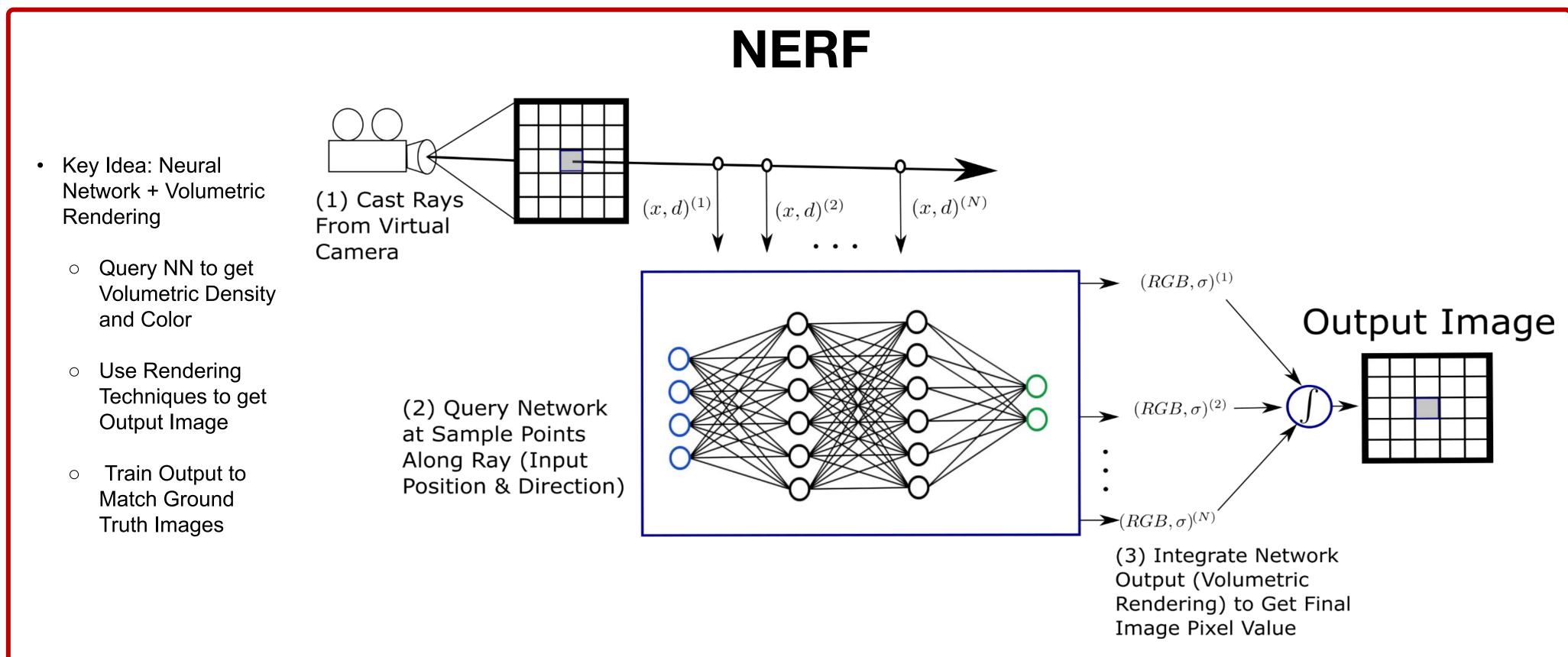
Neural Radiance Fields (NERF) for Novel View Synthesis

Chris Fritz

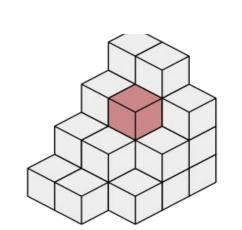
Dept. Electrical Engineering, Stanford University



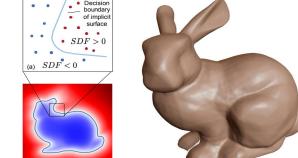


Related Work

- Classic Approach: Voxel Grid Representation of 3D Scenes
 - Extremely Inefficient (Poor Resolution Scaling)
- More Recently: Deep Networks for Implicit Representation
 - Lackluster Performance,
 Over-smoothed Geometry



Voxel Grids: Sample Color & Density along 3D-grid.



Deep networks: Learn Implicit Object Representation

References

[1] Seitz, S. M., & Dyer, C. R. (1999). Photorealistic scene reconstruction by voxel coloring. International Journal of Computer Vision, 35(2), 151-173.

[2] Park, J. J., Florence, P., Straub, J., Newcombe, R., & Lovegrove, S. (2019). Deepsdf: Learning continuous signed distance functions for shape representation. In Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition (pp. 165-174). r [3] Mildenhall, B., Srinivasan, P. P., Tancik, M., Barron, J. T., Ramamoorthi, R., & Ng, R. (2020, August). Nerf: Representing scenes as neural radiance fields for view synthesis. In European conference on computer vision (pp. 405-421). Springer, Cham.

Experimental Results

- Test-Image PSNR vs Distance from Nearest Train Image
 - Compare Test-Image with Network Output (PSNR)
 - Compute Euclidean Between Camera Locations:
 - normalize to [0,1], stack to create parameter vector
 - plot PSNR of network output (w.r.t. ground truth) vs Euclidean distance between test and nearest train parameter vectors
- Weak Negative Correlation between distance to nearest train image, and PSNR of test image.

