Tanks and Temples: Benchmarking Large-Scale Scene Reconstruction
Supplementary Material

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This supplementary material provides detailed visualizations of the results produced on each benchmark scene by each evaluated pipeline.

The first part of the supplement is laid out over pages 2–29. The results for each dataset are visualized over two pages. The first page shows reconstructed models, with distance to the ground truth coded by color; this corresponds to per-point precision. The second page shows the ground-truth model, with distance to each reconstruction coded by color; this corresponds to per-point recall. For each visualization, we list the corresponding overall precision $P(\tau)$ or recall $R(\tau)$. There are 14 datasets, thus 28 pages of such visualizations (pages 2–29).

In the second part of the supplement, pages 30–43, we show precision and recall curves for each pipeline on each dataset. For each dataset, we provide two figures, shown on the same page. The first figure shows precision curves: for each threshold d (in meters), each curve gives the precision $P(d)$ for the corresponding method on the corresponding dataset. The second figure on each page shows recall curves: for each threshold d, each curve gives the recall $R(d)$ for the corresponding method on the dataset. The threshold τ is marked by a thick dashed vertical line on each plot. The precision and recall plots for each dataset are shown on a single page. There are 14 datasets, thus 14 pages of plots (pages 30–43).

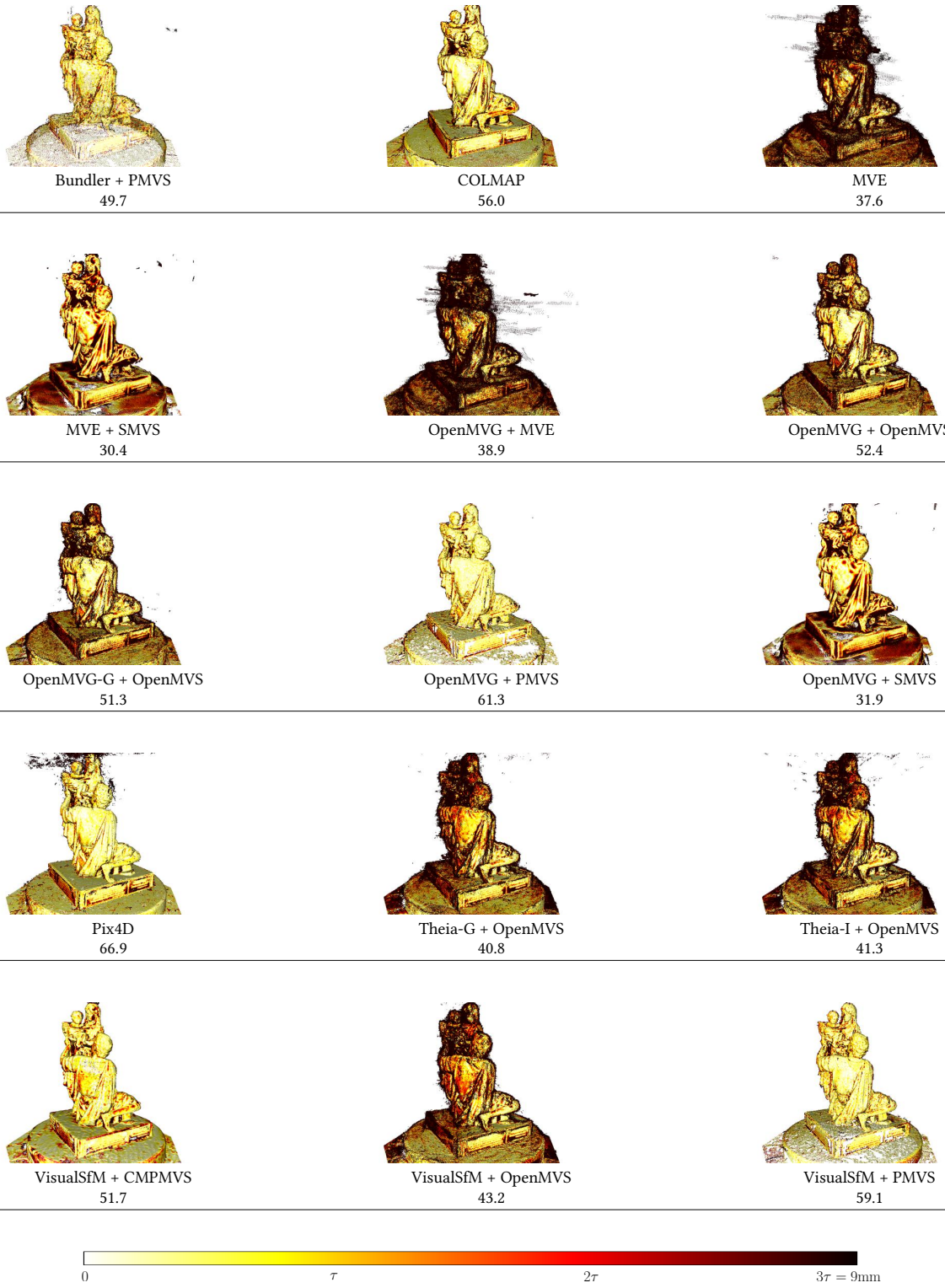


Figure 1. Family dataset. For each technique, we show the reconstructed point set, with distance to the ground-truth model coded by color. The number listed for each technique is $P(\tau)$.

