

Designing Realistic Digital Twins of Urban Environment

Procedural Generation of 3D Environments

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PERSEUS
Doctoral programme

Neural Radiance Field (NeRF)

- A machine learning technique that generates 3D representation of complex object and scenes from some sparse set of input images [1]
- The input is a continuous 5D coordinate (location (x, y, z) , angle (θ, ϕ))
- The output is the volume density and view-dependent emitted radiance
- Use classic volume rendering to project the color and densities into an image

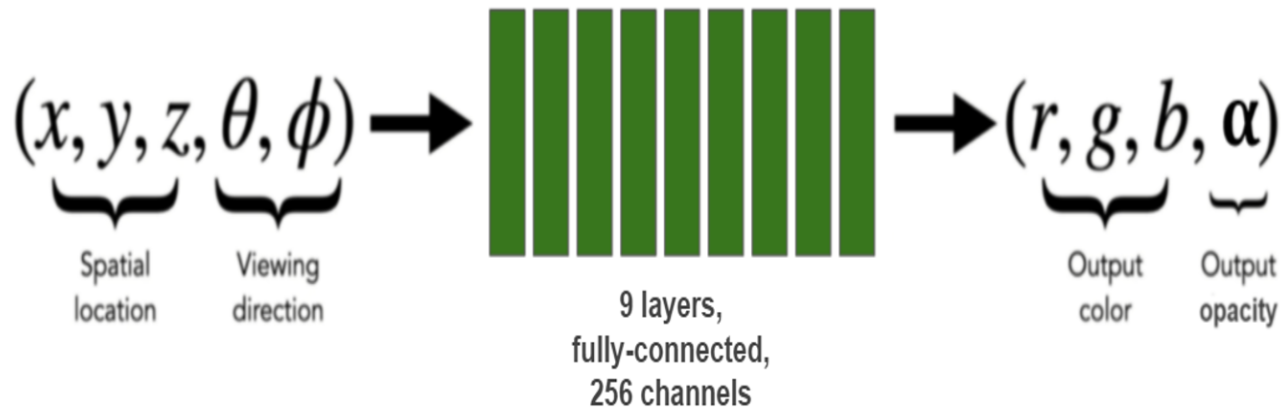


Figure: Architecture

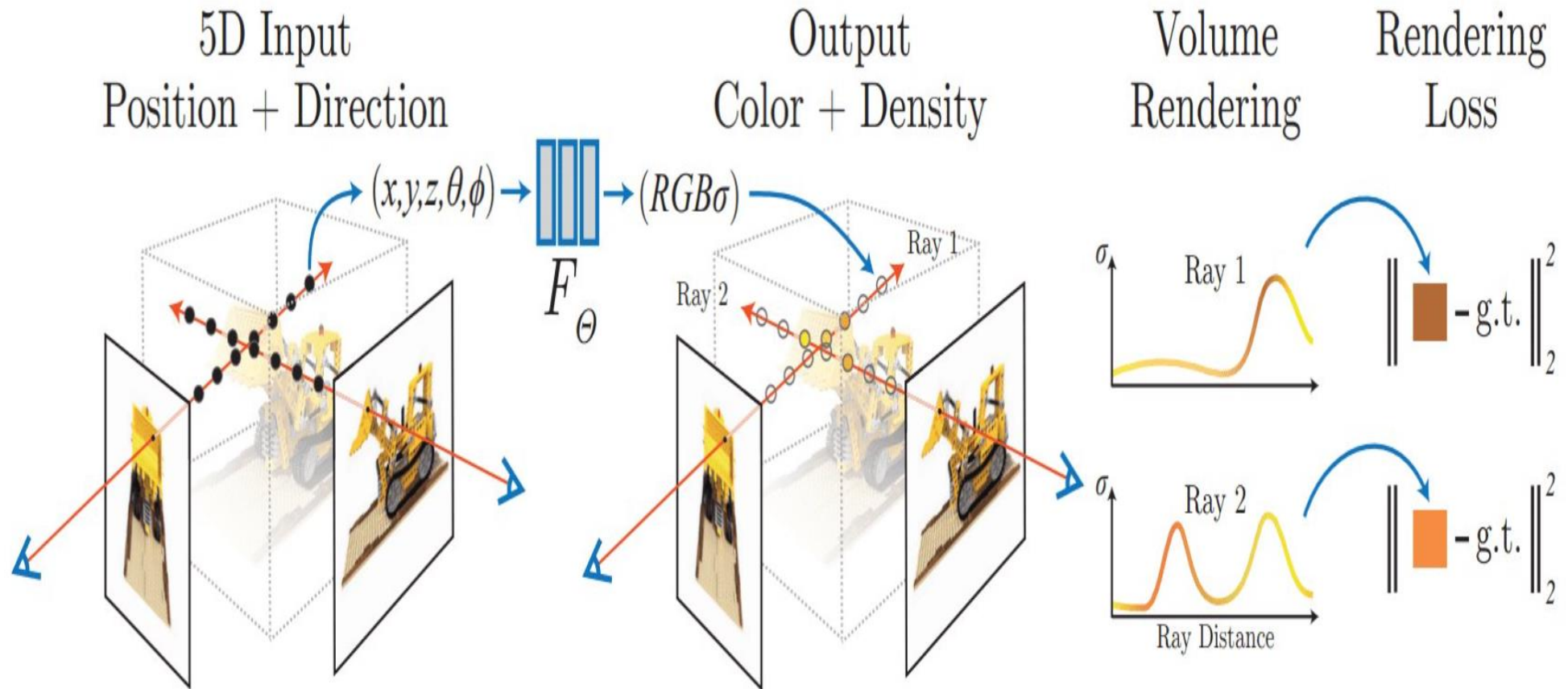


Figure. Block Diagram

Neural Radiance Field (NeRF) for View Synthesis

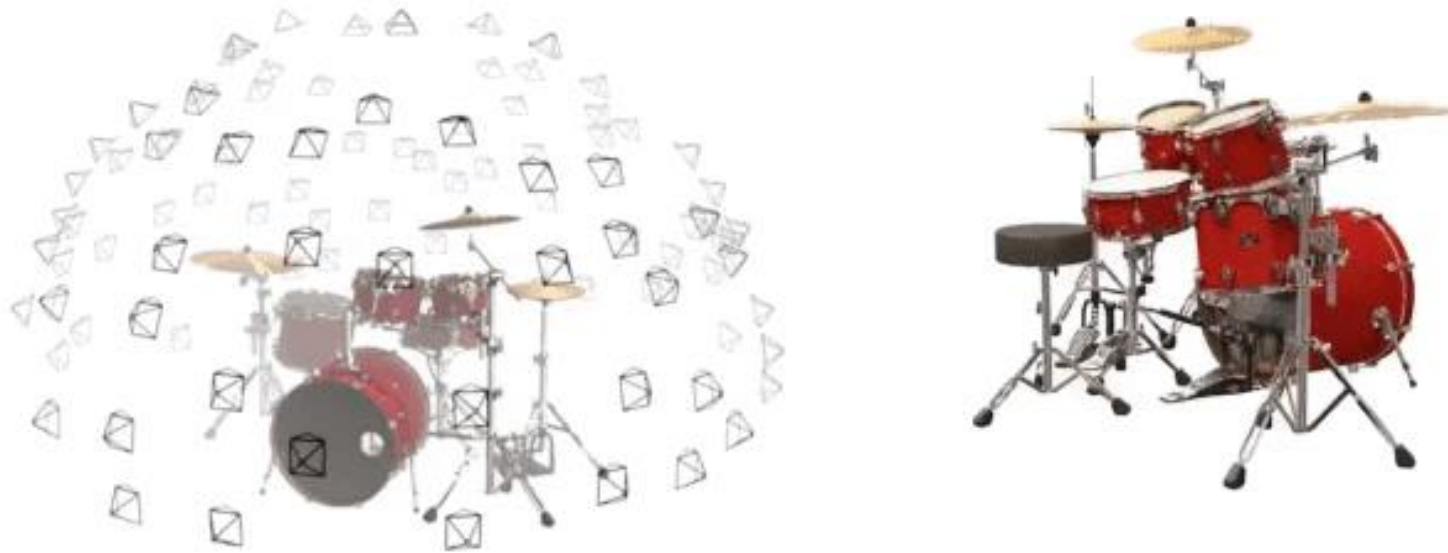


