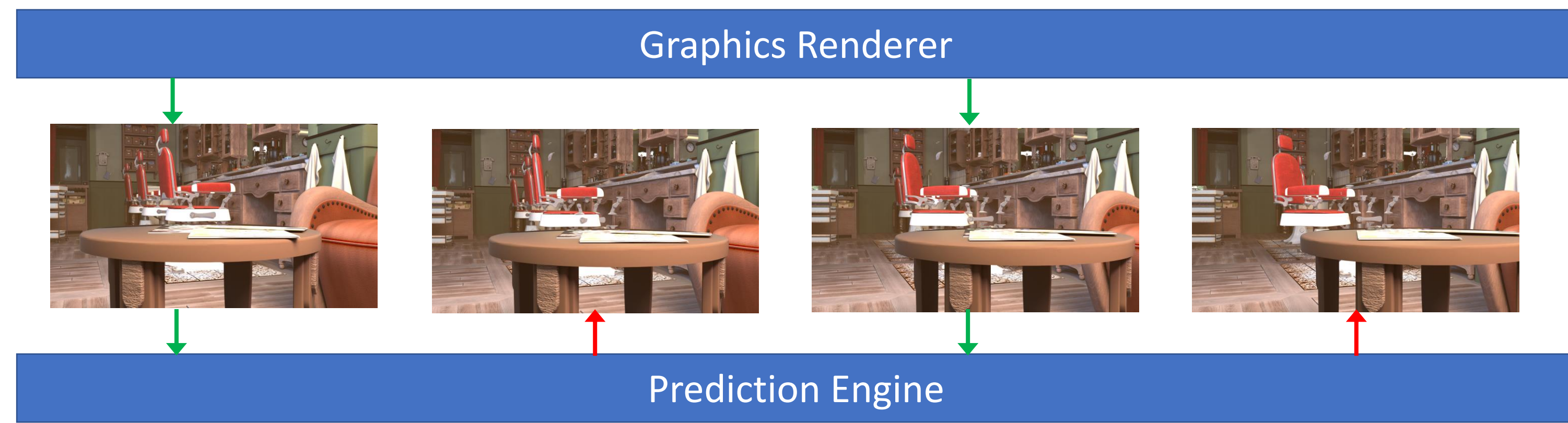




Scan for paper, code, dataset and more!

## Temporal View Synthesis of Dynamic Scenes



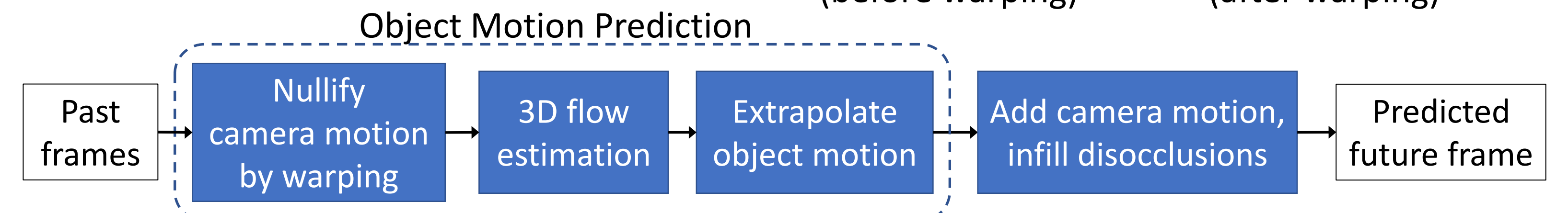
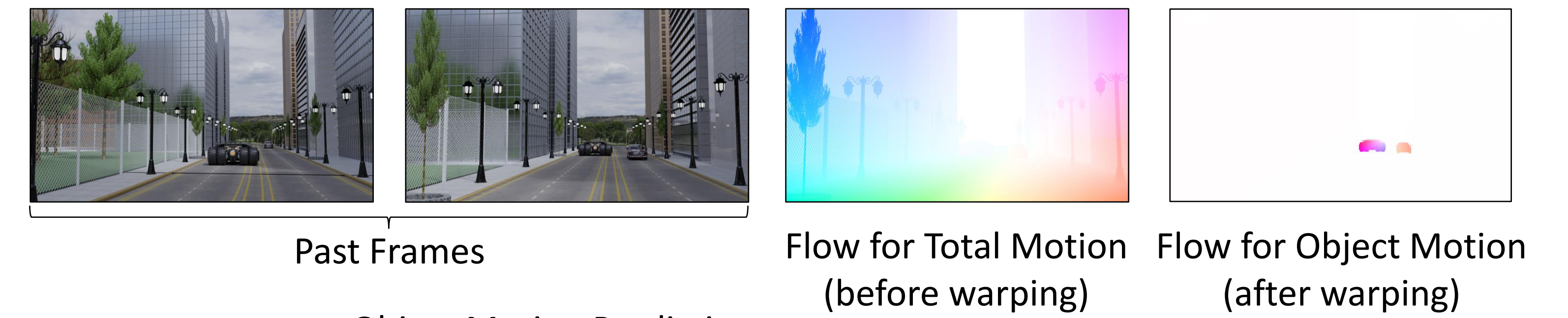
**Goal:** Predict future frames given past RGB-D frames and relative camera motion.