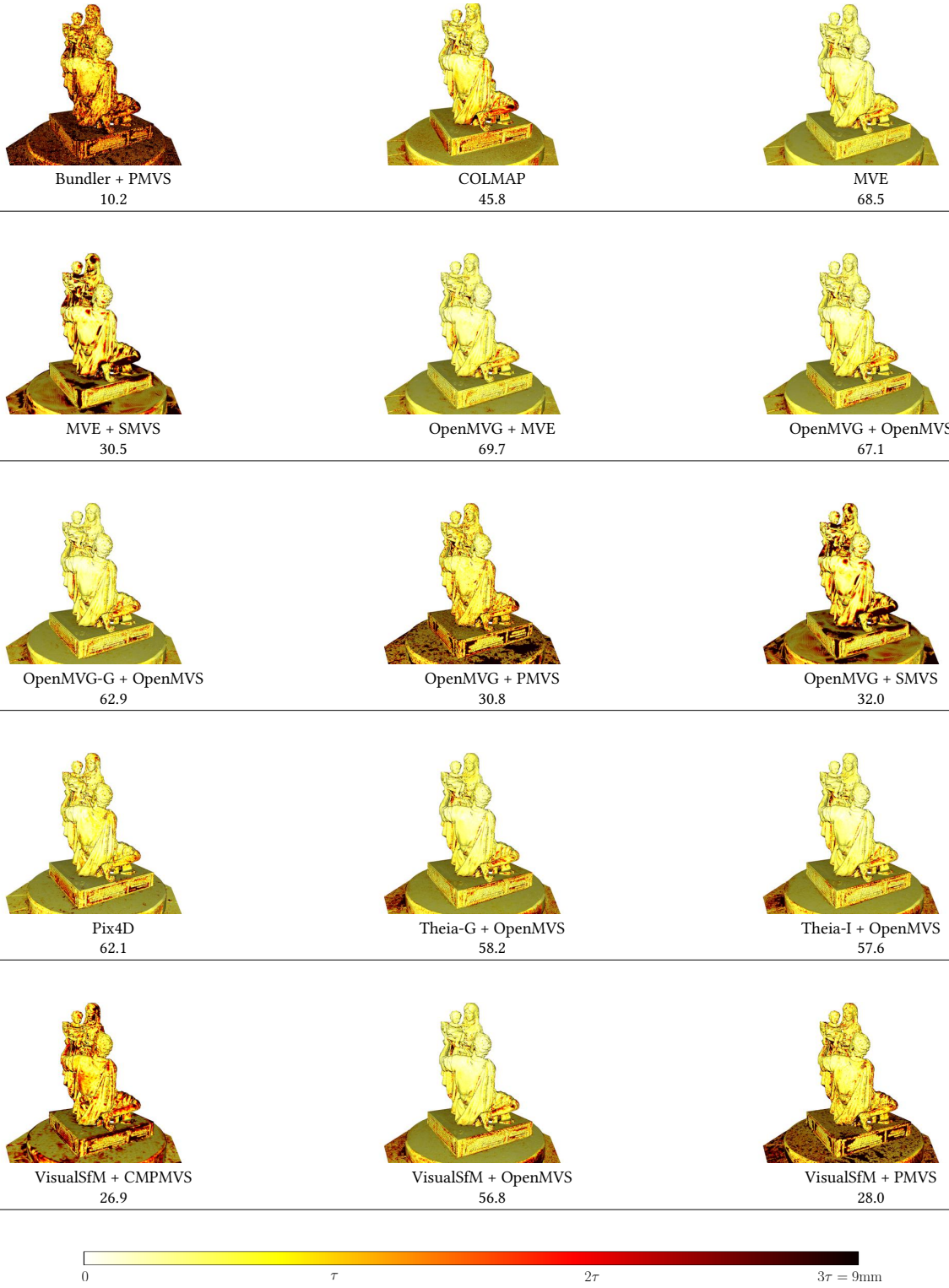


Figure 2. Family dataset. For each technique, we show the ground-truth point set, with distance to the reconstructed model coded by color. The number listed for each technique is $R(\tau)$.

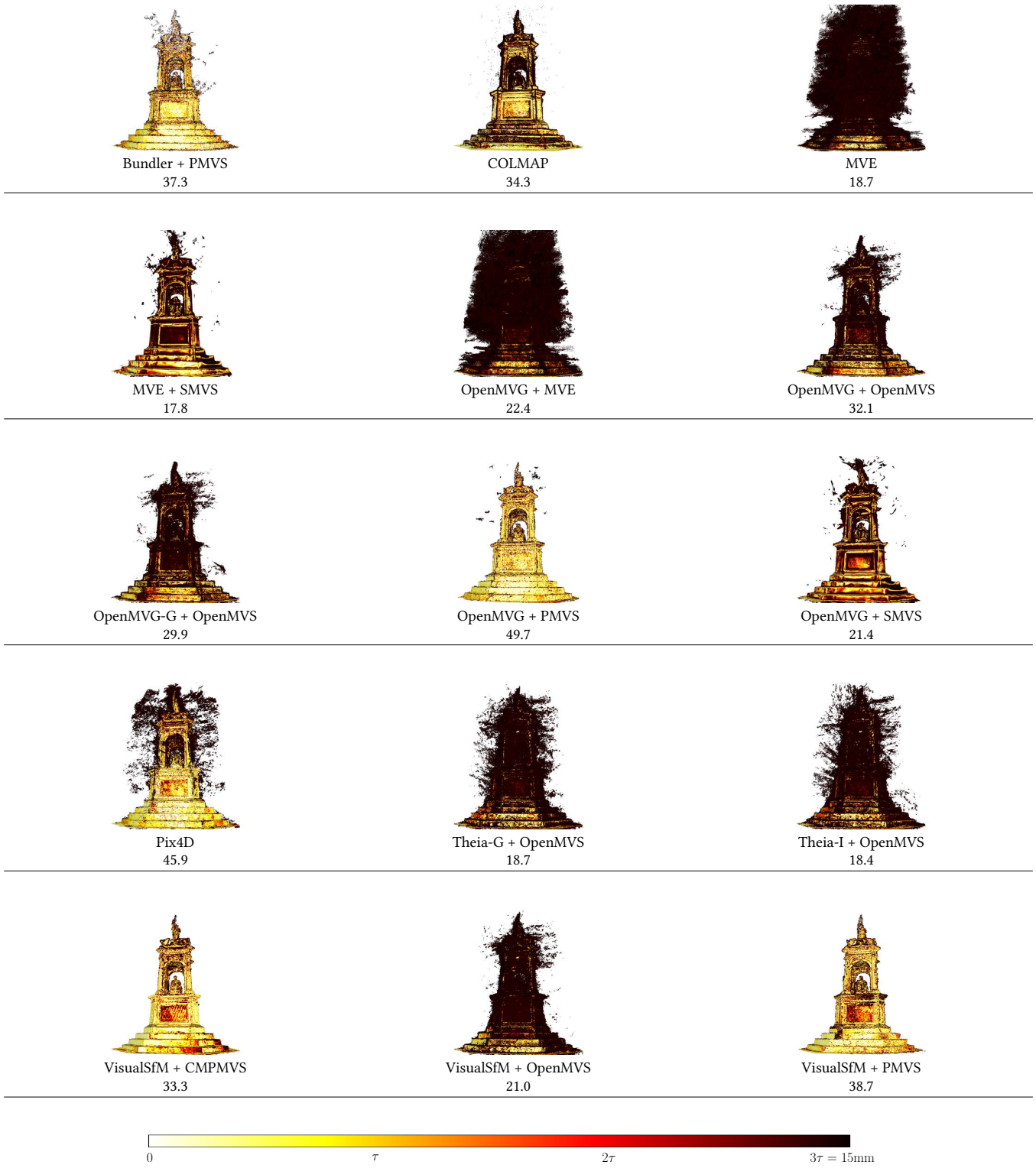


Figure 3. Francis dataset. For each technique, we show the reconstructed point set, with distance to the ground-truth model coded by color. The number listed for each technique is $P(\tau)$.

