3D Modeling of Outdoor Environments by Integrating Omnidirectional Range and Color Images

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3D Models of Outdoor Scenes

Application fields

- ♦ Site simulation
- Mixed reality
- ♦ Virtual walk-through

These models are made manually with high cost



Automatic 3D modeling for outdoor scenes has been widely investigated.

Method of 3D Modeling

- Estimating 3D shape from multiple images Easy to acquire data
 - × Difficult to apply for wide area with high accuracy
- Measuring environments by a laser rangefinder

Accurate range data

× Necessary to register multiple range data

Using a rangefinder is suitable for accurate modeling of outdoor scenes.

Objective

3D modeling of wide area outdoor scenes

Approach

- onal sensors are used to acquire range and color images
- RTK-GPS and gyroscope are used to estimate position and orientation of the sensor system.

Omnidirectional ulti-camera System (OMS)



Procedure of Modeling

- 1. Data Acquisition · Data are acquired at multiple points in outdoor scenes.
- 2. Registration of multiple range data Acquired data by RTK-GPS and gyroscope are used
 - · Sensor position and orientation of range data are
- 3. Texture-mapping of color images
 - · The highest-resolution suitable texture is selected.





Sensor system

- Geometrical relationships among these sensor coordinate systems are fixed.
- These coordinate systems are aligned to world coordinate system



Registration of multiple range data

- Position and orientation acquired by sensors are used as initial values for registration.
- Whole data are optimized simultaneously by using ICP algorithm.
 - Many plane parts exist in outdoor environments.
 - The rangefinder can measure environment omnidirectionally.

Plane based registration by overlapping the plane parts of different range data

Procedure of registering range data





Search of corresponding plane

The plane correspond to a point is searched from different range data.



• Correspondences of a point and a plane are calculated among whole data.



Estimation of transformation matrix

- 1. Maximization of sum of Inner product of the normal vectors. (positions are fixed)
- 2. Minimization of sum of distance between corresponding a point and a plane. (orientations are fixed)



Texture-mapping of color images

- Texture from the image which gives the highest resolution.
- Occlusions are detected from generated 3D shape.



Experiments

- Environment: our campus
- Data acquisition :68 points (about 50m interval)
- Required time : about 5 hours



Result of registration

- Acquired data
- ◆ Resolution of range image :1024 x 512
- Search process of corresponding plane
 - Use of a cluster consisting of 24 PCs (CPU: Pentium4 1.7Ghz, Memory: 1024MB)
- Optimization process
 - Use of single PC (CPU: Pentium4 1.8Ghz, Memory: 1024MB)

Required time for registration is about 7 days.

Result of 3D modeling



2D CAD data overlaid on generated 3D model



Summary

3D modeling of outdoor scenes

- Range and color images are acquired efficiently by using two omnidirectional sensors.
- Position and orientation are acquired by using RTK-GPS and gyroscope.
 - -Using as initial value for registration.

Future work

 Reduction of holes (non-measured portions) of the generated model.

Continuous scanning

- Continuous measurement during the movement of rangefinder.
 - The non-measured portions which exist sparsely in environment by stop-and-go scanning are measured efficiently.



Range data acquired by a rangefinder during movement.

Registered model from stop-and-go scanning data. 2

Approach

input

- Position and orientation of rangefinder during movement.
 (acquired by RTK-GPS + INS sensor)
- · Range data acquired during movement.



· Registered model from stop-and-go scanning data.

output

Optimized position and orientation of rangefinder during movement.