



Common Pets in 3D: Dynamic New-View Synthesis of Real-Life Deformable Categories

Samarth Sinha, Roman Shapovalov, Jeremy Reizenstein,
Ignacio Rocco, Natalia Neverova, Andrea Vedaldi, David Novotny

Poster Session: Tuesday-PM-3772

<https://cop3d.github.io/>

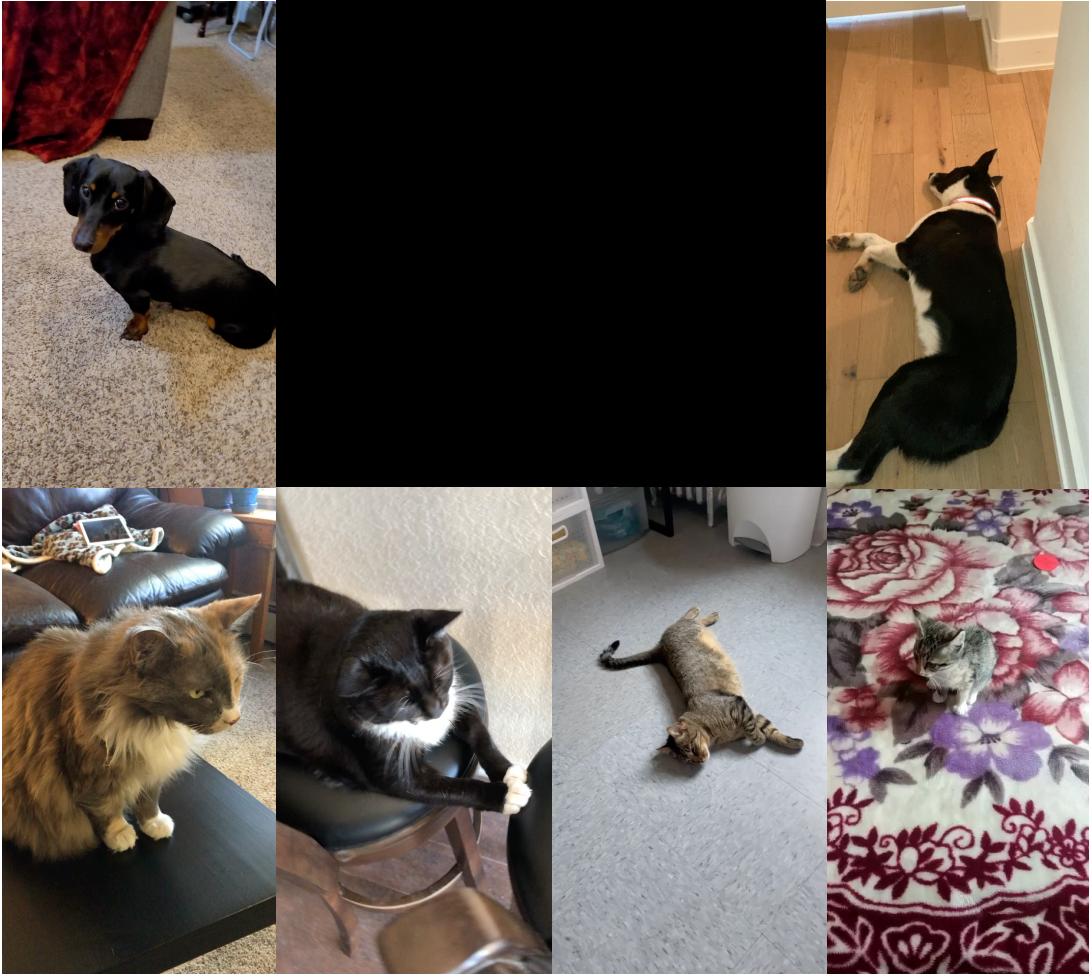


Common Pets in 3D Dataset: Overview



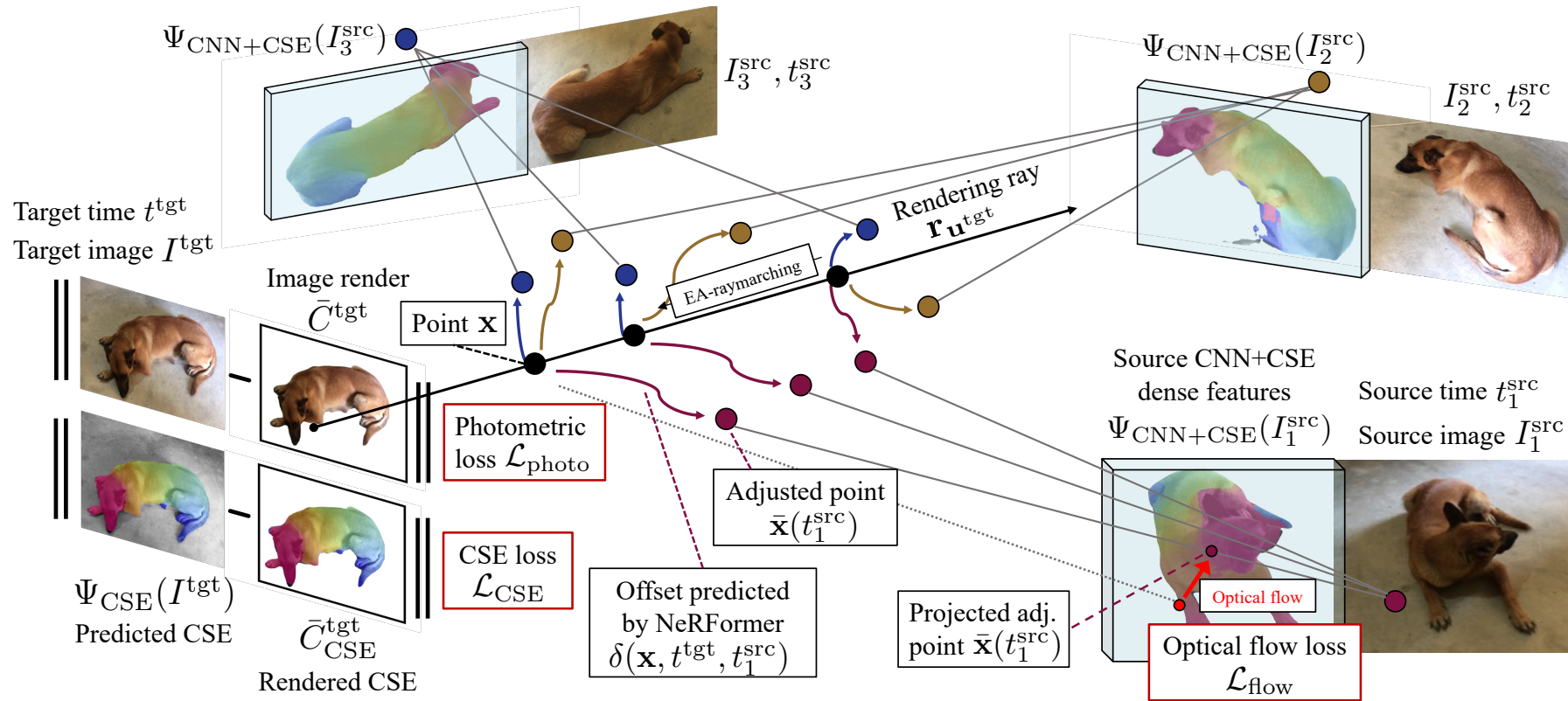
- First large-scale 3D dataset of dynamic objects
- Over 4,200 videos of cats and dogs
- Videos collected in-the-wild by crowdsourcing
- Collected with the camera panning around the pet
- Can enable category-centric 3D reconstruction

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Tracker NeRF