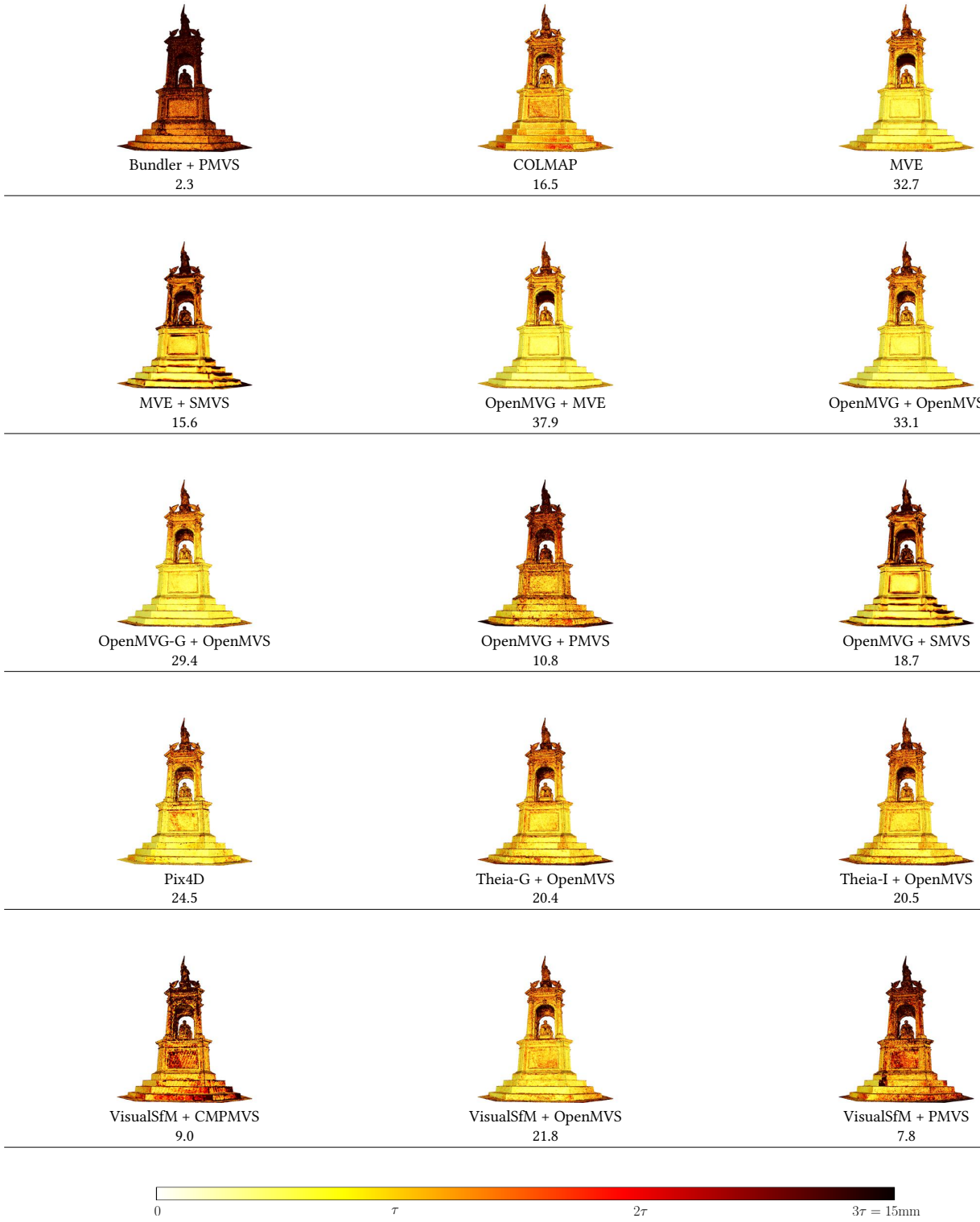


Figure 4. Francis dataset. For each technique, we show the ground-truth point set, with distance to the reconstructed model coded by color. The number listed for each technique is $R(\tau)$.

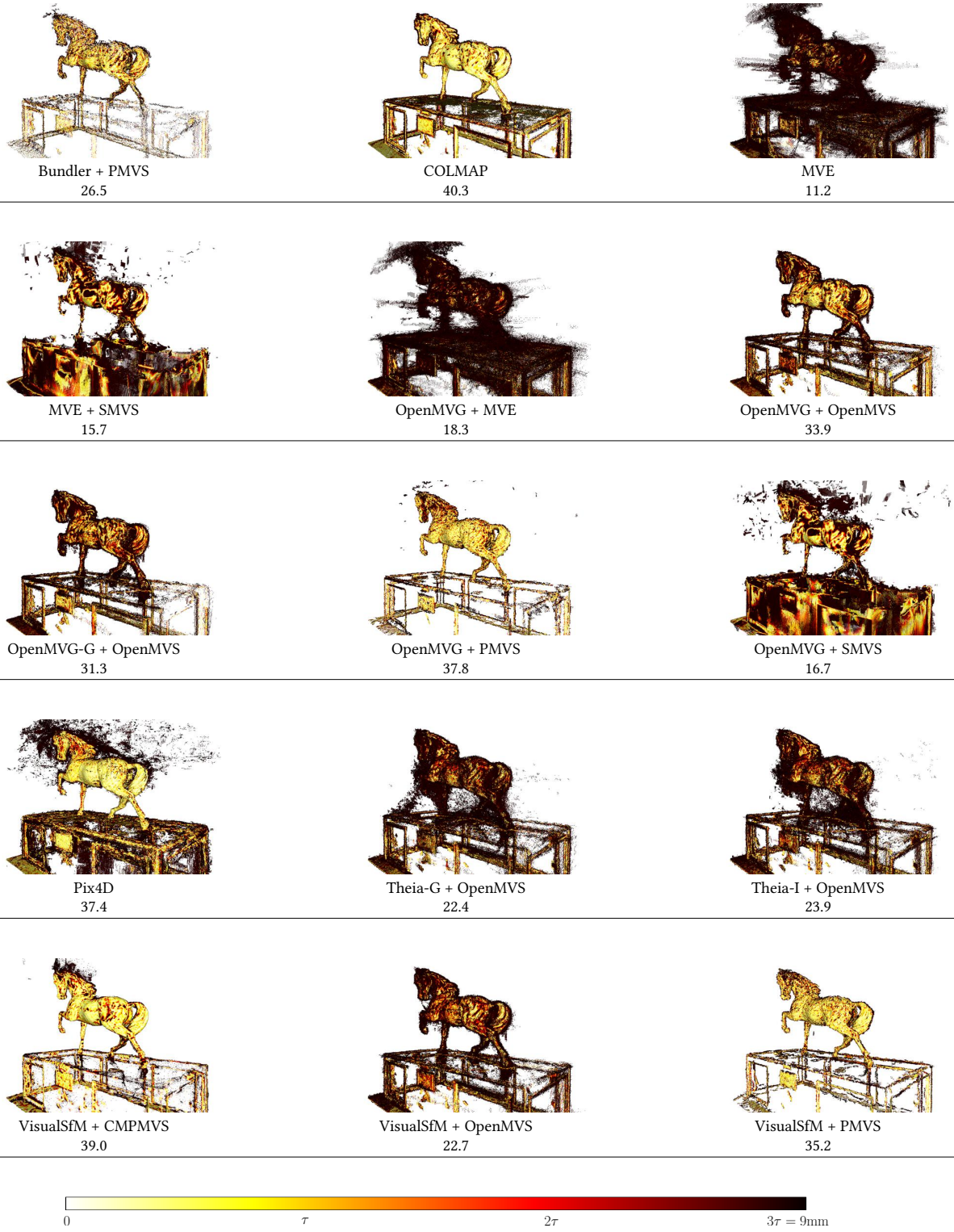
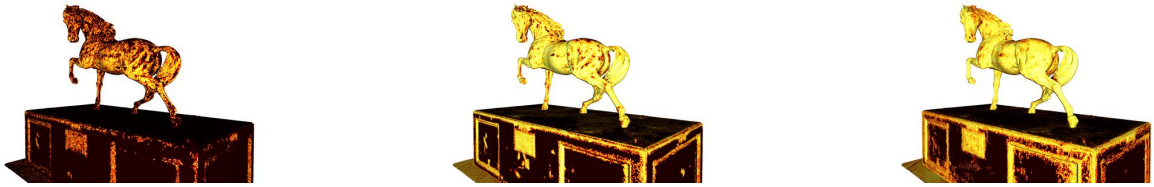


Figure 5. Horse dataset. For each technique, we show the reconstructed point set, with distance to the ground-truth model coded by color. The number listed for each technique is $P(\tau)$.



Bundler + PMVS	COLMAP	MVE
2.1	18.8	14.7
MVE + SMVS	OpenMVG + MVE	OpenMVG + OpenMVS
7.8	24.0	21.4
OpenMVG-G + OpenMVS	OpenMVG + PMVS	OpenMVG + SMVS
16.6	7.7	13.6
Pix4D	Theia-G + OpenMVS	Theia-I + OpenMVS
20.4	17.4	18.2
VisualSfM + CMPMVS	VisualSfM + OpenMVS	VisualSfM + PMVS
9.1	15.7	6.7

Figure 6. Horse dataset. For each technique, we show the ground-truth point set, with distance to the reconstructed model coded by color. The number listed for each technique is $R(\tau)$.

Figure 7. Lighthouse dataset. For each technique, we show the reconstructed point set, with distance to the ground-truth model coded by color. The number listed for each technique is $P(\tau)$.

Figure 8. Lighthouse dataset. For each technique, we show the ground-truth point set, with distance to the reconstructed model coded by color. The number listed for each technique is $R(\tau)$.

