

Simulation and
validation of
underwater scenes
for two-media optical
3D reconstruction

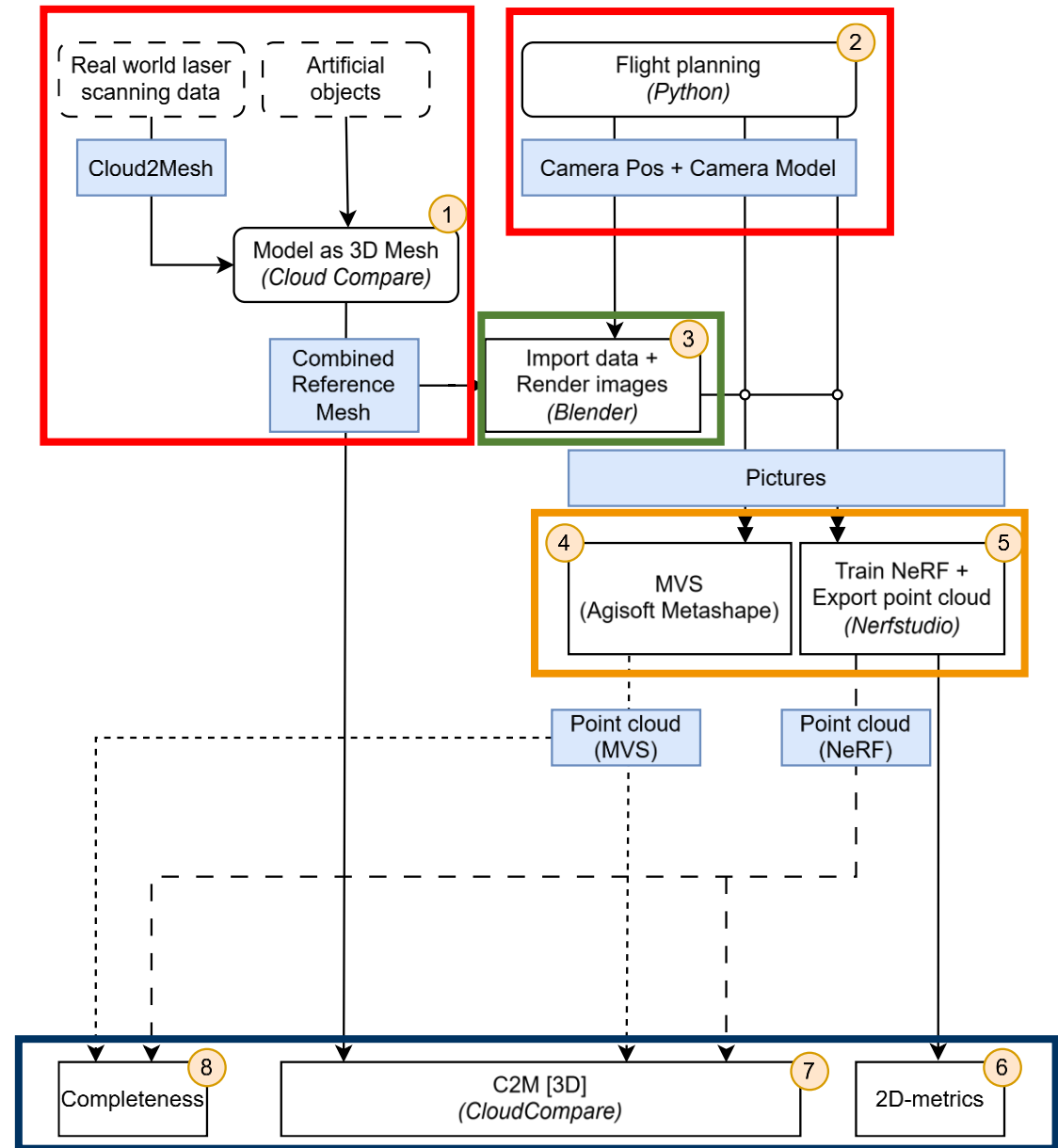
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Workflow Simulation

