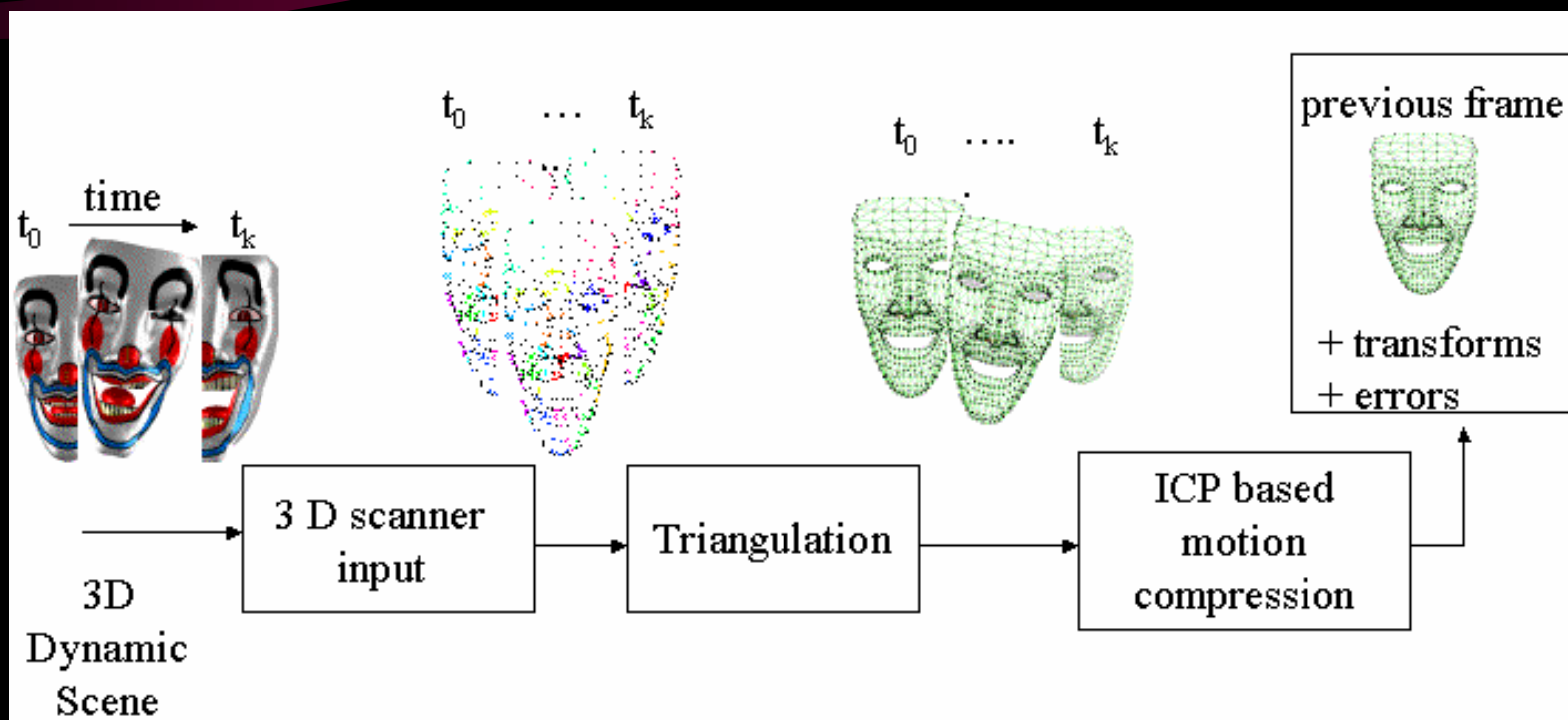