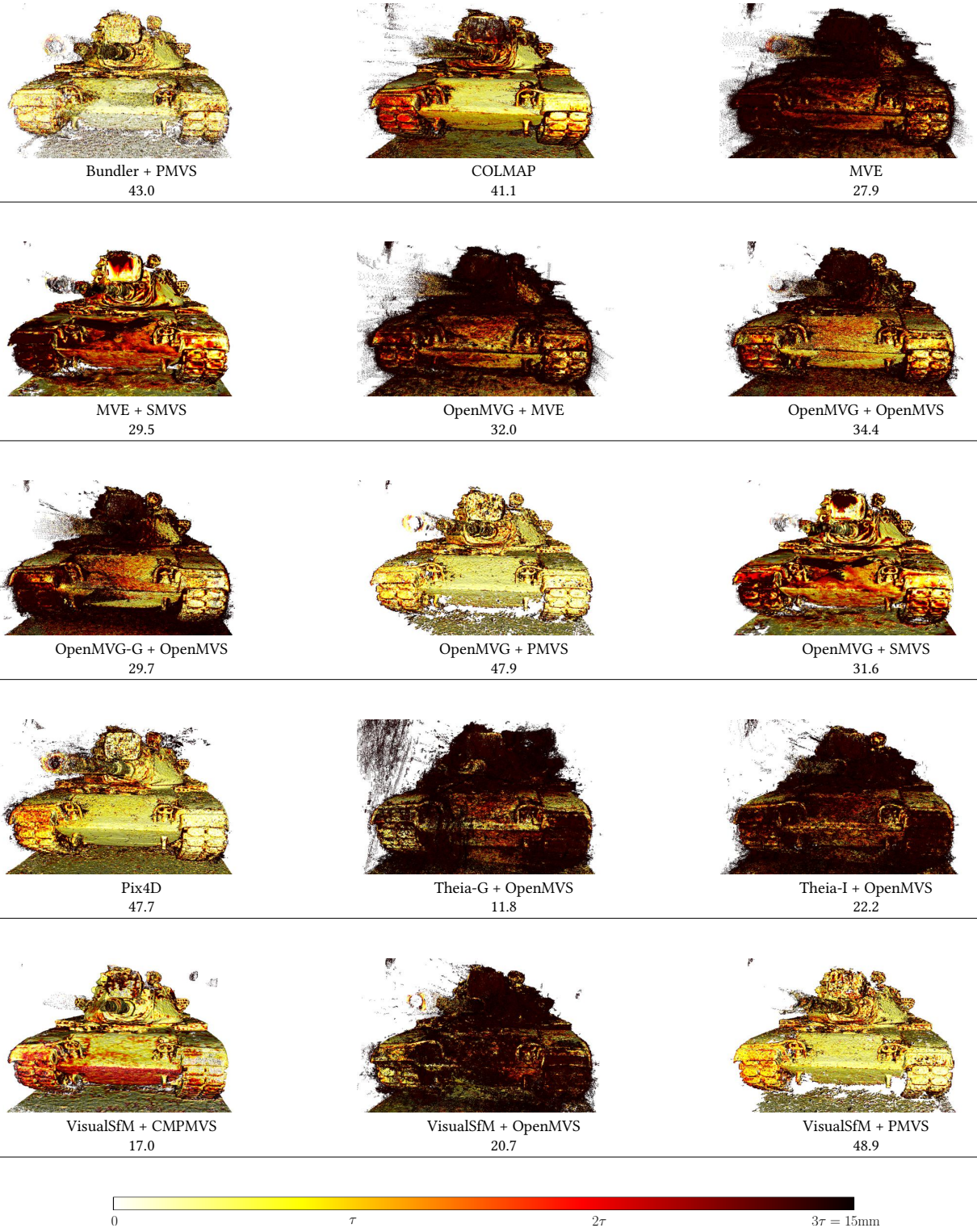


Figure 9. M60 dataset. For each technique, we show the reconstructed point set, with distance to the ground-truth model coded by color. The number listed for each technique is $P(\tau)$.

Figure 10. M60 dataset. For each technique, we show the ground-truth point set, with distance to the reconstructed model coded by color. The number listed for each technique is $R(\tau)$.

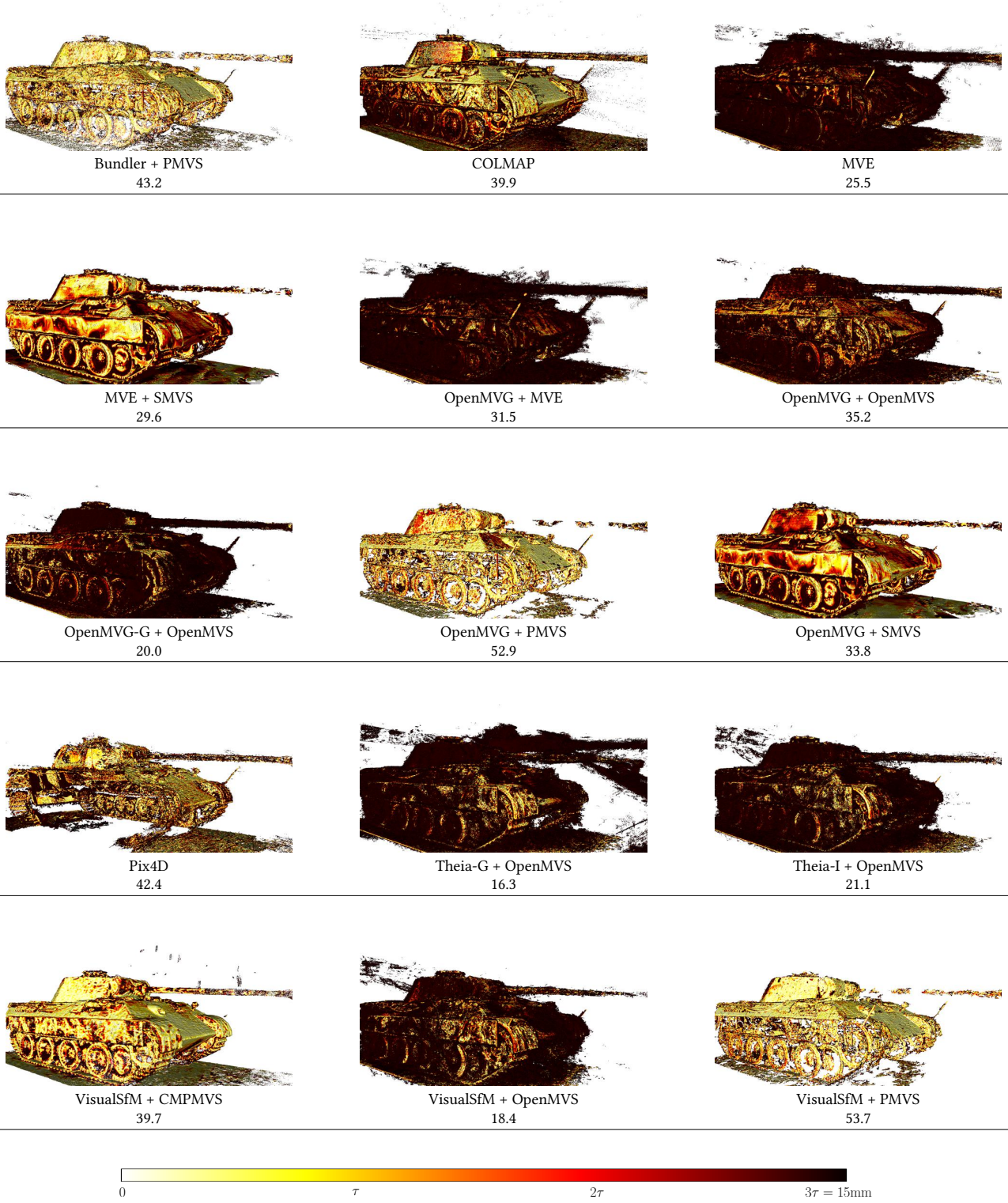


Figure 11. Panther dataset. For each technique, we show the reconstructed point set, with distance to the ground-truth model coded by color. The number listed for each technique is $P(\tau)$.

