

# INFINITEMESH: VIEW INTERPOLATION USING MULTI-VIEW DIFFUSION FOR 3D MESH RECONSTRUCTION - SUPPLEMENTARY MATERIALS

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## ABSTRACT

In the supplementary materials, we demonstrate more results and analysis of our InfiniteMesh, including camera trajectory design and results of each steps in InfiniteMesh.

## 1 CAMERA TRAJECTORY DESIGN

In the supplementary materials, we provide more analysis and results of different camera trajectory. The design of trajectory with different elevations is shown in Fig. 1. Main view  $i$  and main view  $(i+1)$  are input views for IVI module and interpolated views are the target views.

In InfiniteMesh, the IVI module aims to generate more views of images for better 3D Mesh generation. Views with different elevations can cover more scopes of objects. As shown in Tab. 4 of our main paper, trajectory with elevations can obtain better results than trajectory without elevations.

In this section, we provide more visual results in Fig. 2, with more scopes of objects, trajectory with variation of elevation obtains better results. For example, the generated forks of the forklift with elevation outperforms the generated forks of the forklift without elevation on both texture and geometry. Therefore, we use IVI with +30 and -15 elevations in our paper.

## 2 RESULTS OF INFINITEMESH

We demonstrate more visual results of different steps in InfiniteMesh in Fig. 3, including results of main views, results of IVI module and final generated meshes. IVI module can generate more views stably, and smooth geometries and textures can be obtained by our approach.

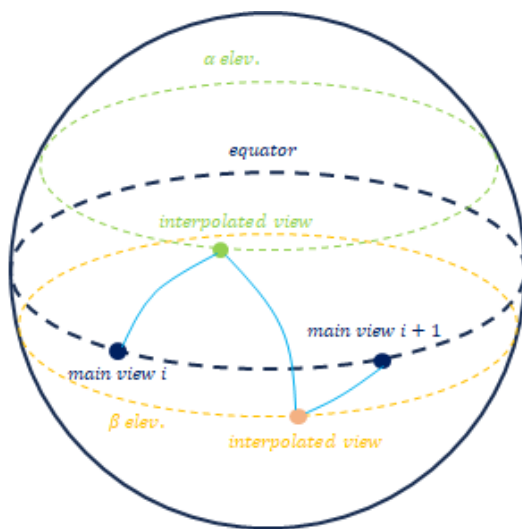


Figure 1: Trajectory with elevations.

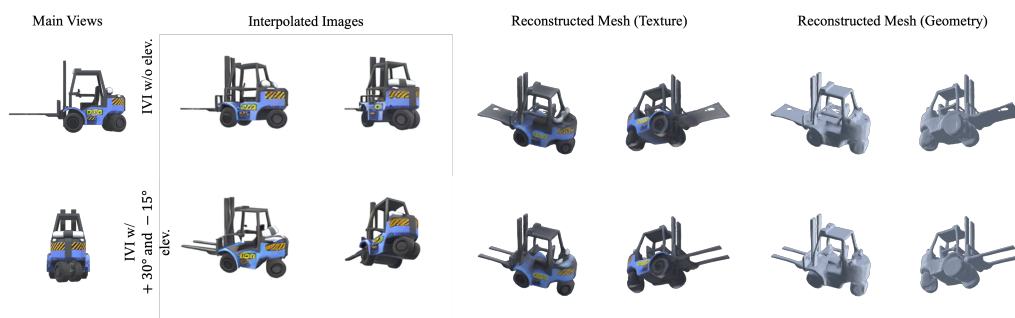


Figure 2: More results generated by InfiniteMesh.



Figure 3: More results generated by InfiniteMesh.