

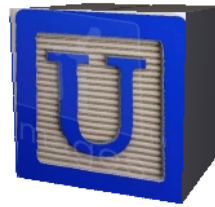
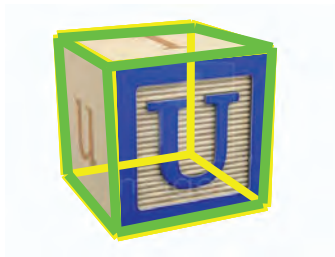
Detecting geometric primitives in single-view images

## Detected 3D Cuboid Gallery

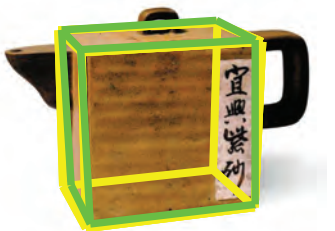
**Click on the cuboids to activate the 3D viewer and rotate the objects**

This PDF file shows the reconstructed 3D cuboid model. To view this document correctly, you need to open it with Acrobat or Adobe Reader. Latest versions on Windows and Mac are recommended.

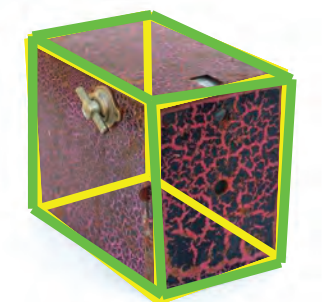
For a detected cuboid in each row, on the left we shows the input testing image. The green is our prediction, and the yellow is the ground truth annotation. On the right, we shows the corresponding reconstructed 3D cuboid after camera resectioning using the detected parts. You can click the 3D cuboid and drag your mouse to rotate it and view from different angles.



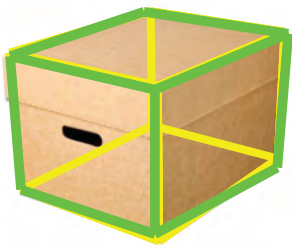
click on the cuboid to activate the 3D viewer and rotate the object