Figure 12. Panther dataset. For each technique, we show the ground-truth point set, with distance to the reconstructed model coded by color. The number listed for each technique is $R(\tau)$.

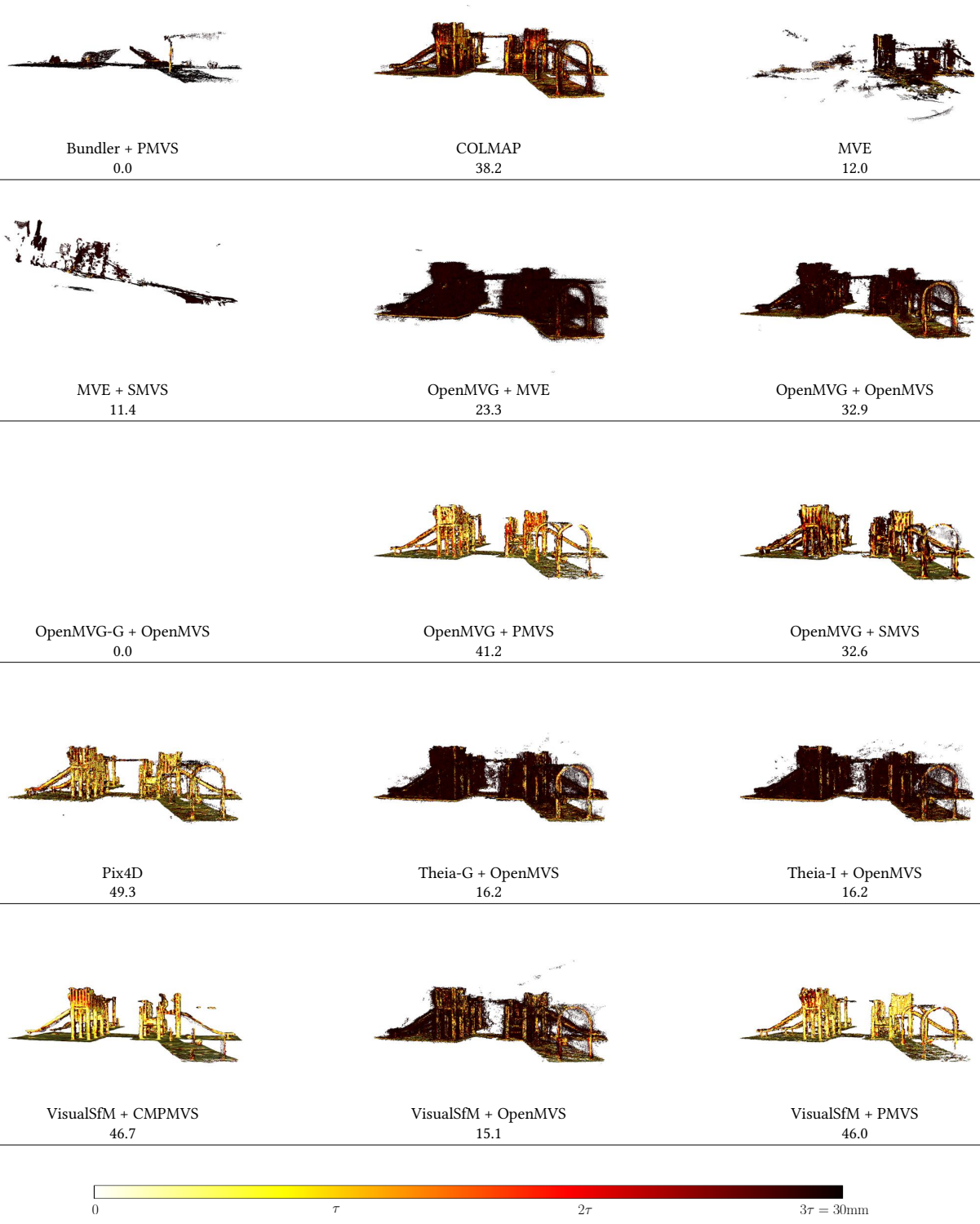


Figure 13. Playground dataset. For each technique, we show the reconstructed point set, with distance to the ground-truth model coded by color. The number listed for each technique is $P(\tau)$.

Figure 14. Playground dataset. For each technique, we show the ground-truth point set, with distance to the reconstructed model coded by color. The number listed for each technique is $R(\tau)$.

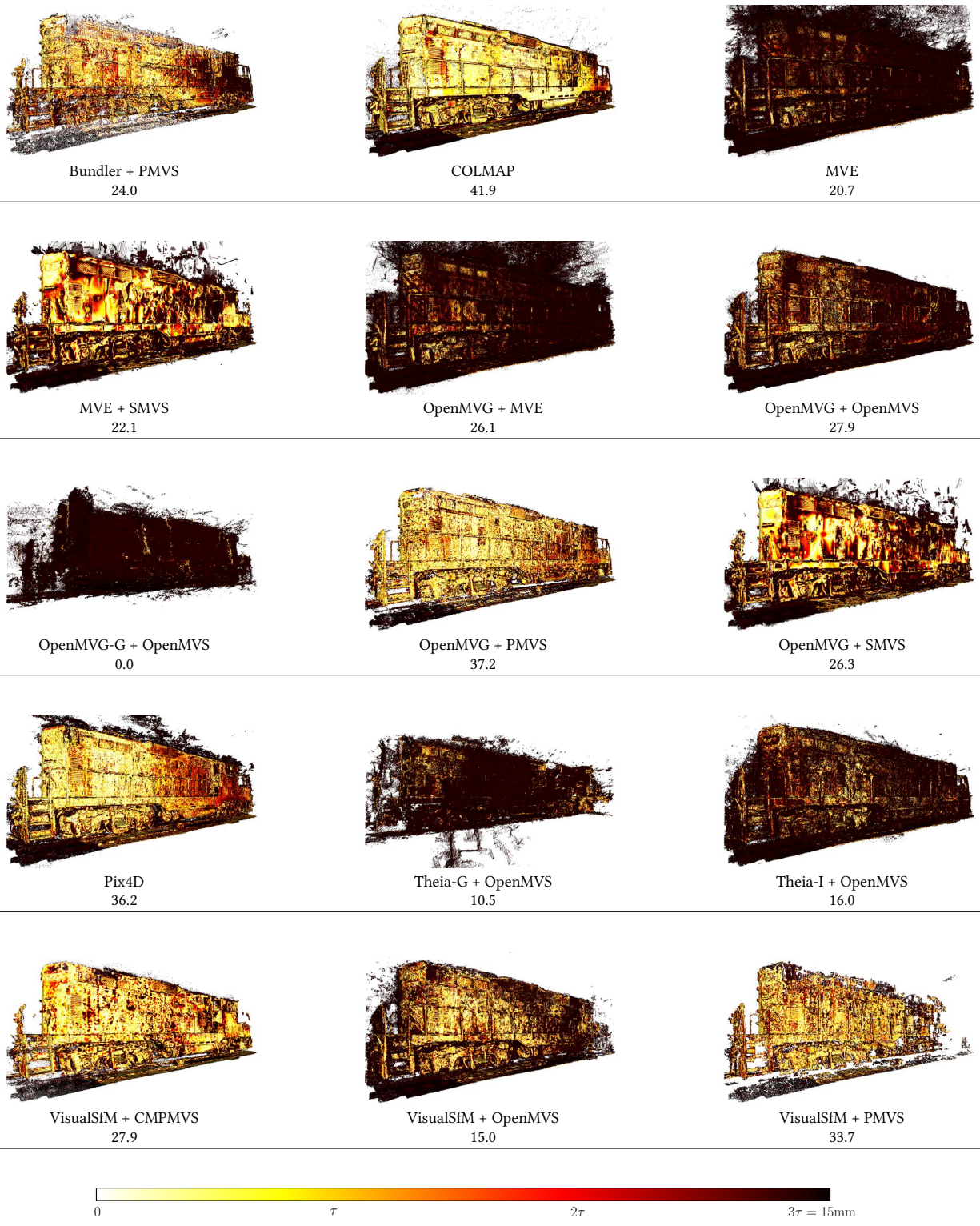


Figure 15. Train dataset. For each technique, we show the reconstructed point set, with distance to the ground-truth model coded by color. The number listed for each technique is $P(\tau)$.

