CSF Project:

Robust Structured Light Coding for 3D Imaging in Difficult Conditions

### On Underwater Structured Light Scanning

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• Webpage: <a href="https://www.fer.unizg.hr/3dcoding/en">https://www.fer.unizg.hr/3dcoding/en</a>

#### Project team

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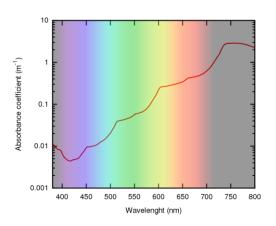
#### Motivation for underwater imaging

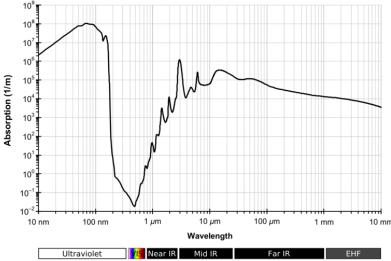
- About 71% of Earth's surface is covered by liquid water
- The sea is mostly unexplored
- There is a strong interest for underwater imaging with many applications
  - marine robotics
  - oceanography
  - archaeology
  - marine biology



(source of image: Wikipedia)

## Underwater imaging and physical properties of water

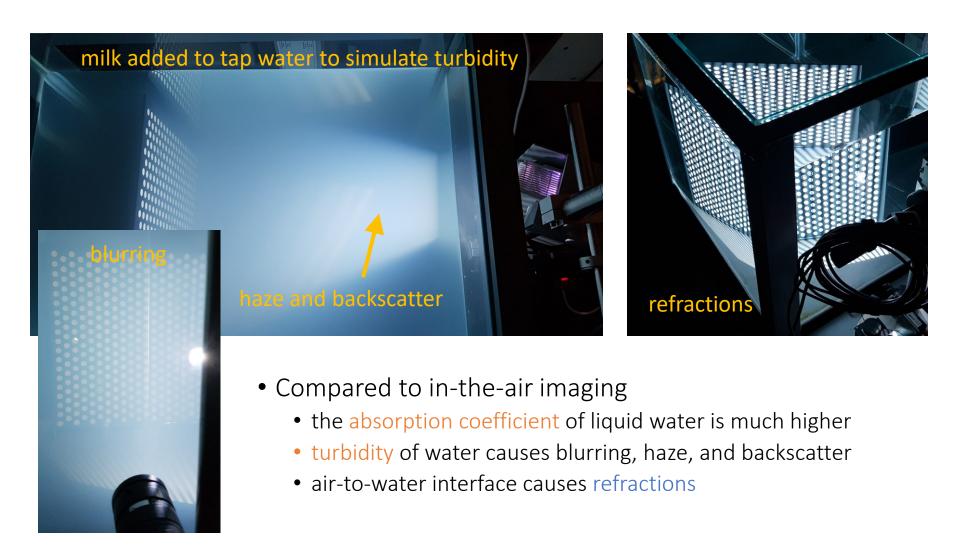




(source of images: Wikipedia)

- Liquid water strongly absorbs electromagnetic radiation
- There is a narrow window of weak absorption
  - it includes the visible spectrum
  - the lowest absorption is for the blue light (at 418 nm for water at 22°C)
- Underwater imaging using the visible spectrum is of particular interest
- Compared to ultrasound imaging
  - spatial resolution is much better when using visible light
  - imaging range/distance is much better when using sound