1. Reference Data
2. Simulation of the scene
3. Data processing
4. Evaluation



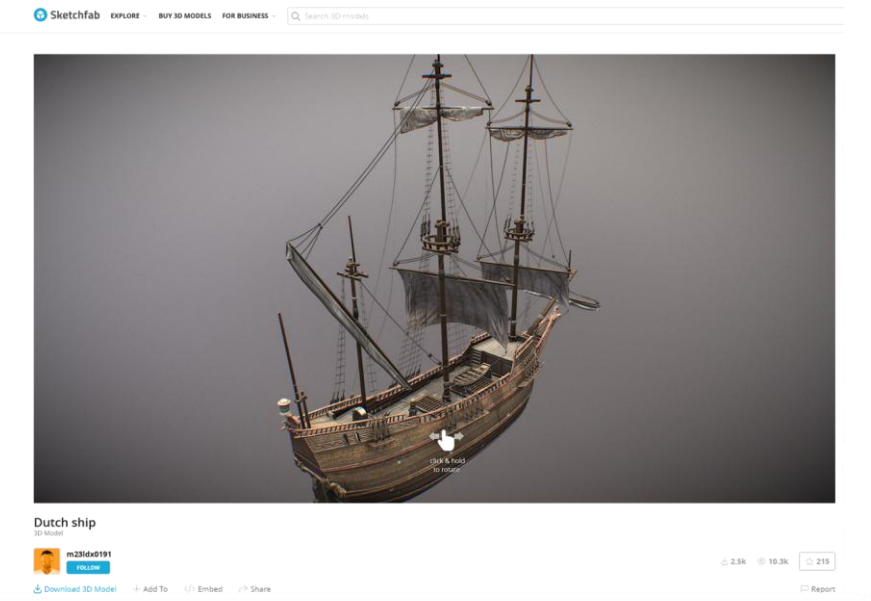
1. Reference Data

A: Combined Reference Mesh

- ULS data from Jamtal (ground)
- Synthetic ship geometry
- *Combination of synthetic and real data*

B: Cameras

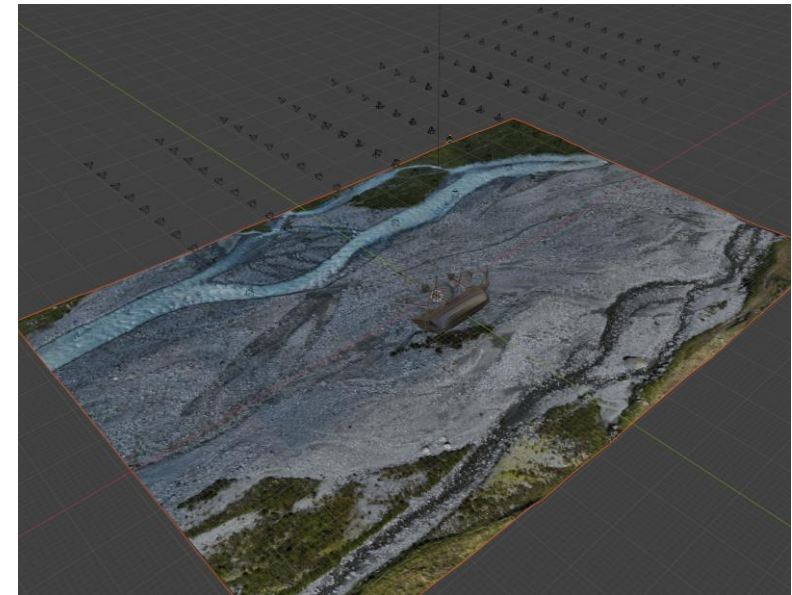
- Exterior orientation ($X, Y, Z, \phi, \omega, \kappa$)
- Camera model parameters
- Flight parameters



2. Simulation of scene

Blender (3D scene → 2D images)

1. Import reference mesh
2. Import cameras
3. Set up lighting
- 4. Render images (no water dataset)**
5. Add water to scene
- 6. Render images (water dataset)**



3. Data processing

Input:

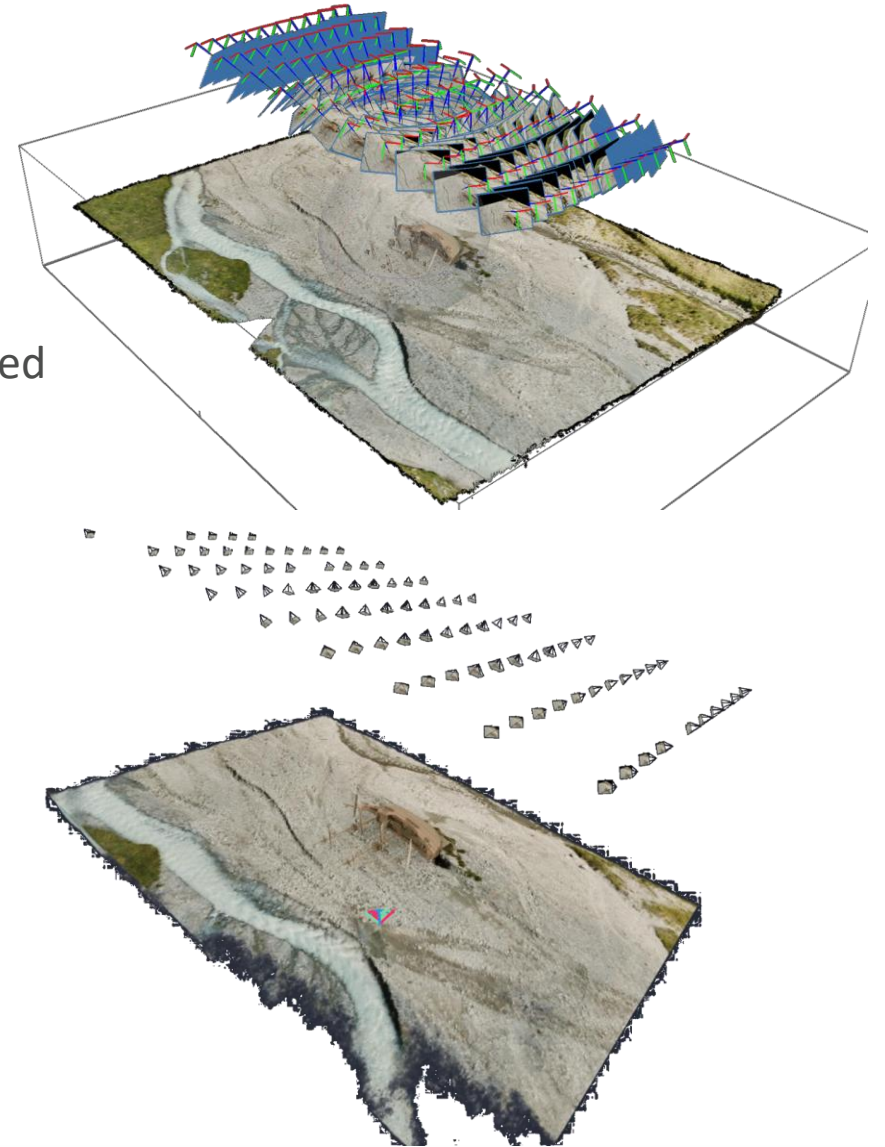
- Camera import based on reference values (1)
- Image import from Blender (2)
 - No in-situ camera calibration → optical distortions not modeled

Methods:

- MVS (Metashape)
- NeRF (Nerfstudio)
 - Training and exporting as point cloud

Result:

- 4 point clouds (2 x water + 2 x no water) ~ 2.5 Mio points
- Same CRS → No further registration required