- Learns category-specific priors from a large-scale dataset
- Pretrained prior provides good initialization for single-scene overfitting

Experiments: Reconstructions





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3D Reconstruction Datasets



Dynamic NeRF datasets

- Easy to collect and annotate
- Static and Dynamic objects
- Only single scenes
- Used only for overfitting

3D Reconstruction Datasets



Dynamic NeRF datasets

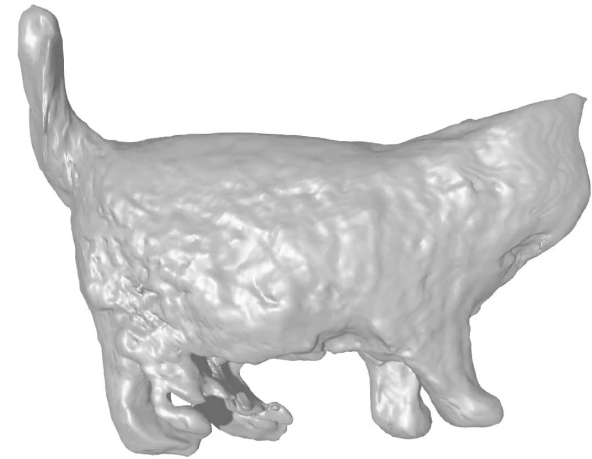
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Common Objects in 3D (Reizenstein et al.)

- Large scale 3D dataset
- Enables learning category priors
- Only static objects
- Challenging to collect and annotate