**Application:** Causal frame-rate upsampling of graphically rendered videos in virtual reality or first-person PC games.

**Challenge:** Camera/User motion is known; Object motion is unknown – to be predicted.

## Contribution 1 – Object Motion Isolation

**Approach:** Estimate past object motion as optical flow and extrapolate it.  
**Challenge:** Motion between past frames is mix of camera and object motion.  
**Solution:** Isolate object motion by warping past frames to same view.



**DeCOMPnet:** De**com**posing **C**amera and **O**bject **M**otion for **P**redicting next frame.

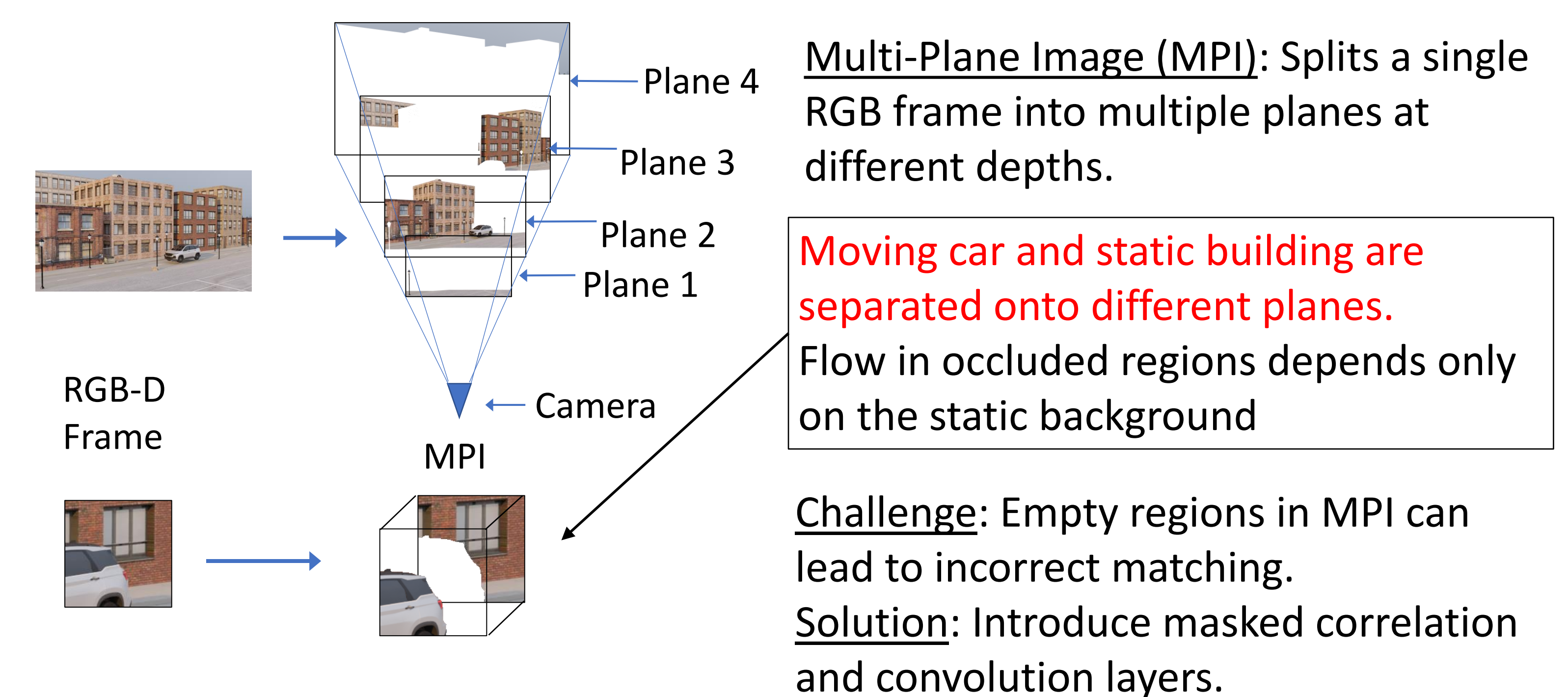
## Off-the-Shelf Optical Flow Estimation

