

Scene-e

Images to 3D mesh

How it works ?

Image -> Object Detection (YOLOV8) -> extracting region of interest using bounding boxes -> removing background -> creating 3D mesh (.obj file)

Example

Source Image



Result



Usage

Create virtual environment in conda or virtualenv

Install sharp-e from GitHub , install ultralytics , install rembg

Go to server folder

```
python app.py -gen_bbox <path to source image>
```

To generate isolated objects

```
python app.py -gen_obj <path to isolated images>
```

Create a .obj mesh for the selected object