Non-Rigid 3D Reconstruction

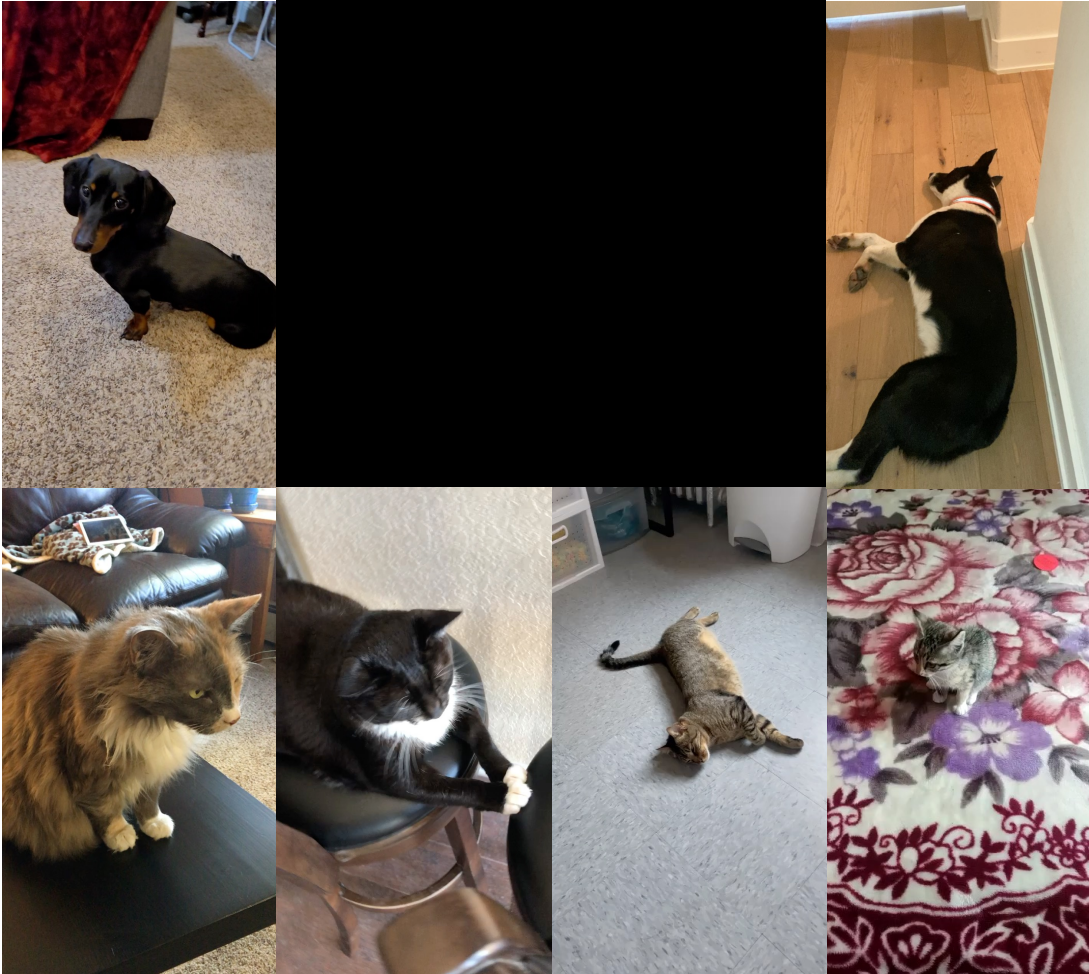


Common Pets in 3D Dataset: Overview



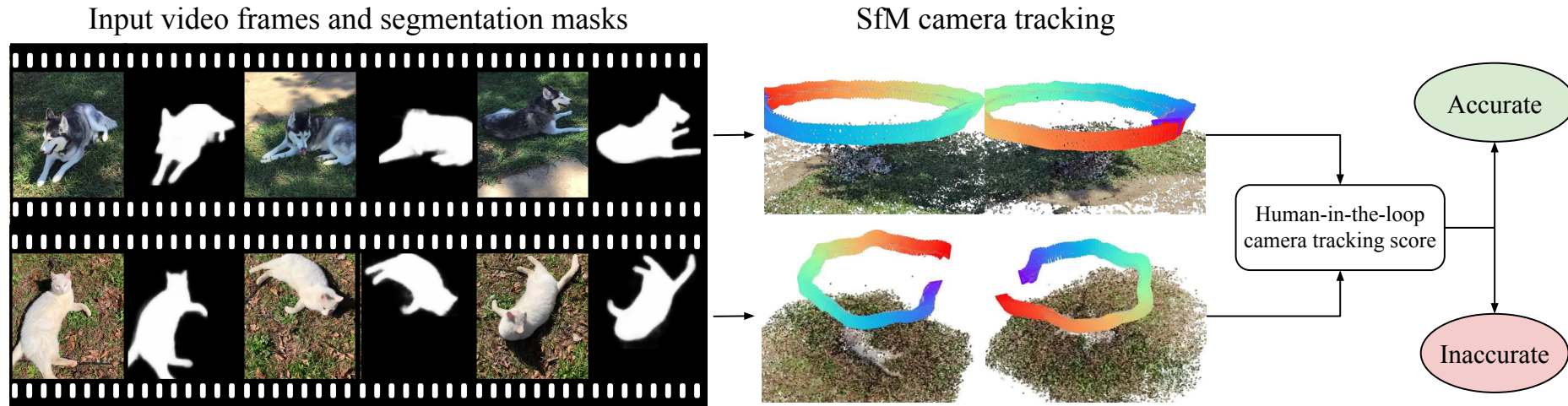
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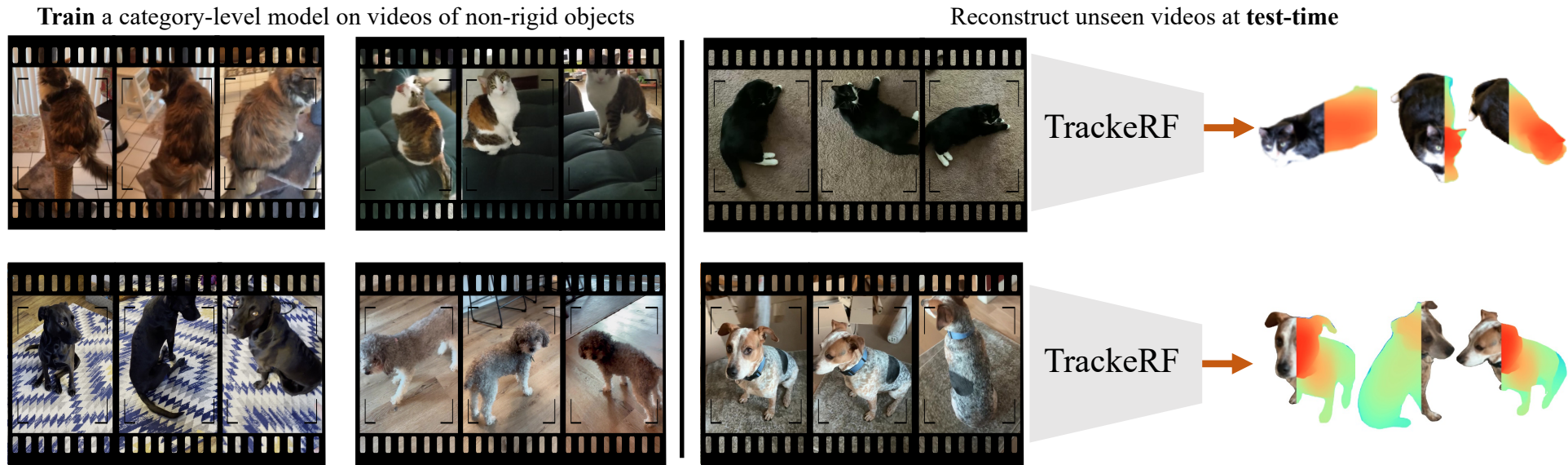