**Problem:** Off-the-shelf Optical Flow estimation creates distortions in predicted frames.

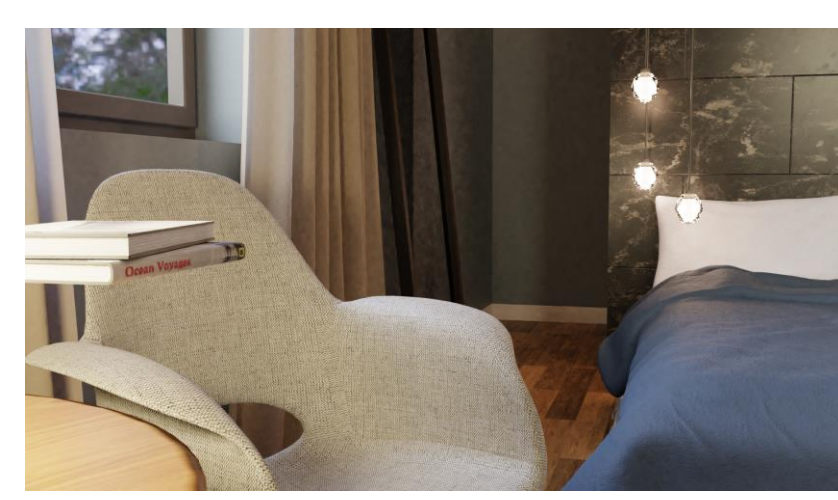
**Cause:** Lack of matching points in occluded areas; flow estimated in occluded areas is a mix of neighbourhood foreground and background flow.