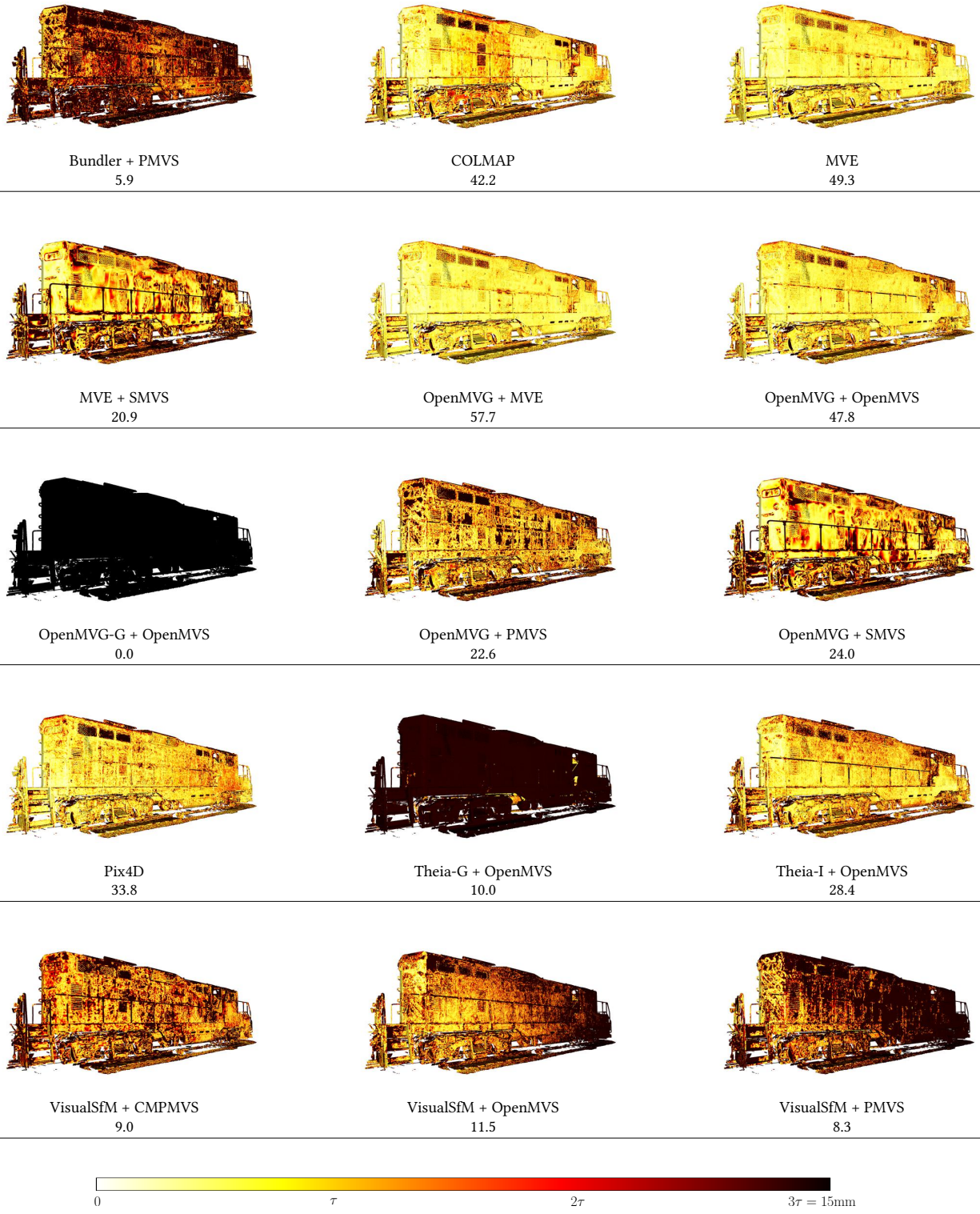


Figure 16. Train dataset. For each technique, we show the ground-truth point set, with distance to the reconstructed model coded by color. The number listed for each technique is $R(\tau)$.

Figure 17. Auditorium dataset. For each technique, we show the reconstructed point set, with distance to the ground-truth model coded by color. The number listed for each technique is $P(\tau)$.

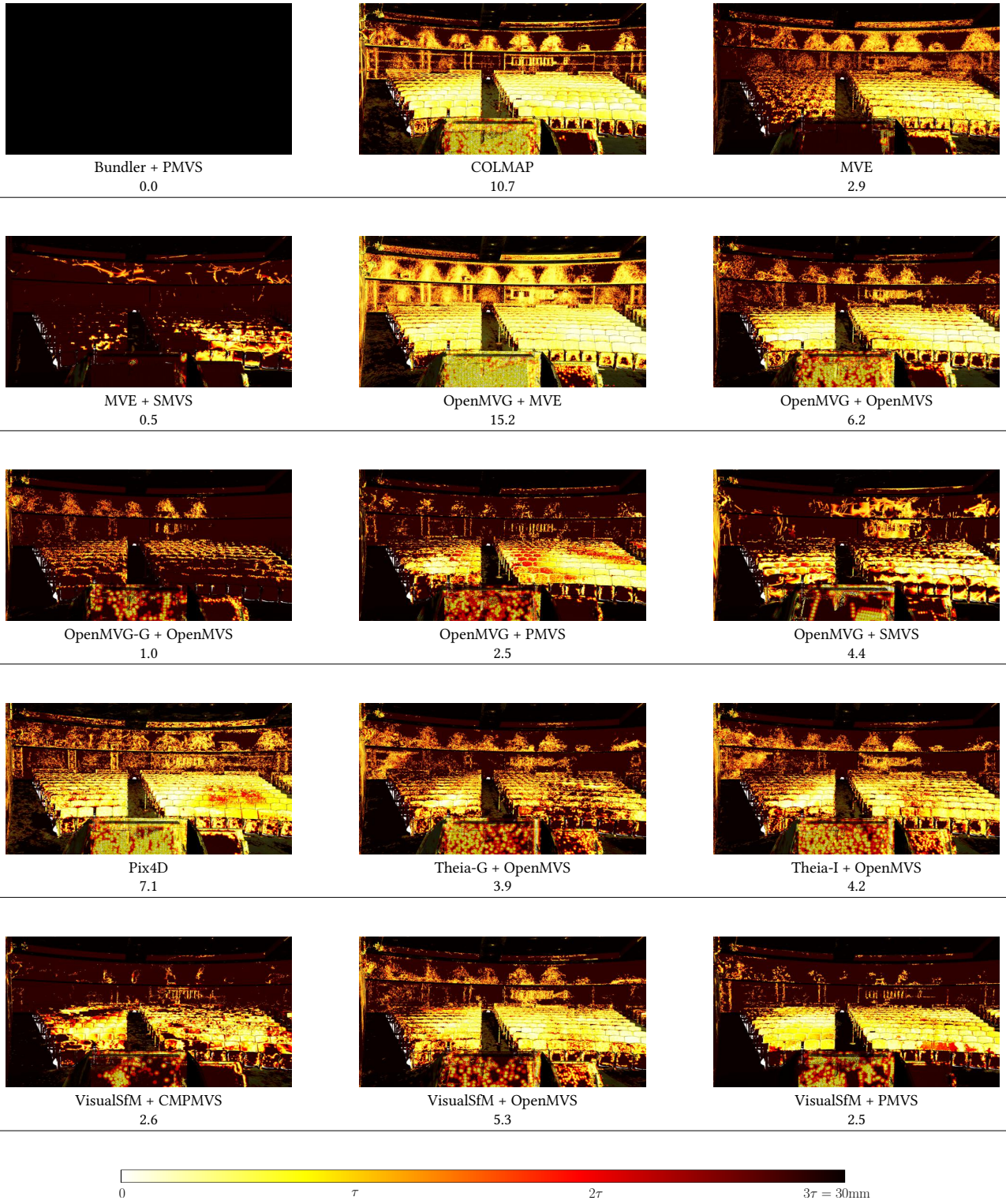


Figure 18. Auditorium dataset. For each technique, we show the ground-truth point set, with distance to the reconstructed model coded by color. The number listed for each technique is $R(\tau)$.