Common Pets in 3D Dataset: Annotation



Full 3D annotation available including:

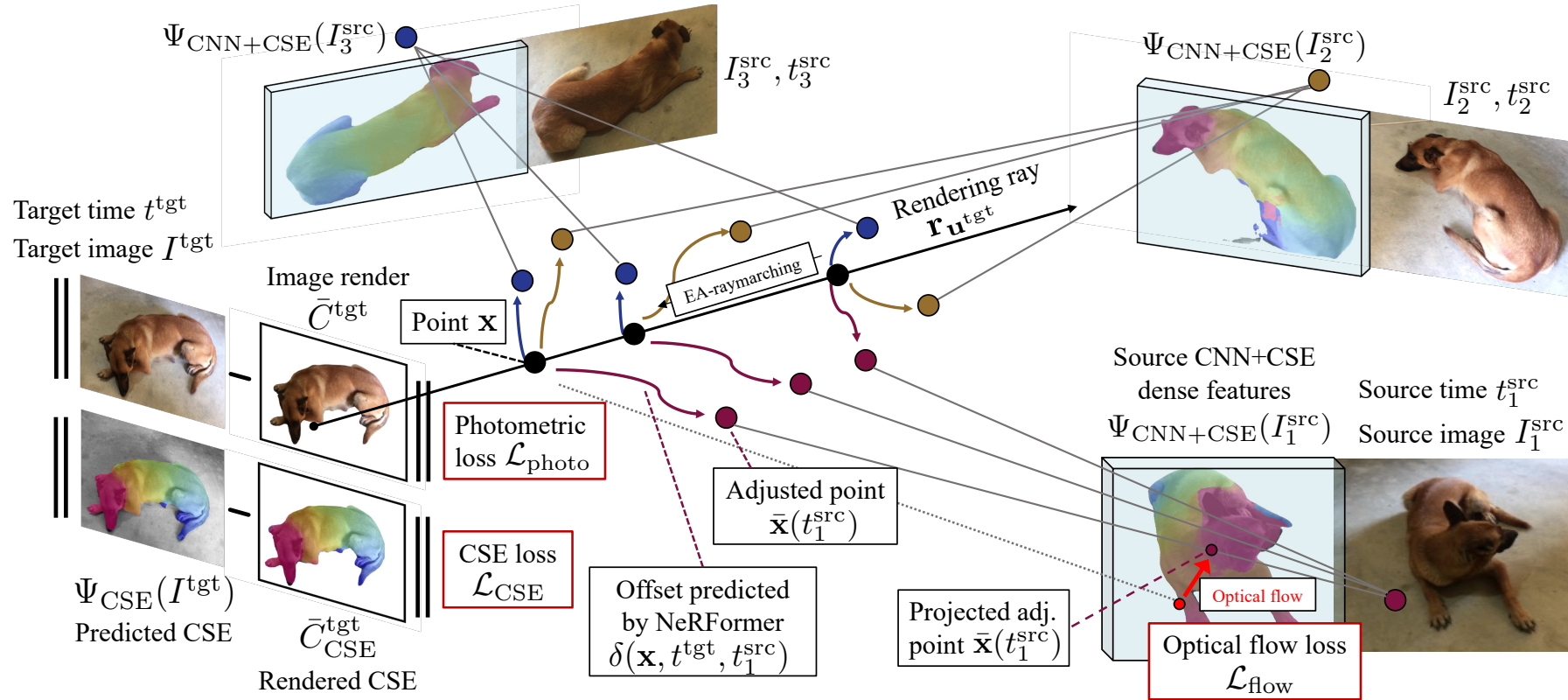
- 200 frames per scene
- 3D camera trajectory
- Camera quality scores
- Segmentation masks