## Contribution 2 – Multi-Plane Images for 3D Flow Estimation

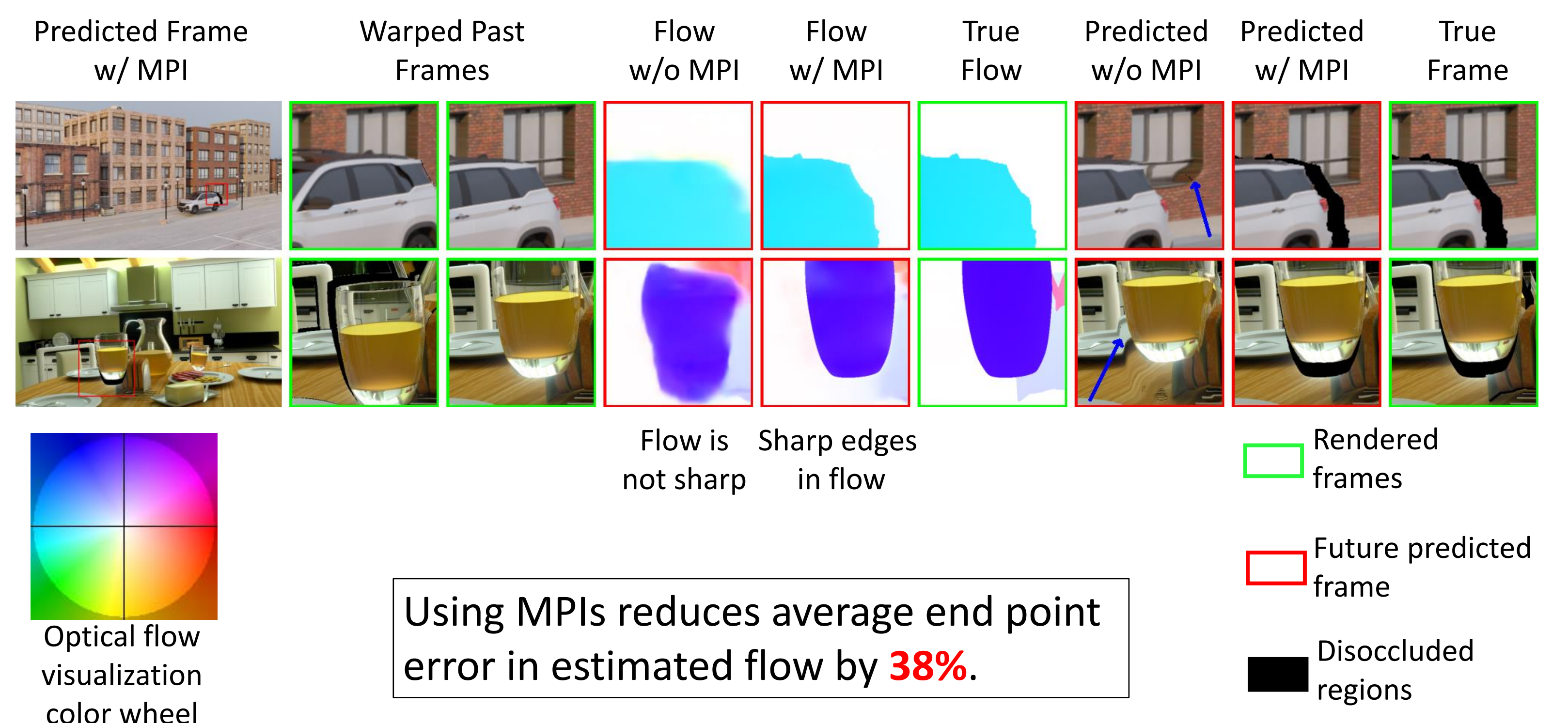


## IISc Virtual Environment Exploration Database (VEED) - Dynamic Scenes

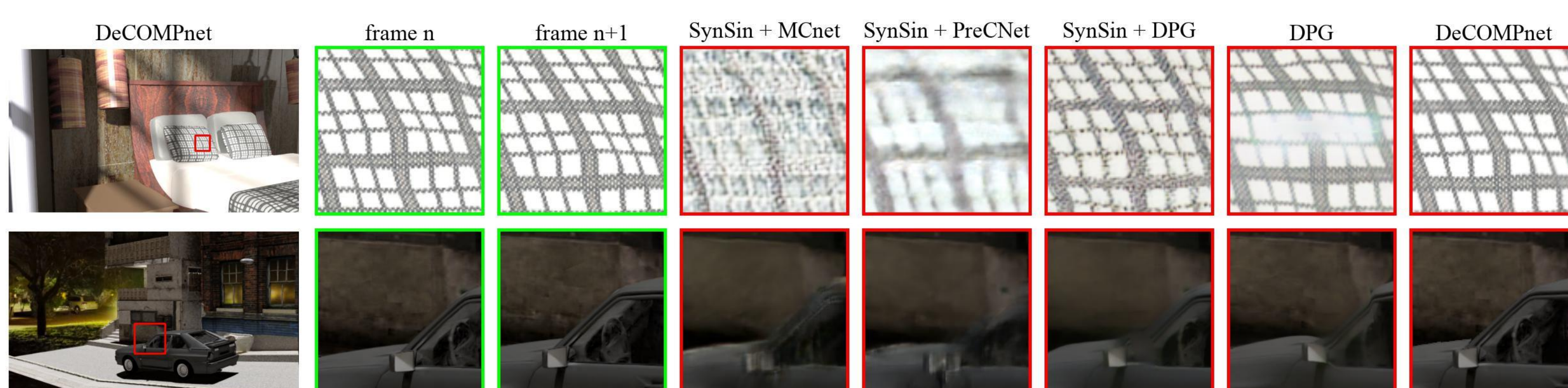


- Developed using Blender
- 200 scenes – 800 videos
- Resolution: 1920 x 1080; 30fps
- Indoor and outdoor scenes
- **Data:**
  - RGB frames
  - Depth map
  - Camera poses

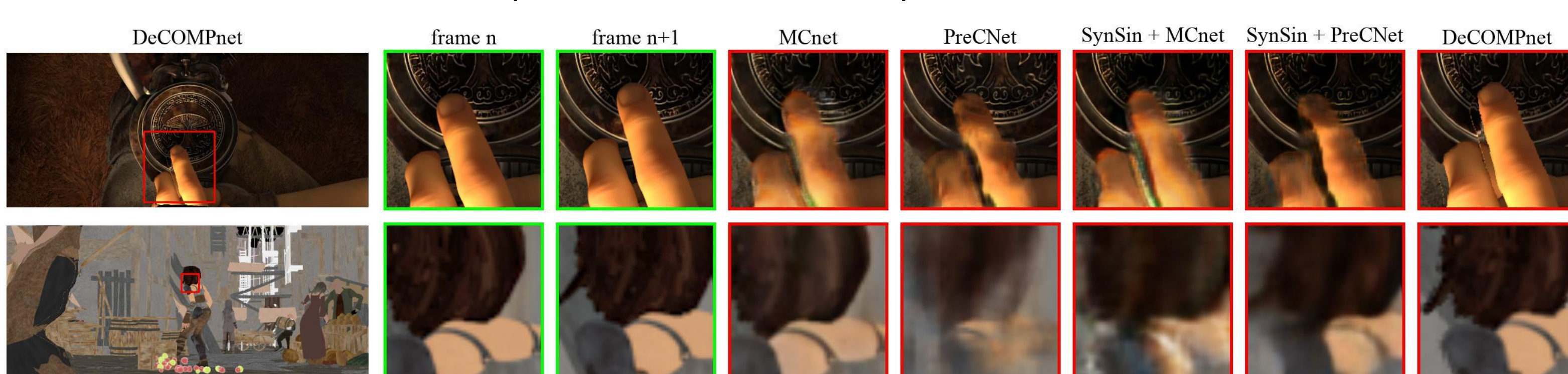
## Future Frame Prediction with and without MPI