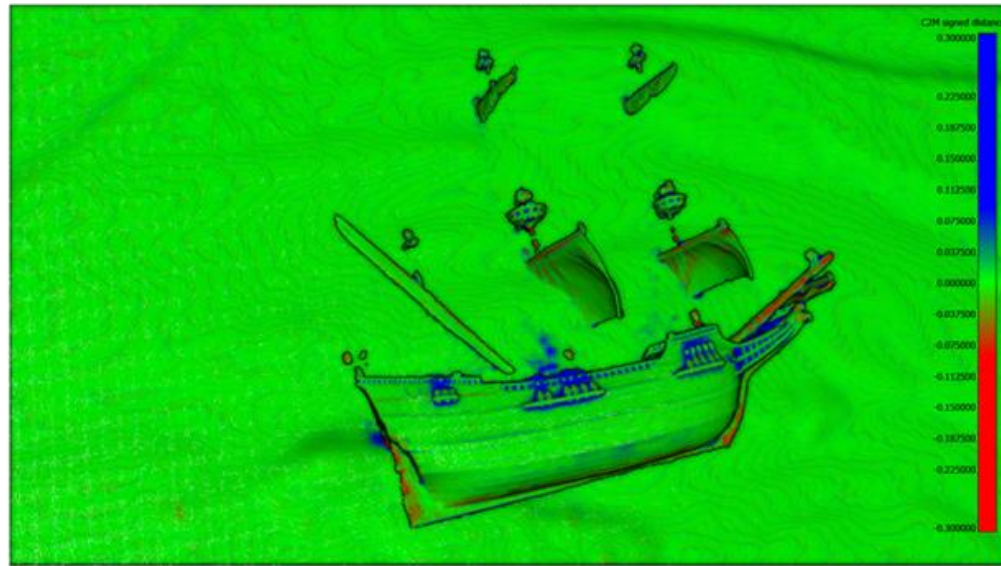


4. Evaluation - Cloud to Mesh distances

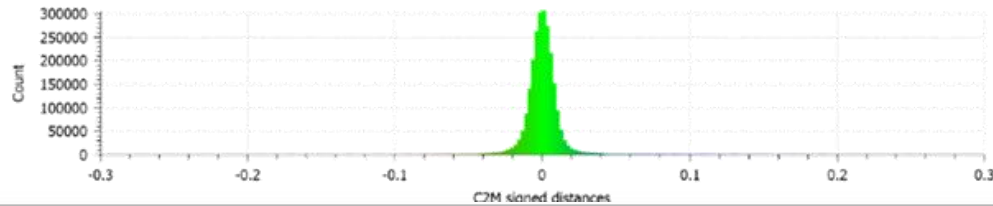
No-water dataset:

- High-quality reconstruction achieved
- MVS slightly better

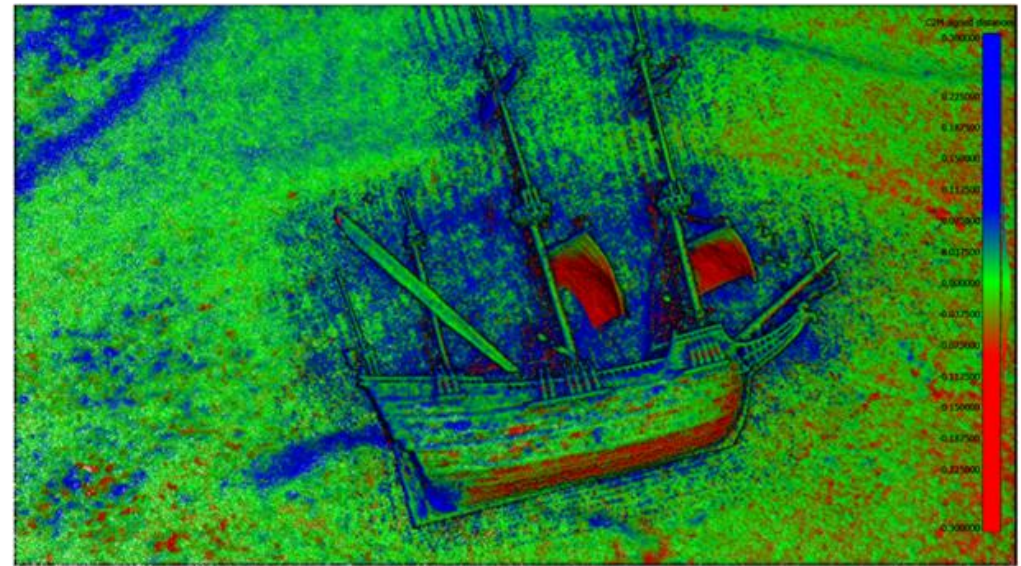
MVS



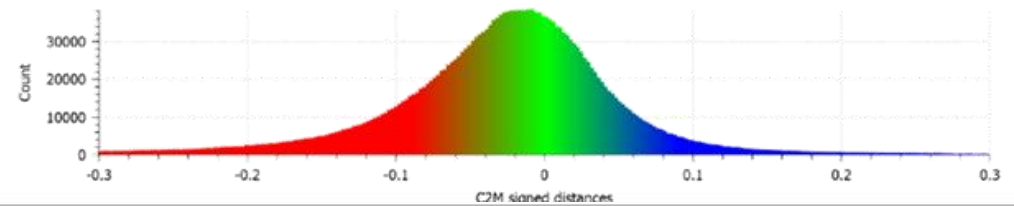
C2M signed distances (2437396 values) [256 classes]