Tracker NeRF: Overview



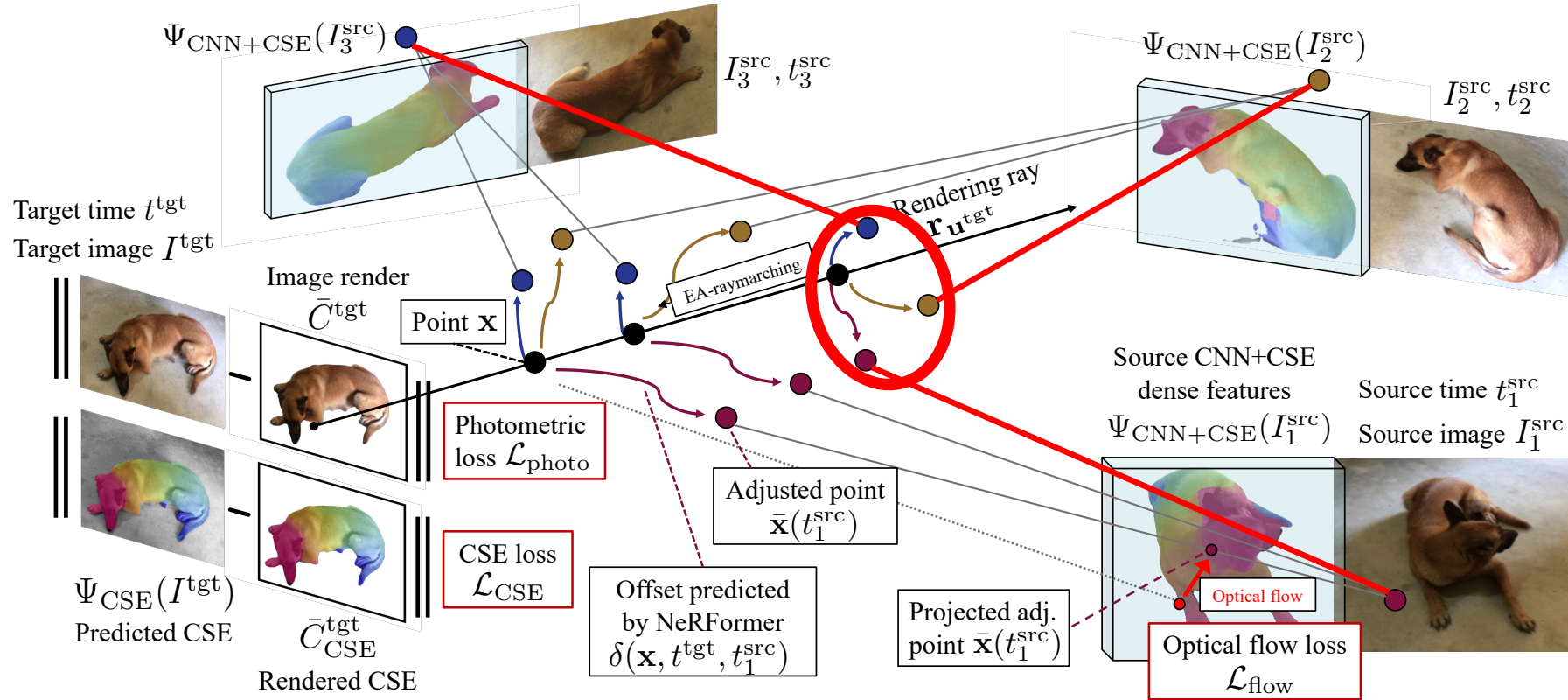
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Tracker NeRF: Method



