### Module title

**3D Point Cloud Processing**

### Abbreviation

10-GE-3D-162-m01

### Module coordinator

holder of the Chair of Computer Science VII

### Module offered by

Institute of Computer Science

### ECTS  |  Method of grading  |  Only after succ. compl. of module(s)
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5 | numerical grade | --

### Duration  |  Module level  |  Other prerequisites
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1 semester | undergraduate | --

### Contents

Laser scanning, Kinect and camera models, basic data structures (lists, arrays, oc-trees), calculating normals, k-d trees, registration, features, segmentation, tracking, applications for airborne mapping, applications to mobile mapping.

### Intended learning outcomes

Students understand the fundamental principles of all aspects of 3D point cloud processing and are able to communicate with engineers / surveyors / CV people / etc. Students are able to solve problems of modern sensor data processing and have experienced that real application scenarios are challenging in terms of computational requirements, in terms of memory requirements and in terms of implementation issues.

### Courses

(type, number of weekly contact hours, language — if other than German)

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### Method of assessment

(type, scope, language — if other than German, examination offered — if not every semester, information on whether module is creditable for bonus)

written examination (approx. 60 to 120 minutes).
If announced by the lecturer at the beginning of the course, the written examination may be replaced by an oral examination of one candidate each (approx. 20 minutes) or an oral examination in groups of 2 candidates (approx. 15 minutes per candidate).
Language of assessment: German and/or English creditable for bonus

### Allocation of places

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### Additional information

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### Referred to in LPO I

(examination regulations for teaching-degree programmes)

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### Module appears in

Bachelor' degree (1 major) Games Engineering (2016)
Bachelor' degree (1 major) Games Engineering (2017)