NeRF



C2M signed distances (2382561 values) [256 classes]



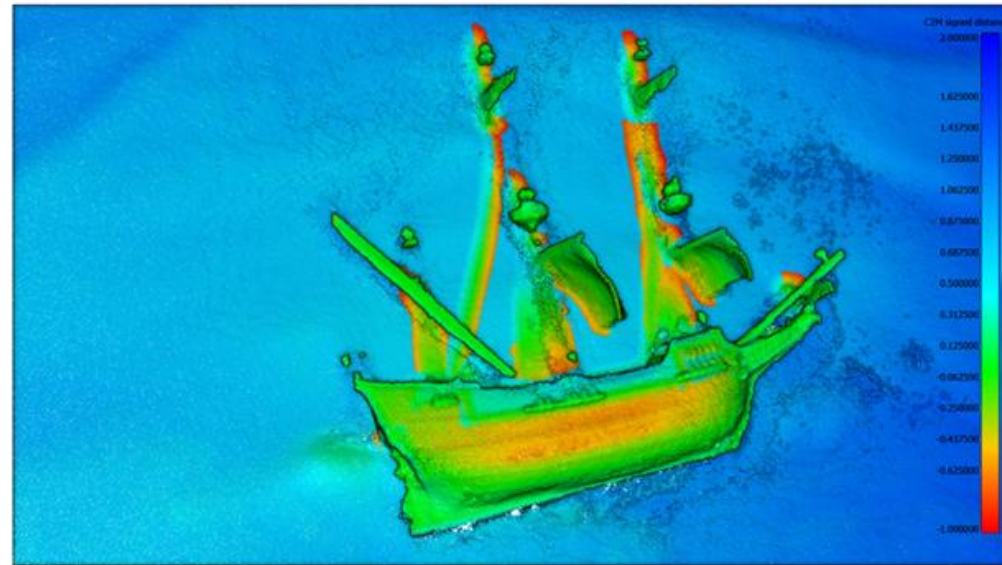
no-water

4. Evaluation - Cloud to Mesh distances

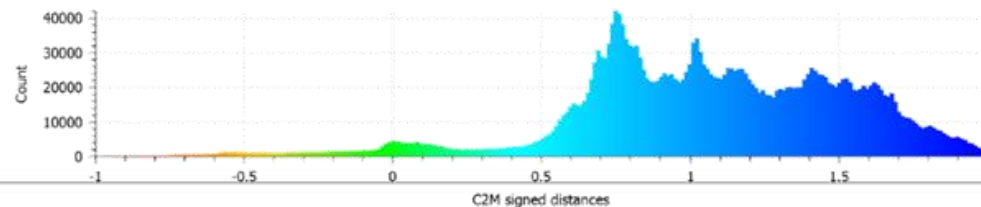
Water dataset:

- Mean deviations ~ 1 m \rightarrow Refraction effects must be taken into account in underwater reconstruction

MVS



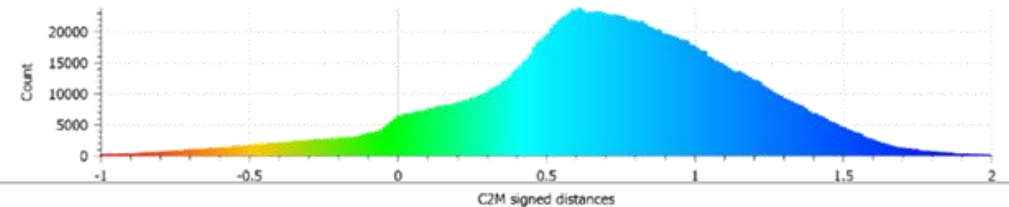
C2M signed distances (2632395 values) [256 classes]