## Results – Qualitative Comparisons

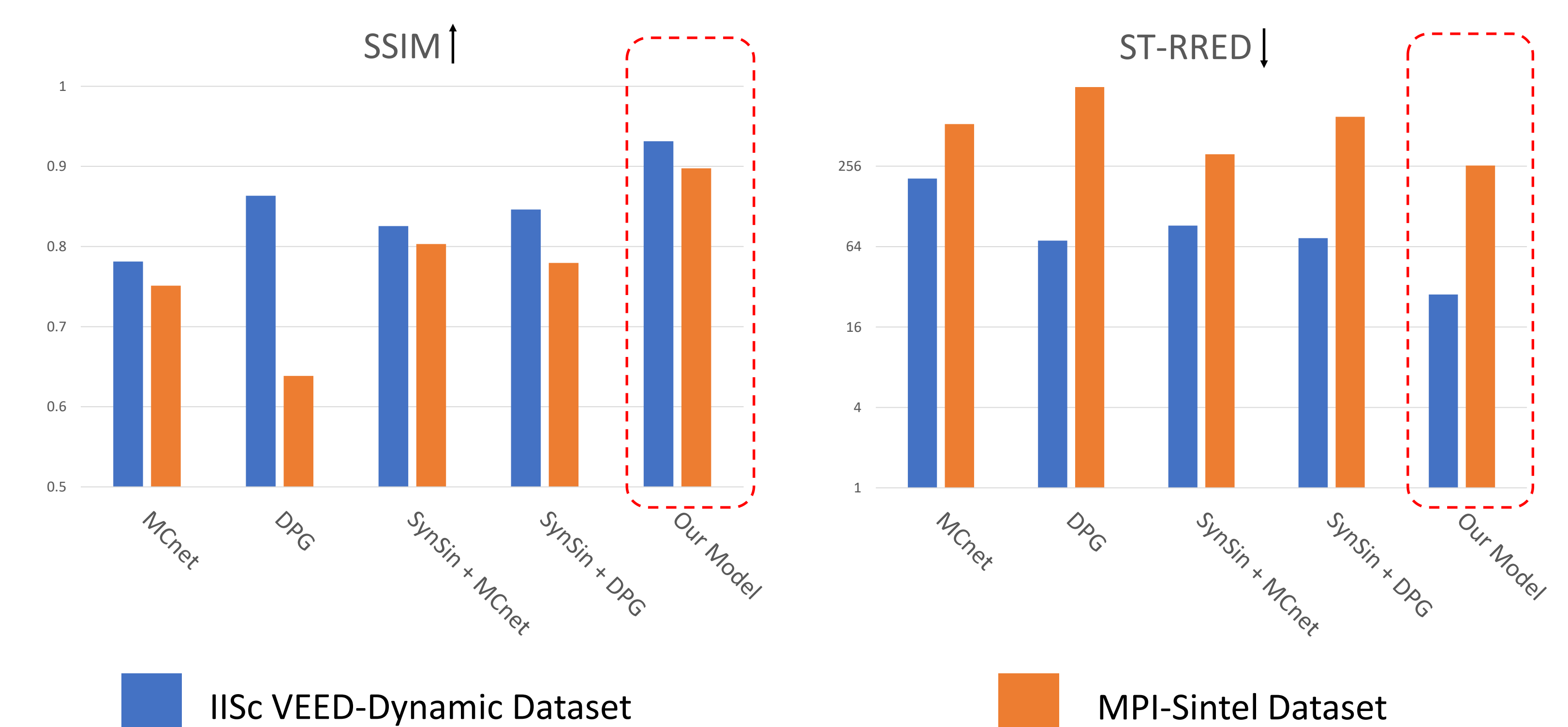


Comparisons on IISc VEED-Dynamic Dataset



Comparisons on MPI-Sintel Dataset

## Results – Quantitative Comparisons



## Acknowledgements:

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