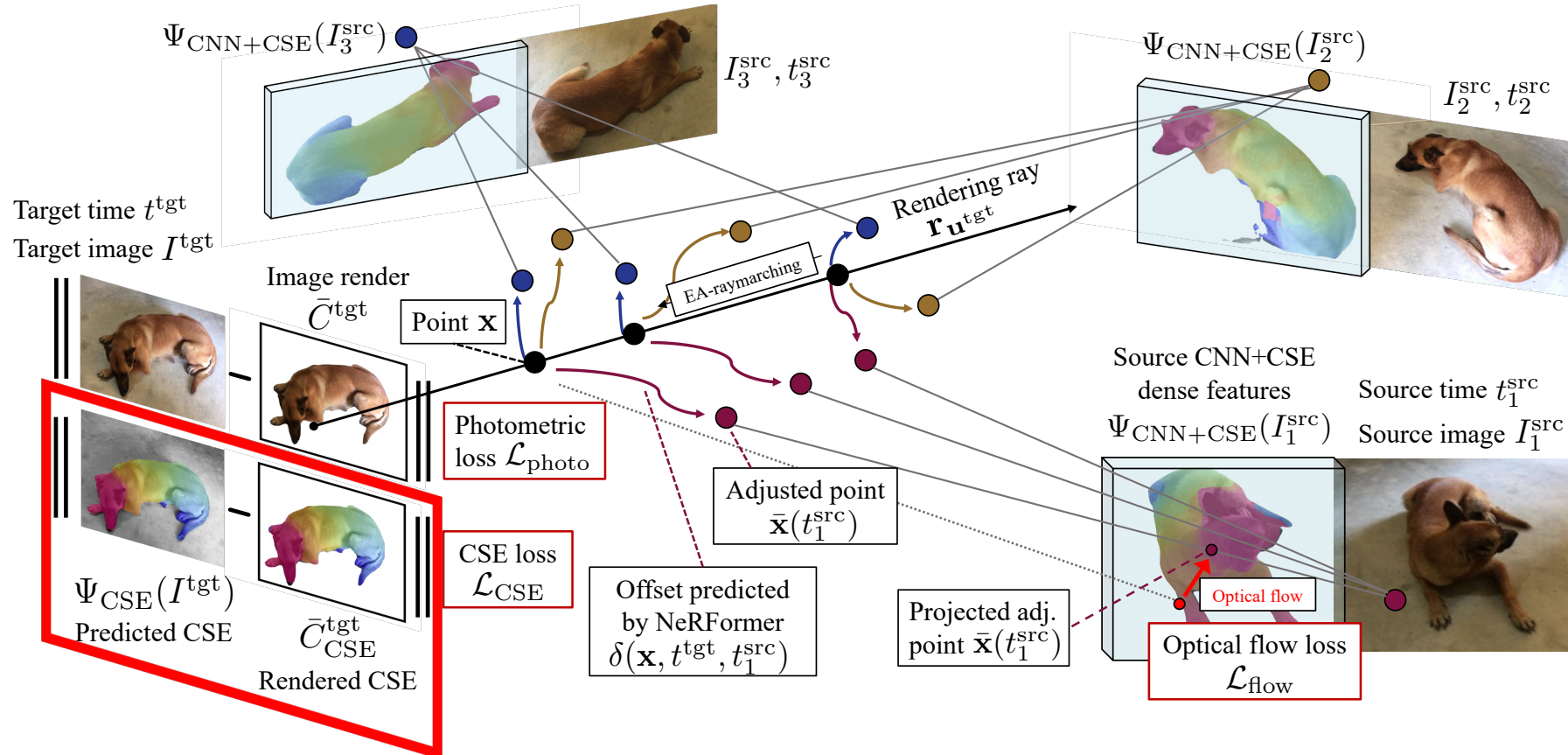
- Tracker NeRF utilizes a NeRFormer as its base architecture (Reizenstein et al., ICCV 2021)
- Tracker NeRF utilizes supervision from 2D optical flow to learn dynamic priors and Continuous Surface Embeddings (CSEs) to learn priors over the category

Tracker NeRF: Method



- For a point sampled along the target ray, Tracker NeRF predicts the 3D offsets for each source view
- That point is then projected into the source views and the features are sampled at the new location
- The prediction is supervised using 2D optical flow

