Special Issue

3D Modelling from Point Clouds: Algorithms and Methods

Message from the Guest Editors

Image-based and range-based techniques have evolved considerably during the last decade, and are used in numerous fields of applications. The resulting point clouds are interesting for visualization but the processing of 3D models is necessary to structure the data and develop a mathematical representation of the objects. There are several tools currently available providing automatic or semi-automatic methods for 3D modelling from point clouds, but, often, only limited information about the algorithms are given to the users. Authors are invited to submit papers focused on the theory of the algorithms and new methods of 3D modelling based on various sources of point clouds. Papers highlighting the evaluation of the quality of the input data and of the resulting 3D models, as well as the assessment of the algorithms and the performance analysis of the methods are strongly encouraged.

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