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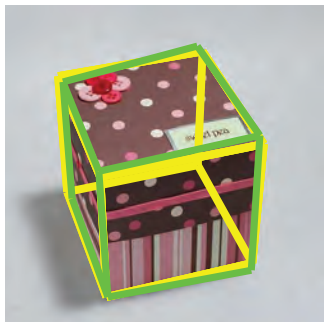
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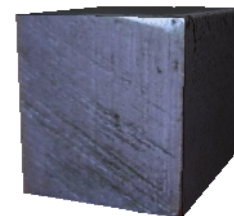
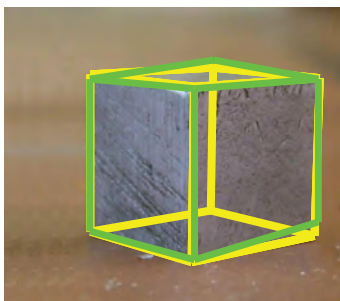
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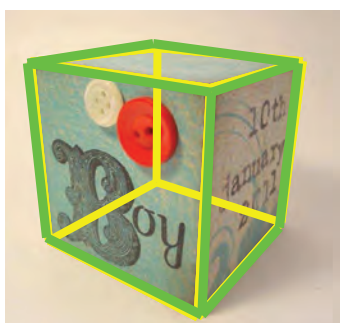
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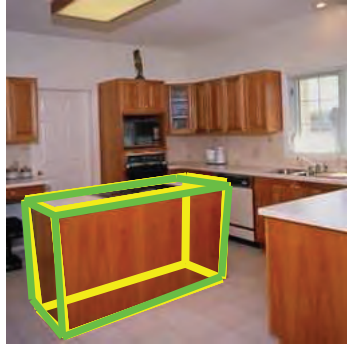
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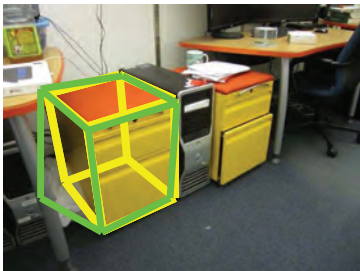
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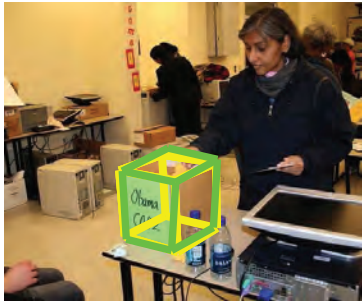
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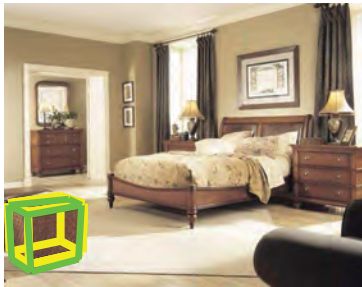
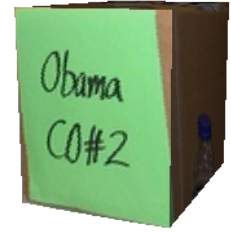
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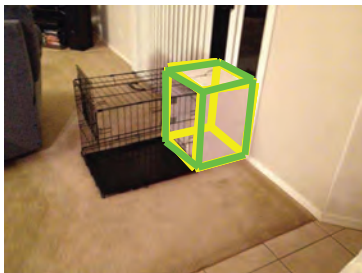
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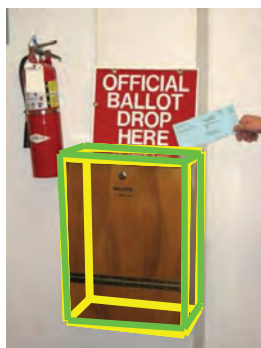
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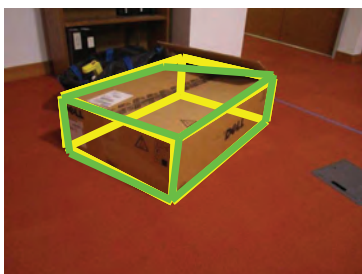
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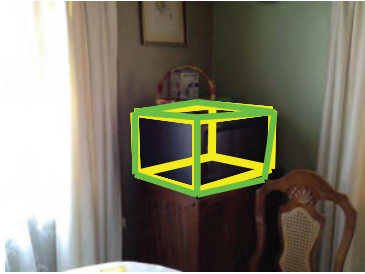


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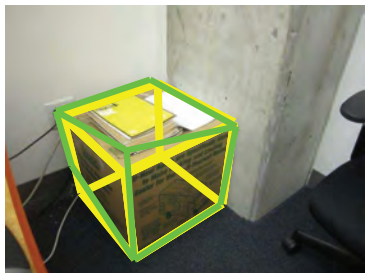
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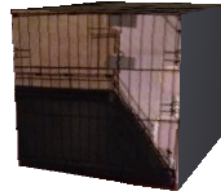
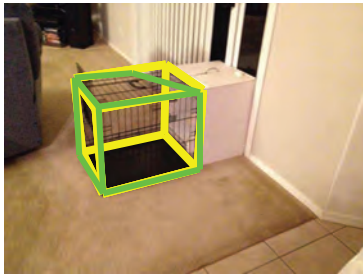
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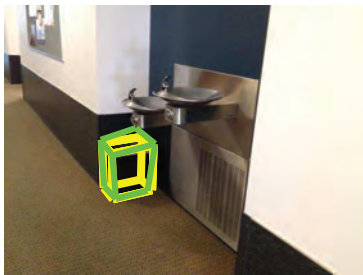
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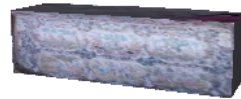
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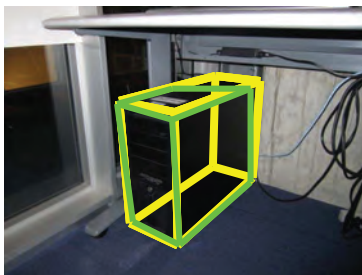
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