#### Challenges of underwater imaging



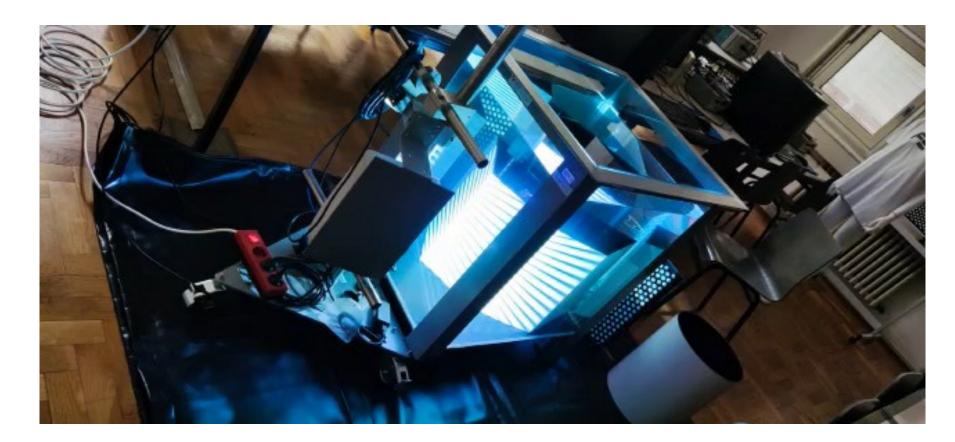
#### Underwater structured light imaging

- In structured light imaging an artificial controllable light source is used to illuminate a scene
- Multiple measurements are made for various projected patterns
- Computational imaging is used to extract the data of interest from measurements such as
  - 3D surface of the observed object
  - true color of the observed object
  - light transport matrix of the observed scene
- The key issue is the design of the structured light patterns

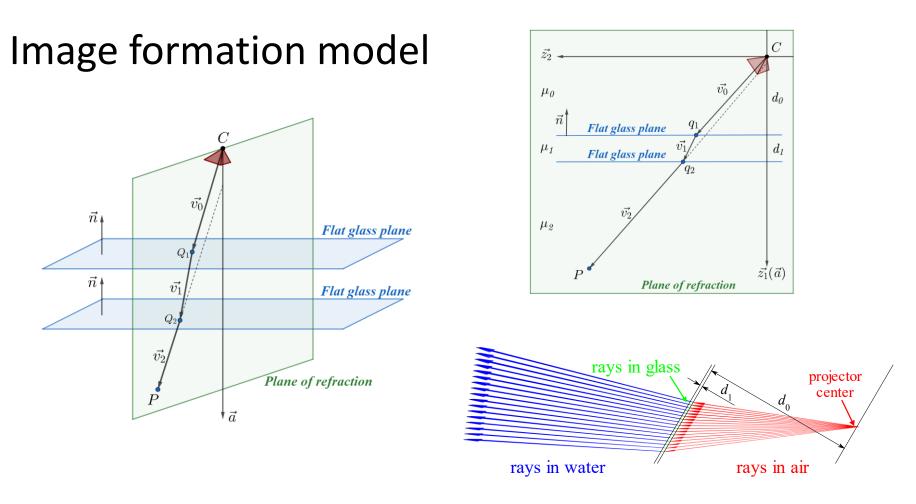
#### Key prerequisites for successful imaging

- Well designed structured light patterns to be projected
  - most often a set of moving sinusoidal fringes, selection of spatial shape is difficult
- A comprehensive image formation model
  - should account for refractions, backscatter and blurring
- A robust and easy to use calibration procedure
  - calibrate on land/in the laboratory, minimal adjustments in the field
- A practical underwater enclosure for imaging equipment
  - allows adjustments to set the baseline and overlapping fields of view

#### Structured light patterns

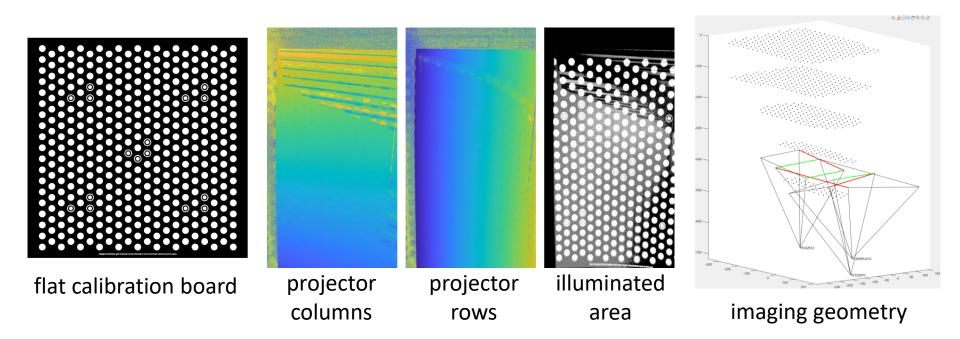


• A sinusoidal fringe with varying phase shifts, spatial frequencies and orientations is projected.