NeRF



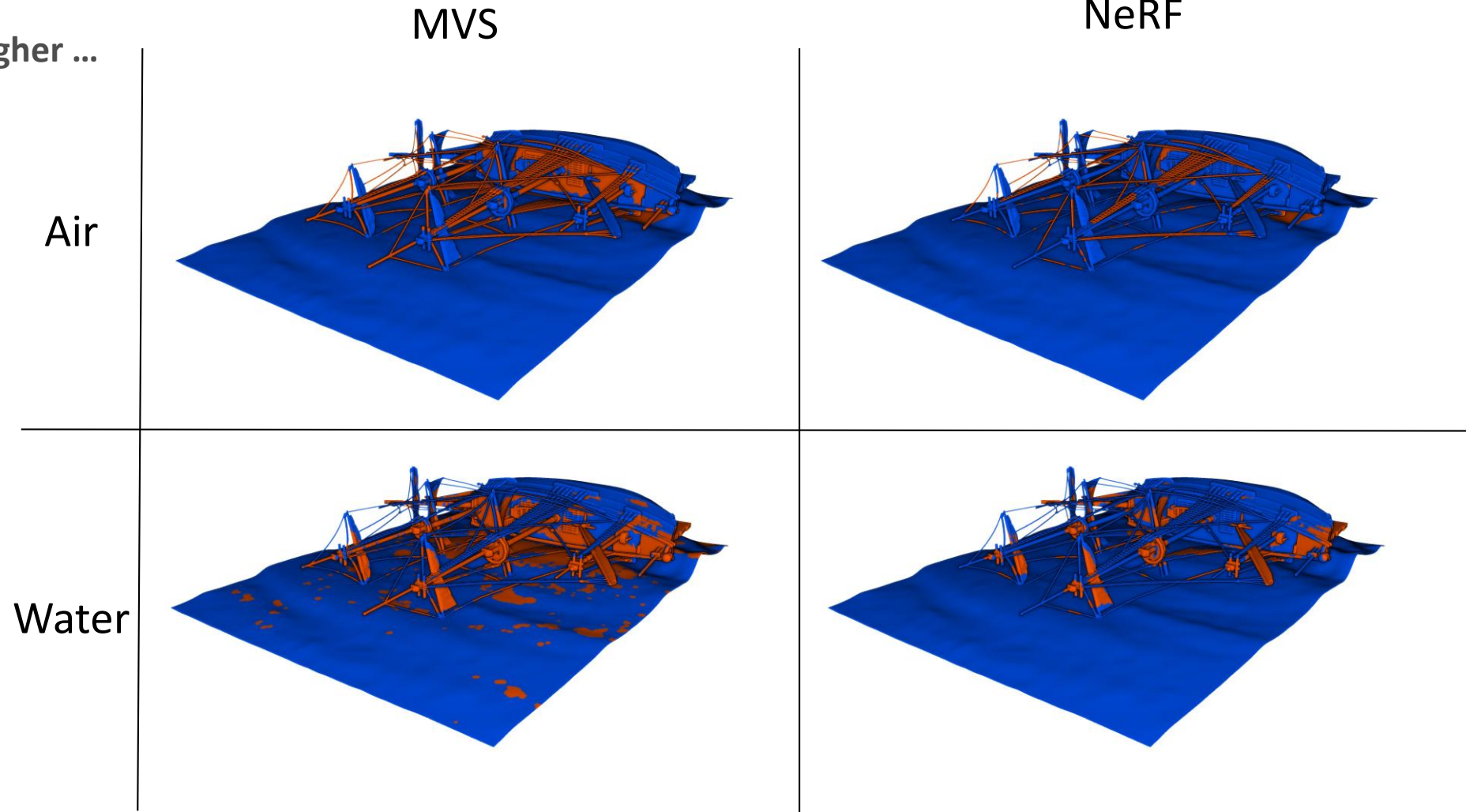
C2M signed distances (2045949 values) [256 classes]



water

4. Evaluation - Completeness

- **Completeness was higher ...**
 - In air scene
 - Using NeRFs



Results

- NeRFs performed better than MVS
- Refraction significantly affects reconstruction accuracy
- **Refraction-aware “geodetic” NeRFs are needed**
 - Main focus is on generating accurate and complete point clouds

Research project BathyNeRF

- Radiance field-based detection and 3D modeling of:
 - underwater topography
 - submerged vegetation



- **The following two presentations will cover the current project status**