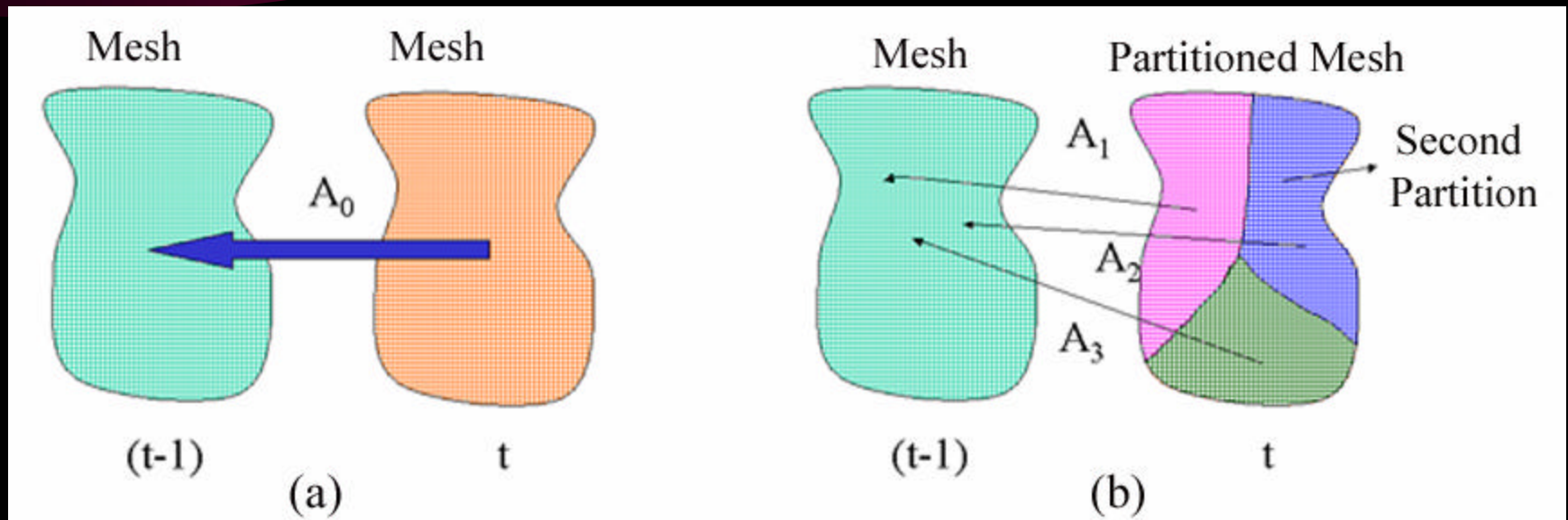