- Developed for flat refractive interfaces
  - a flat acrylic sheet is a viewport for camera to image and for projector to illuminate
  - a key concept is plane-of-refraction
  - it is similar to an axial camera model

#### **Calibration procedure**



- Calibration can be performed in the laboratory
- Imaging is possible both in air and underwater simply by changing the refraction index of the last medium

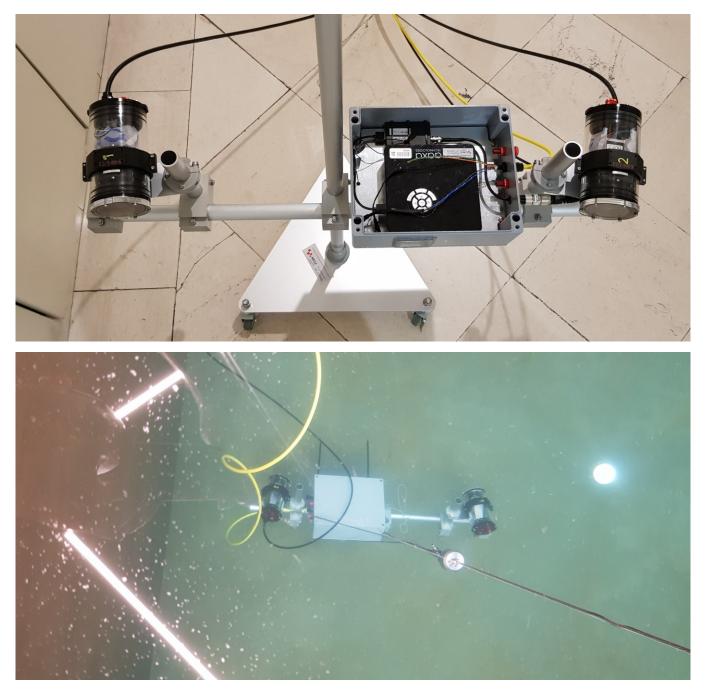
#### Prototype of an underwater SL scanner

two cameras (image acquisition)

one projector
(illumination)

three watertight enclosures and support structure



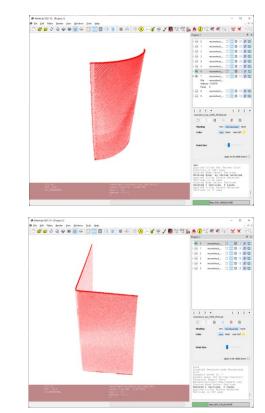






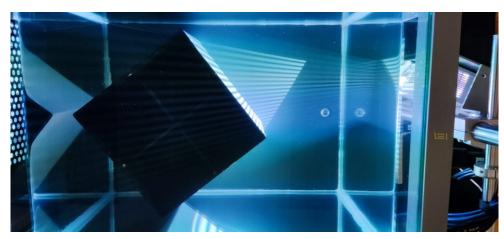
# Verification via known objects

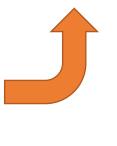
Two verification objects are a cube and a cylinder of known dimensions.





3D scanning in clear water





**3D** reconstruction

#### Conclusion

- Underwater structured light imaging is an interesting and propulsive research topic with many possible applications
- Future work
  - designing spatially pre-warped structured light patterns which are insensitive to flat refractive interface
  - research Fourier imaging to measure the light transportation matrix and enable imaging under very high turbidity
  - investigate possibilities of spatio-temporal processing to enable imaging dynamic scenes
- Please send any questions (and research and collaboration ideas) to <u>tomislav.petkovic.jr@fer.hr</u>
- Thank you for your attention