Tracker NeRF: Method

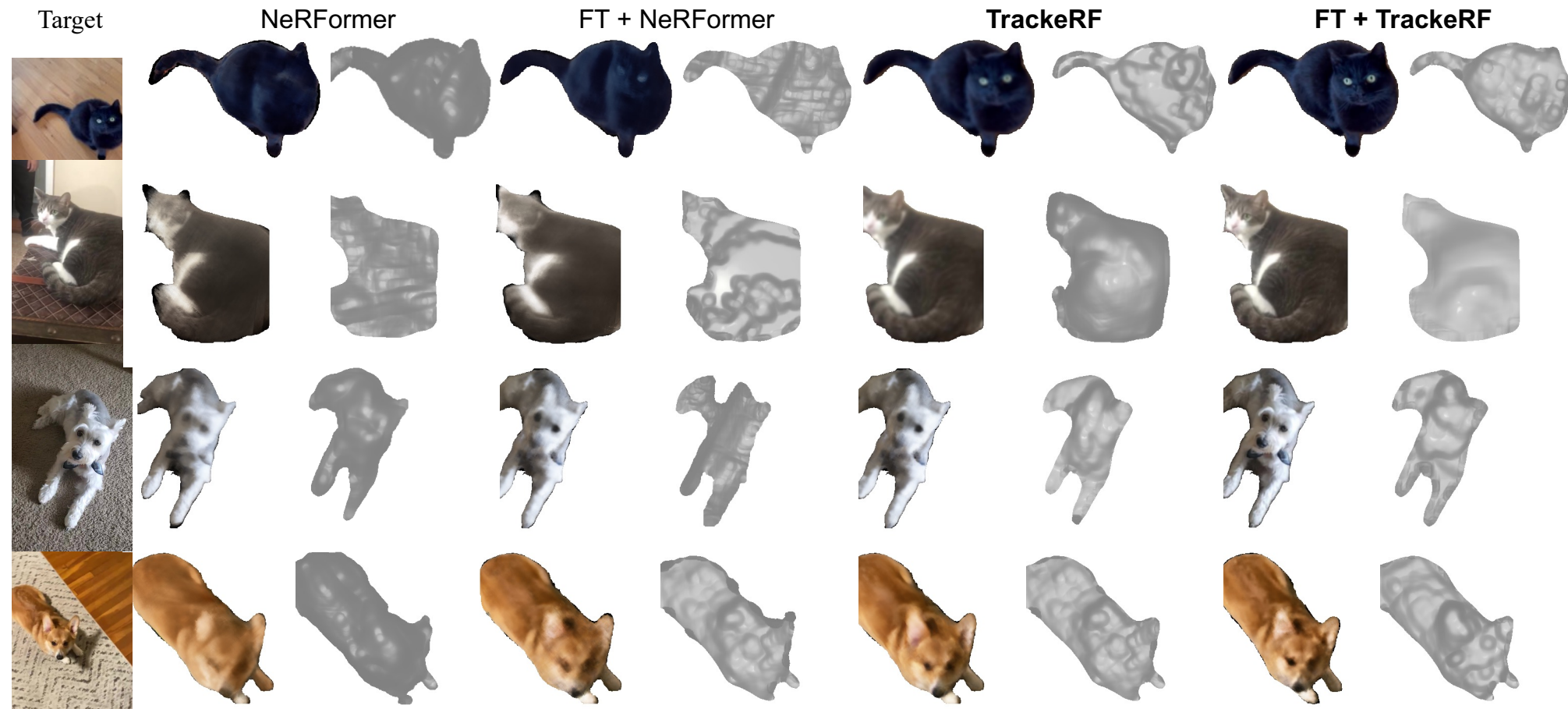


- Tracker NeRF also predicts the surface embedding for each 3D point
- The surface embedding can then be rendered and supervised by the ground-truth embedding for the target views

Experiments: Single-scene Overfitting

↓ Method	PSNR	LPIPS	IoU	ℓ_1^{RGB}
SRN+AD	17.2	0.24	0.78	0.27
SRN+TWCE	16.8	0.19	0.75	0.29
TimeNeRF	17.3	0.18	0.72	0.20
NeRF+TWCE	17.3	0.19	0.73	0.46
NeRFormer+TWCE	18.6	0.17	0.82	0.21
NSFF	20.2	0.17	—	<u>0.19</u>
TrackeRF (ours)	<u>21.4</u>	<u>0.15</u>	0.91	0.17
FT+NeRF+TWCE	17.7	0.19	0.82	0.30
FT+NeRFormer+TWCE	20.5	<u>0.15</u>	<u>0.88</u>	0.20
FT+TrackeRF (ours)	23.1	0.13	0.91	0.17