# Compression of 3D Dynamic Geometry



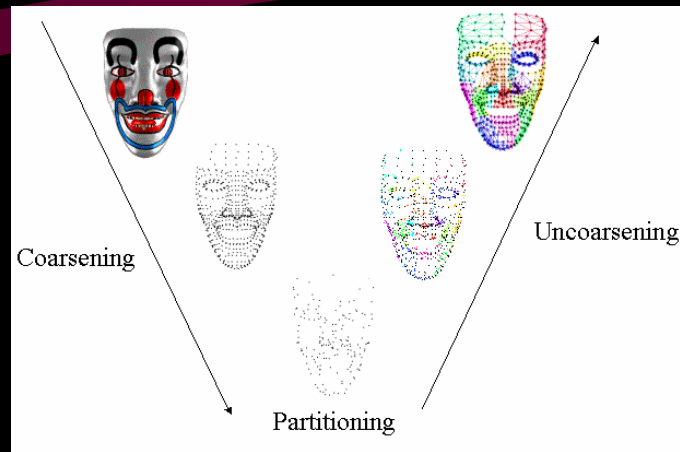
The input from dynamic scenes is triangulated and input to ICP based motion compression algorithm. The current frame is reconstructed using the previous frame, affine transforms and residual errors.

# ICP BASED CORRESPONDANCE COMPUTATION



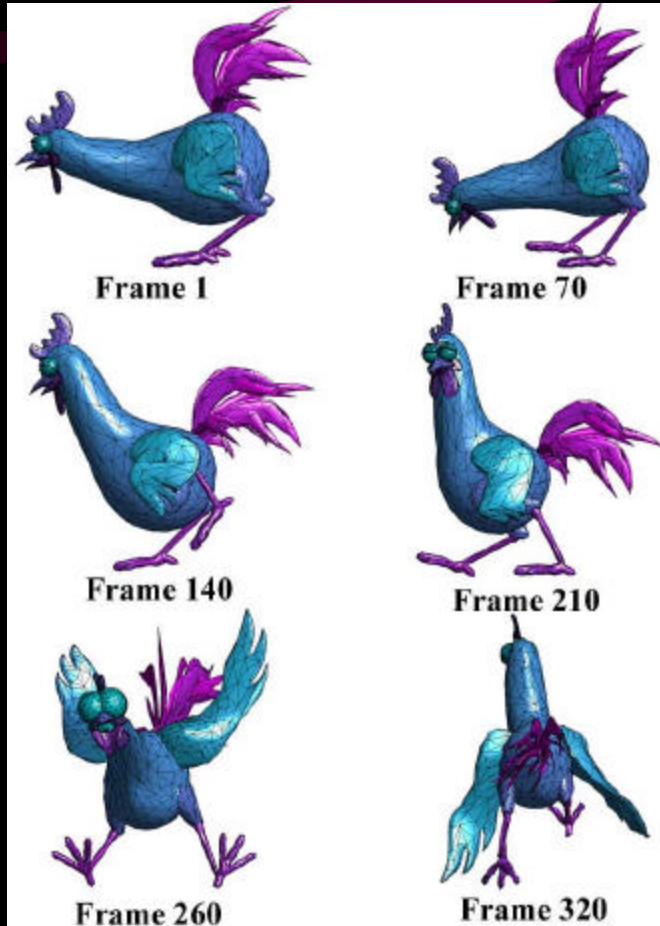
The ICP algorithm is used to compute the vertex correspondance between frames in consecutive time instants. We partition the frame at time  $t$  and compute its match at time  $t-1$ .

# Partitioning and Motion Segmentation

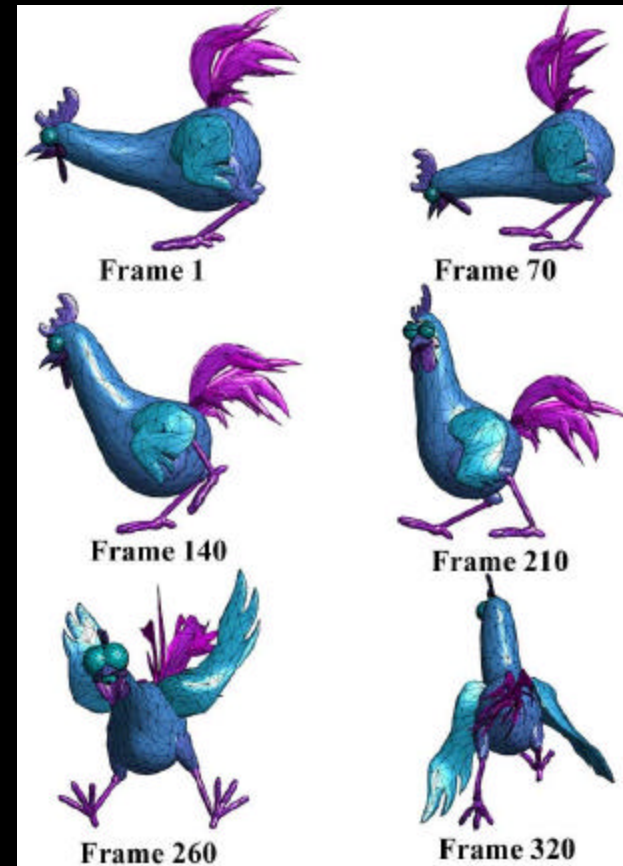


In these figures, the regions of coherent motion have been identified and each such region is represented by a color.

# GEOMETRY DATA COMPRESSION



ORIGINAL



RECONSTRUCTED  
(Compression ratio – 42)