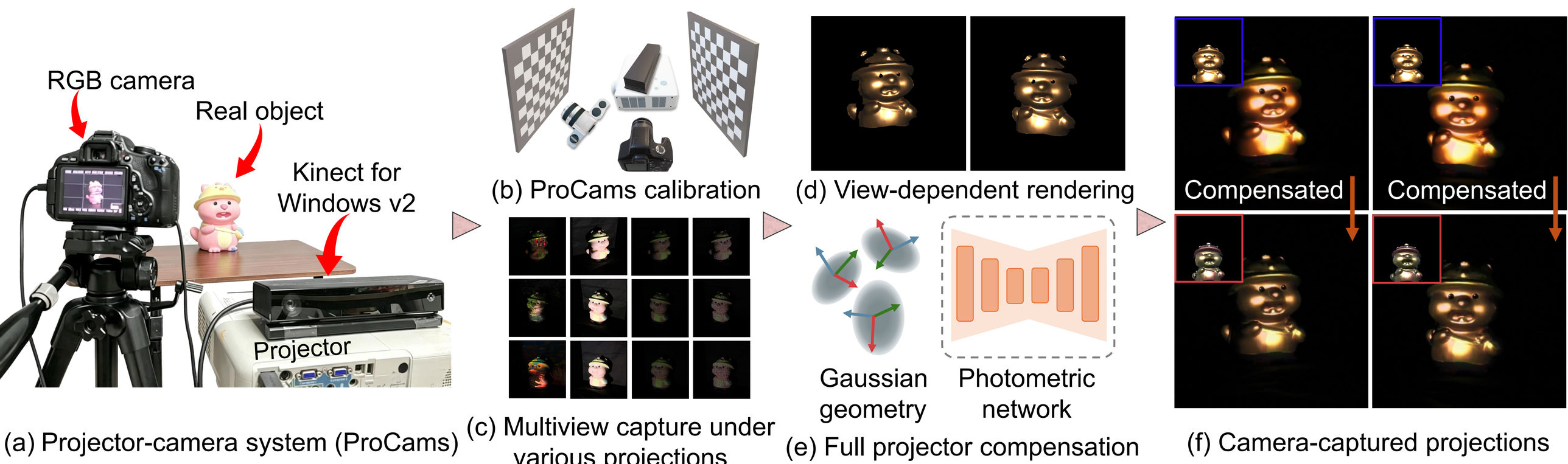

RGB camera
Real object
Kinect for Windows v2
Projector
(a) Projector-camera system (ProCams)
(b) ProCams calibration
(c) Multiview capture under various projections
(d) View-dependent rendering
Gaussian geometry
Photometric network
(e) Full projector compensation
Compensated
Compensated
(f) Camera-captured projections