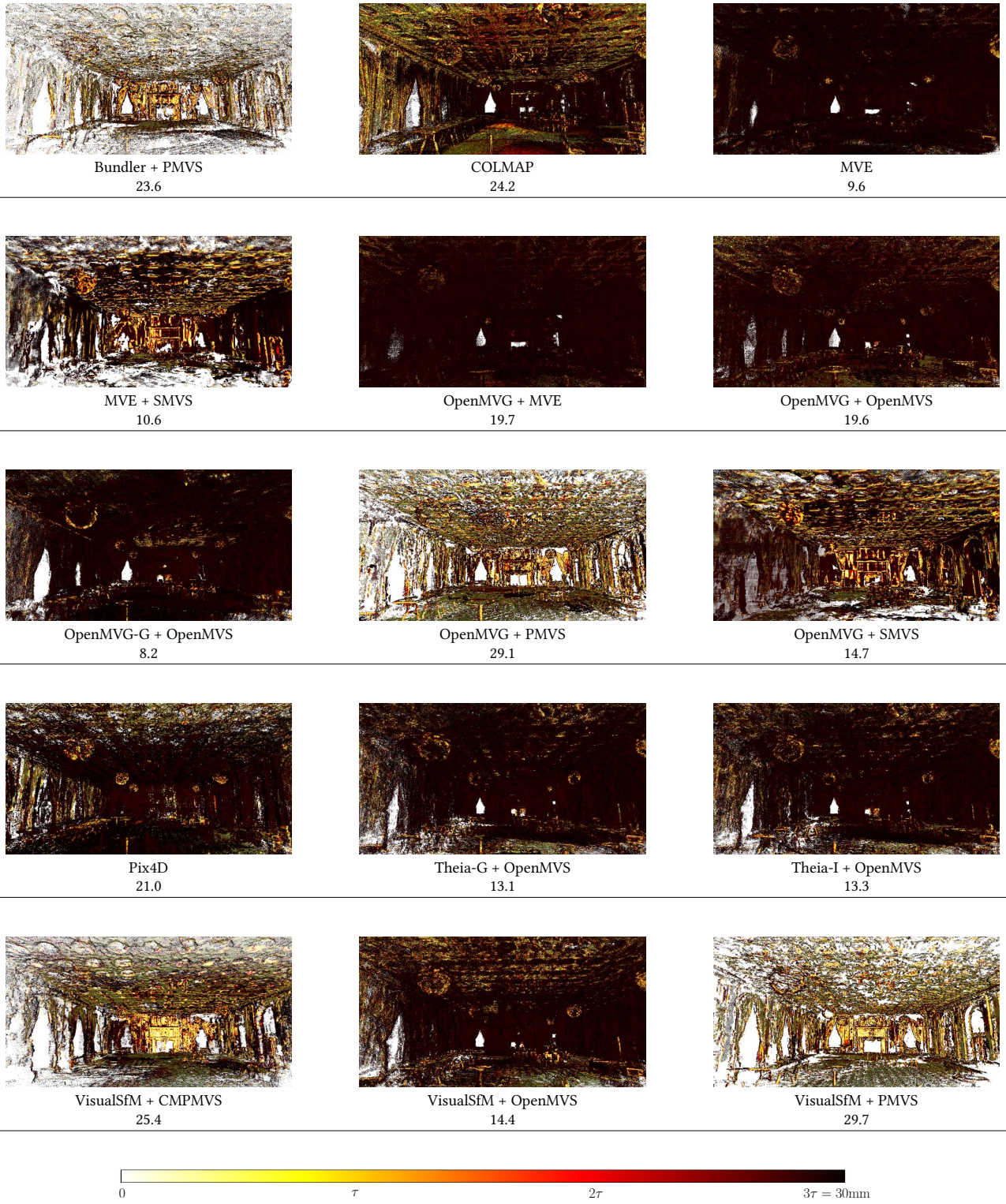
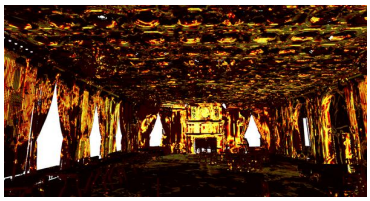


Figure 19. Ballroom dataset. For each technique, we show the reconstructed point set, with distance to the ground-truth model coded by color. The number listed for each technique is $P(\tau)$.

Bundler + PMVS
2.2

COLMAP
26.3

MVE
18.3

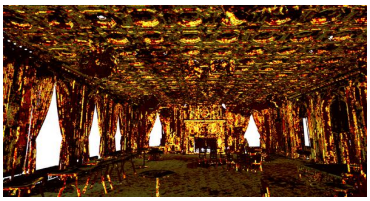


MVE + SMVS
5.0

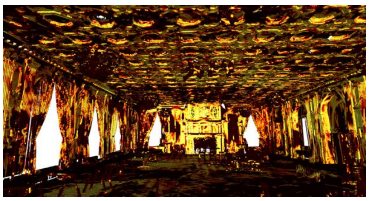
OpenMVG + MVE
39.7

OpenMVG + OpenMVS
26.4

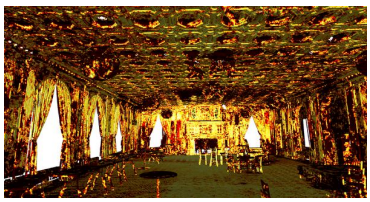
OpenMVG-G + OpenMVS
10.3



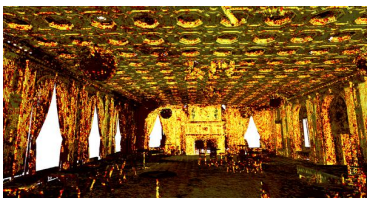
OpenMVG + PMVS
7.6



OpenMVG + SMVS
9.5

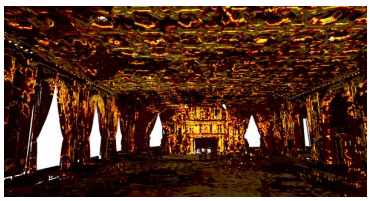


Pix4D
16.6



Theia-G + OpenMVS
14.2

Theia-I + OpenMVS
14.2



VisualSfM + CMPMVS
4.8

VisualSfM + OpenMVS
16.1

VisualSfM + PMVS
6.6

Figure 20. Ballroom dataset. For each technique, we show the ground-truth point set, with distance to the reconstructed model coded by color. The number listed for each technique is $R(\tau)$.

