

Supplementary Material

1. Dataset Details

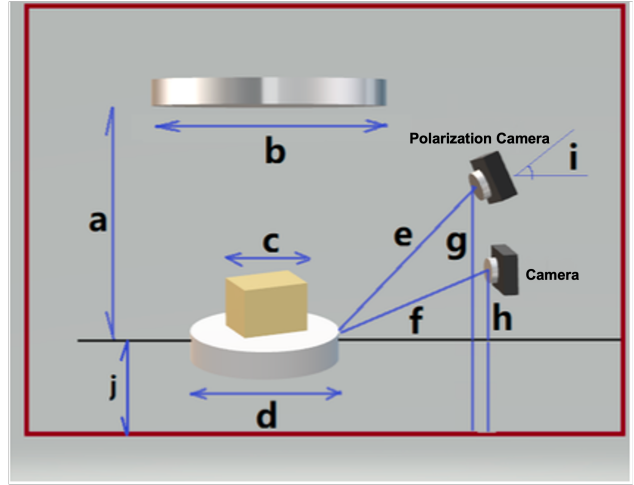
We have taken ten reflective and less-textured scenes with various illumination. Four of them are with ground truth meshes.

1.1. Data Sampling

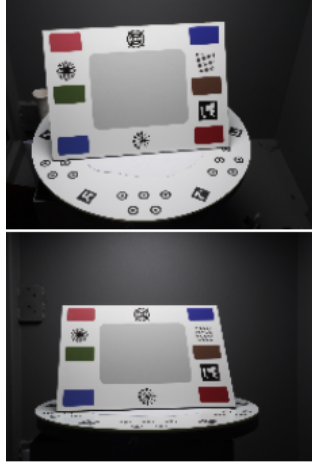
The single light source capture environment is illustrated in Fig 1. We also designed a calibration pattern board specialized for multi-view capture, as shown in 1c. The reconstructing object is placed at the center of the board so that it wouldn't occlude markers, and the accuracy of calibration is also improved in terms of optimizing the calibrating algorithm.

2. 360° Video Demo

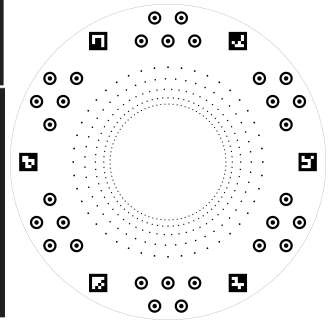
A video of turning the reconstructed mesh around is included.



(a) Diagram



(b) Real capture



(c) Calibration board.

Figure 1: Single light source capture environment. b: LED light source; c: reconstructing object; d: turntable. All distances indicated are fixed in each scene.