



3D: Past, Present, and Future

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Abstract

3D reconstruction from imagery has long been a fertile research area in computer vision. In the last decade, however, it has gone from research labs into wide-spread adoption; we now experience 3D technology in our every day lives, in the form of gaming (Kinect), maps (Google/Bing), and entertainment (special effects). This trend will accelerate in the future with self-driving cars, personal robotics, augmented reality, and similar developments.

In this talk, I'll begin with a brief history of major historical milestones that have brought the field to it's present point, survey the current state of the art, talk about major open research problems, and speculate on where we might be 5 years from now.

I believe the most interesting research problems in 3D are right ahead of us.

Syllabus: 3D Reconstruction, SFM