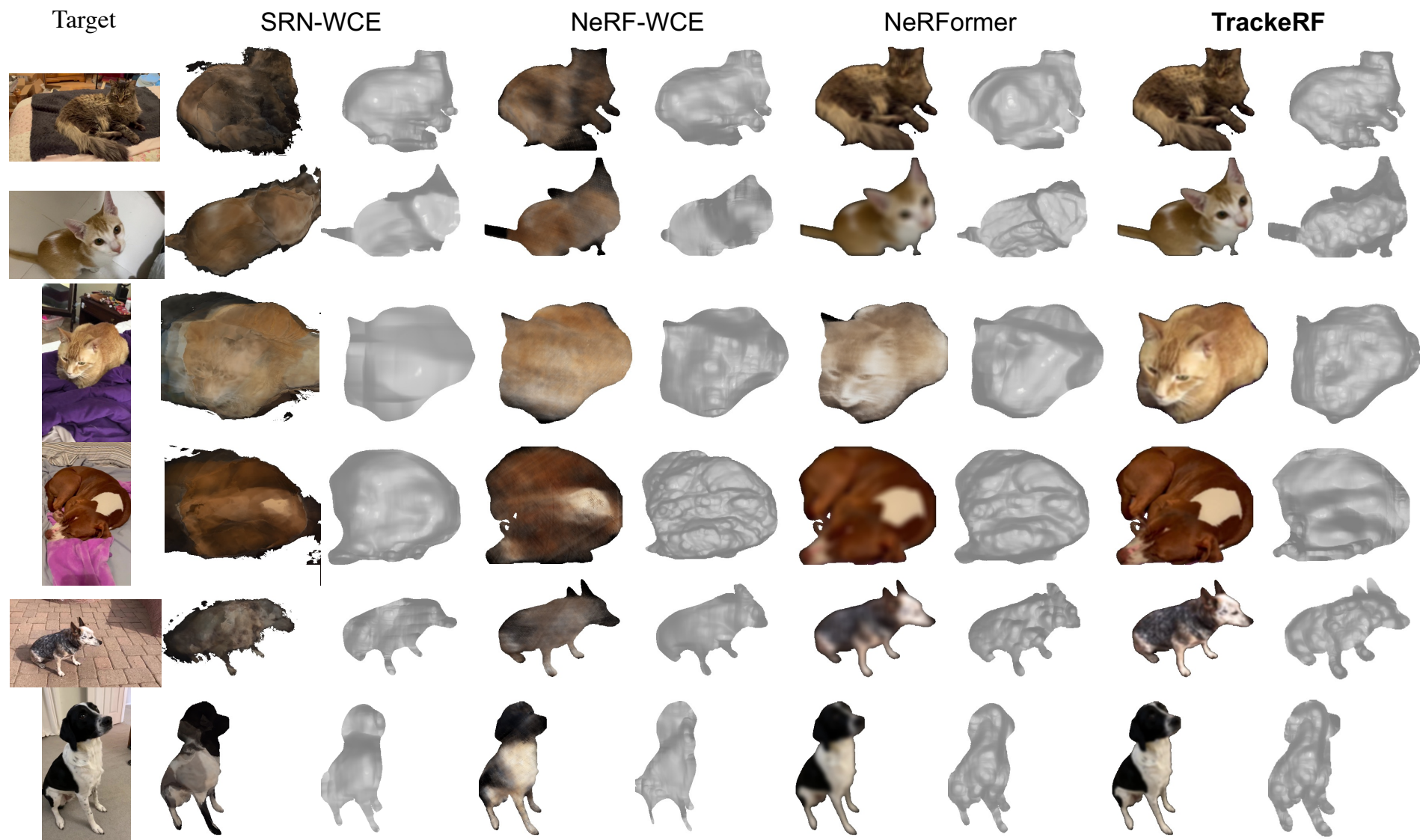
Experiments: Single-scene Overfitting



Experiments: Category Reconstruction

		(a) Average statistics								(b) PSNR @ # source views									
Frame set →		train-unseen				test-unseen				train-unseen					test-unseen				
↓ Method		PSNR	LPIPS	ℓ_1^{RGB}	IoU	PSNR	LPIPS	ℓ_1^{RGB}	IoU	25	20	15	10	5	25	20	15	10	5
TrackeRF (ours)		19.1	0.16	0.33	0.80	19.6	0.17	0.31	0.82	19.7	19.6	19.6	18.8	17.6	21.0	20.0	20.0	18.2	17.9
NeRFormer+TWCE [38]		<u>16.3</u>	<u>0.19</u>	<u>0.39</u>	<u>0.73</u>	<u>16.6</u>	<u>0.18</u>	<u>0.36</u>	<u>0.76</u>	<u>16.5</u>	<u>17.2</u>	<u>16.6</u>	<u>16.3</u>	<u>14.9</u>	<u>17.7</u>	<u>16.9</u>	<u>17.0</u>	<u>15.6</u>	<u>15.7</u>
NeRF+TWCE [10]		<u>14.6</u>	<u>0.20</u>	<u>0.48</u>	<u>0.60</u>	<u>14.2</u>	<u>0.20</u>	<u>0.44</u>	<u>0.60</u>	<u>14.8</u>	<u>15.1</u>	<u>14.6</u>	<u>14.6</u>	<u>14.0</u>	<u>15.9</u>	<u>15.3</u>	<u>15.0</u>	<u>14.4</u>	<u>15.0</u>
SRN+TWCE		<u>13.9</u>	<u>0.18</u>	<u>0.52</u>	<u>0.53</u>	<u>14.2</u>	<u>0.18</u>	<u>0.49</u>	<u>0.53</u>	<u>13.7</u>	<u>14.6</u>	<u>14.3</u>	<u>13.7</u>	<u>13.1</u>	<u>15.0</u>	<u>14.4</u>	<u>14.3</u>	<u>13.3</u>	<u>14.2</u>
SRN+AD [43]		<u>15.5</u>	<u>0.19</u>	<u>0.40</u>	<u>0.66</u>	-	-	-	-	<u>15.0</u>	<u>16.2</u>	<u>15.5</u>	<u>15.1</u>	-	-	-	-	-	-

Experiments: Category Reconstruction



Experiments: Reconstructions



Experiments: Reconstructions





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