Preface

Buildings and other infrastructure provide a limited, yet challenging, domain for 3D computer vision techniques. Terrestrial laser scanners, RGB-D cameras, mobile scanning robots, and micro air vehicles (MAVs) are just some of the platforms that are being used to capture and model the built environment. Such 3D models have enormous potential for aiding practitioners in a wide variety of domains, ranging from architecture, engineering, and construction (AEC) to post-disaster search and rescue.

This workshop explores the state of the art in techniques that use 3D imaging for modeling, analyzing, and understanding the built environment. Of the 31 papers submitted for this workshop, 8 have been selected for presentation — a 26% acceptance rate.

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The Workshop Organizers