Figure: Novel View Synthesis

NeRF in Unconstrained Outdoor Environment

- Complexity of Outdoor Environment
- Computational Overheads
- Restricted Viewpoints
- Lighting Variability

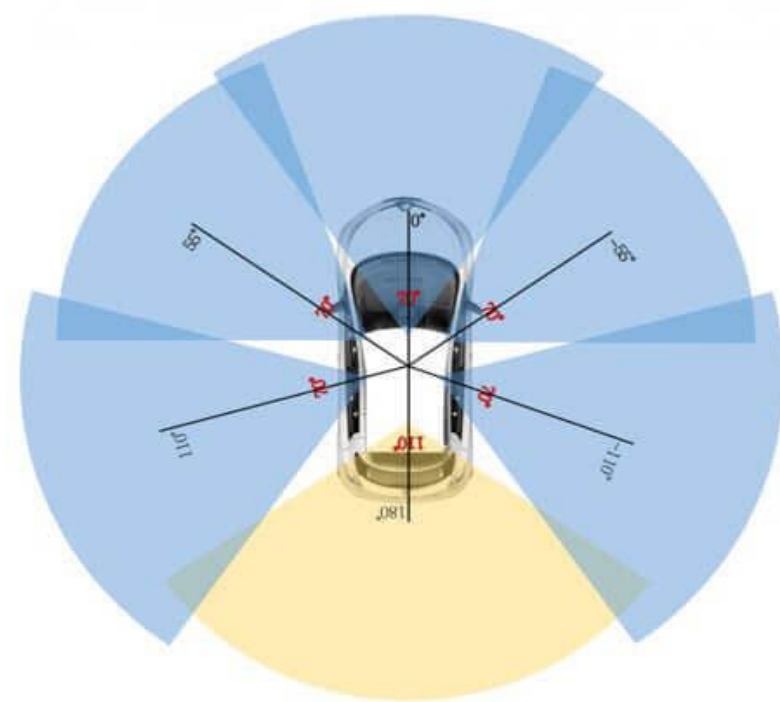


Figure: Cameras over Car

CARLA Simulator

- Open-source simulator for autonomous driving research [5].
- Set an ego vehicle mounting multiple cameras for capturing data.



Dataset: NAPLab Real-world Data

- A real-world dataset captured with an autonomous vehicle of the NTNU Autonomous Perception Laboratory (NAPLab) [6].



Use Case



Conclusions and Future Works

- We still working in progress to finetune our environment
- Incorporate multi-modal data sources to improve accuracy and realism.
- We will benchmark our dataset of our own city.

End