

Workshop and Challenge held in conjunction with CVPR 2021
19 June, 2021 (TBC)



An overall 9k€ will be awarded as cash prizes to the winners

Call for Papers

The main focus of SHARP is to encourage paper submissions on 3D shape and texture recovery from partial data. More topics related to data-driven textured 3D shape processing and analysis are also of interest. Topics include, but are not limited to:

- Textured 3D data representation and evaluation
- Textured 3D scan feature extraction
- Generative modelling of textured 3D scans
- Learning-based 3D reconstruction
- Joint texture and shape matching
- Joint texture and shape completion
- Semantic 3D data reconstruction
- Effective 3D and 2D data fusion
- Textured 3D data refinement
- 3D feature edge detection
- High-level representations of 3D data
- CAD modeling from unstructured 3D data

Challenges

Challenge 1:

- Reconstruct a full 3D textured mesh from a partial 3D human scan.
- 3DBodyTex.v2 dataset: 2500+ clothed scans with a diversity in clothing and in poses.



Challenge 2:

- Reconstruct a full 3D textured mesh from a partial 3D object scan.
- 3DObjectTex.v1 dataset: a 2k+ textured 3D object scans from the ViewShape repository



Challenge 3:

- Recover feature edges of 3D scans
- CC3D dataset: 50k+ pairs of 3D object scans and their CAD models



Important Dates

Paper submission

Paper submission deadline: **7 March 2021**
Final decisions to authors: 1 April 2021
Camera-ready submission: 10 April 2021

Challenge timeline

Registration deadline: **22 February 2021**
Release of datasets: 15 March 2021
Submission of results: 18 May 2021
Announcement of results (tbc): 19 June 2021

Invited Speakers

- Prof. Adrien Bartoli, Université Clermont Auvergne, France
- Prof. Gerard Pons-Mol, Max Planck for Informatics in Saarbrücken, Germany

Organizers

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