## 3D Reconstruction of Intricate Objects using Planar Cast Shadows

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## [Supplementary materials]

 Figure 1. Reconstructed 3D models.
(Note: their shapes are intentionally mirrored since our method takes pictures from the rear side.)


Figure 2. An example for calibrating 36 views.

(a) the setup

(b) shadow carving result

(c) overview

Figure 3. 36 images are used for reconstruction of this small sculpture. The voxel size is $0.5^{3} \mathrm{~mm}^{3}$, and 0.22 M polygons are generated.


Figure 4. 72 images are used for reconstruction of a translucent acrylic model. In this case, all silhouettes in the shadow images are manually assigned by using the "scissor" function of GIMP image manipulation software. (voxel size: $0.5^{3} \mathrm{~mm}^{3}$ )


Figure 5. Reconstruction of a wood puppet ( 72 images, voxel size: $0.5^{3} \mathrm{~mm}^{3}, 0.25 \mathrm{M}$ polygons generated).


Figure 6.72 images are used for reconstruction of this pen holder. The boundaries of all silhouettes are determined by the value of 128 in 8 -bit grey images. The voxel size is $0.25^{3} \mathrm{~mm}^{3}$, and 5.4 M polygons are generated.