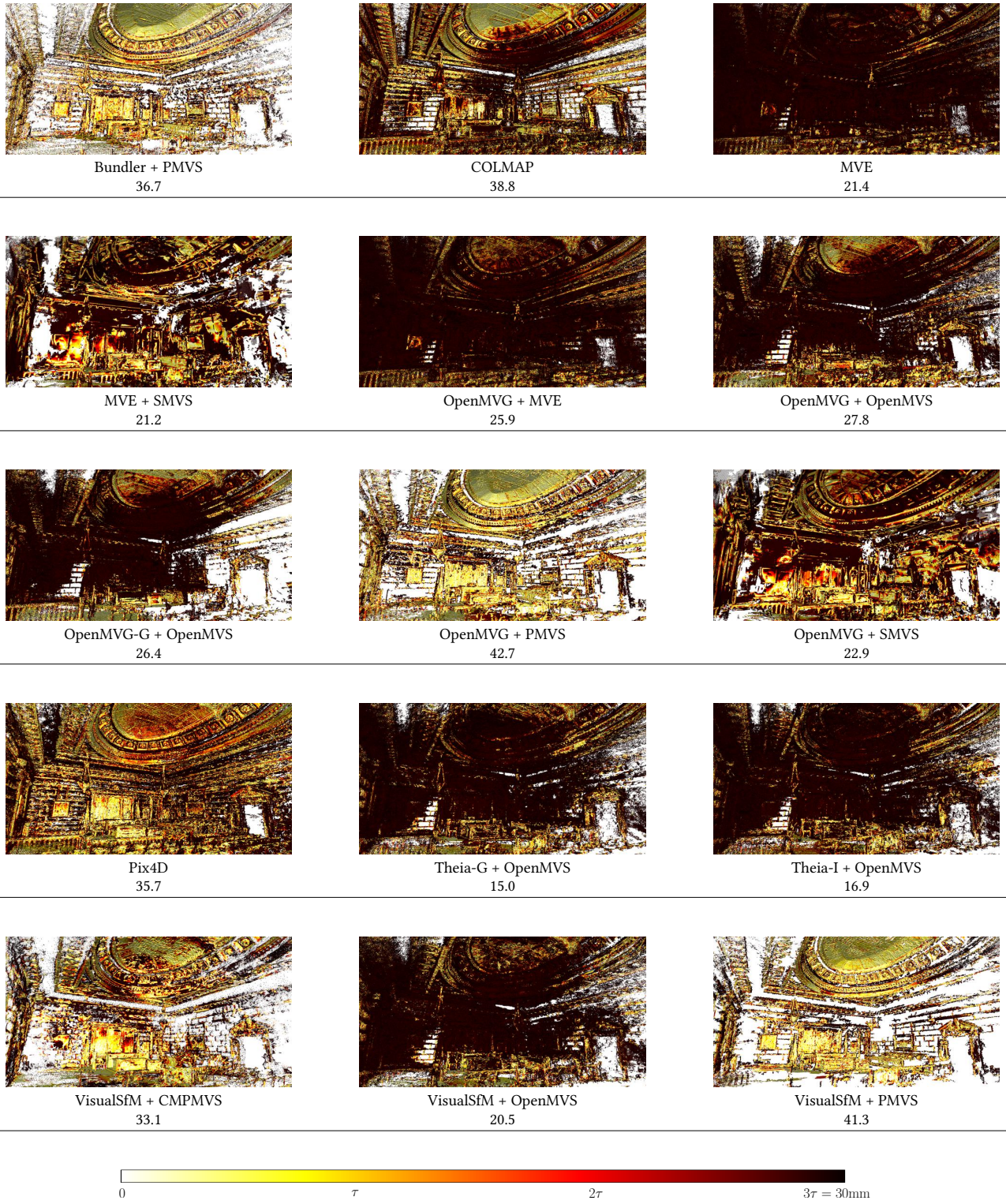


Figure 21. Courtroom dataset. For each technique, we show the reconstructed point set, with distance to the ground-truth model coded by color. The number listed for each technique is $P(\tau)$.

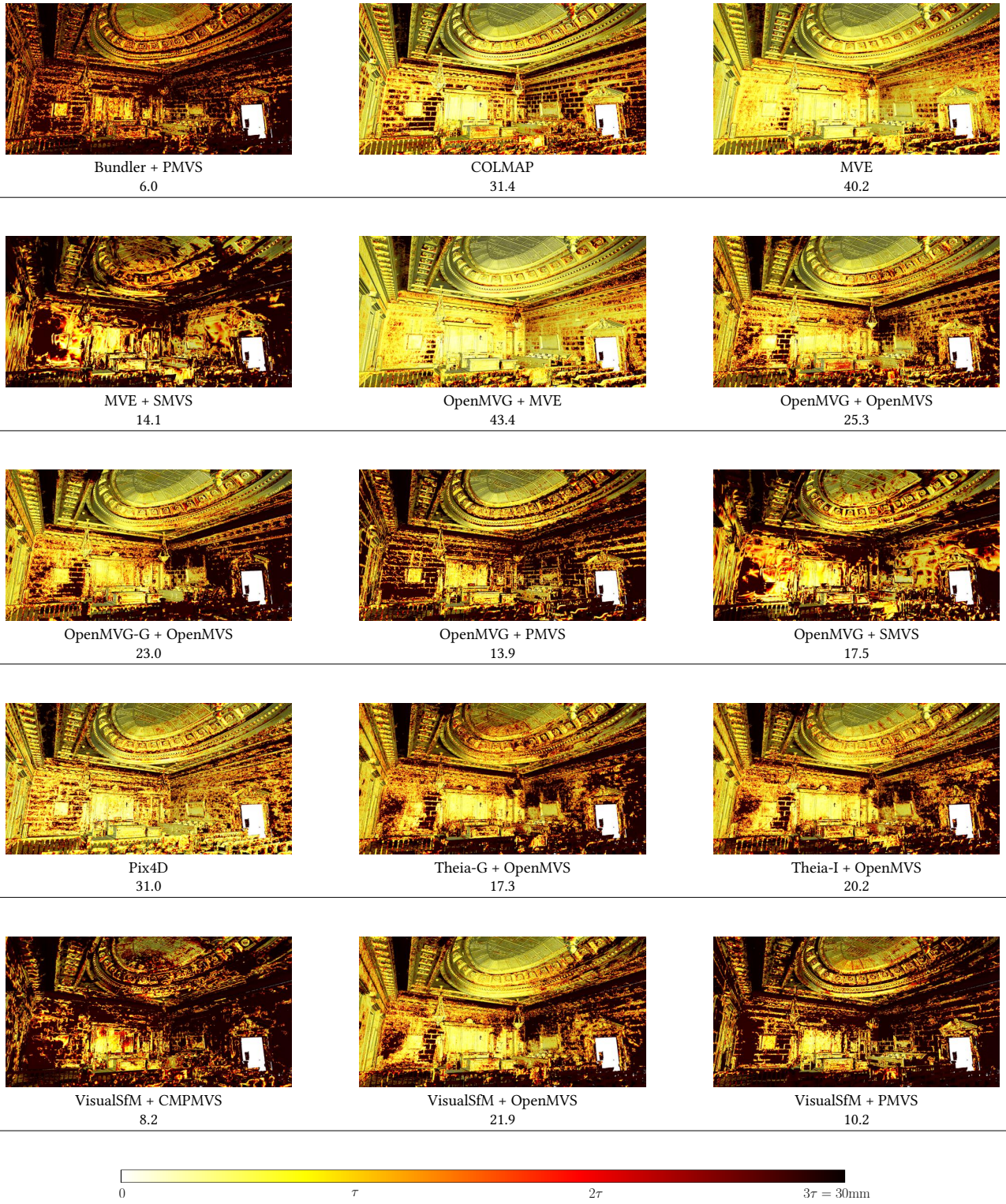


Figure 22. Courtroom dataset. For each technique, we show the ground-truth point set, with distance to the reconstructed model coded by color. The number listed for each technique is $R(\tau)$.

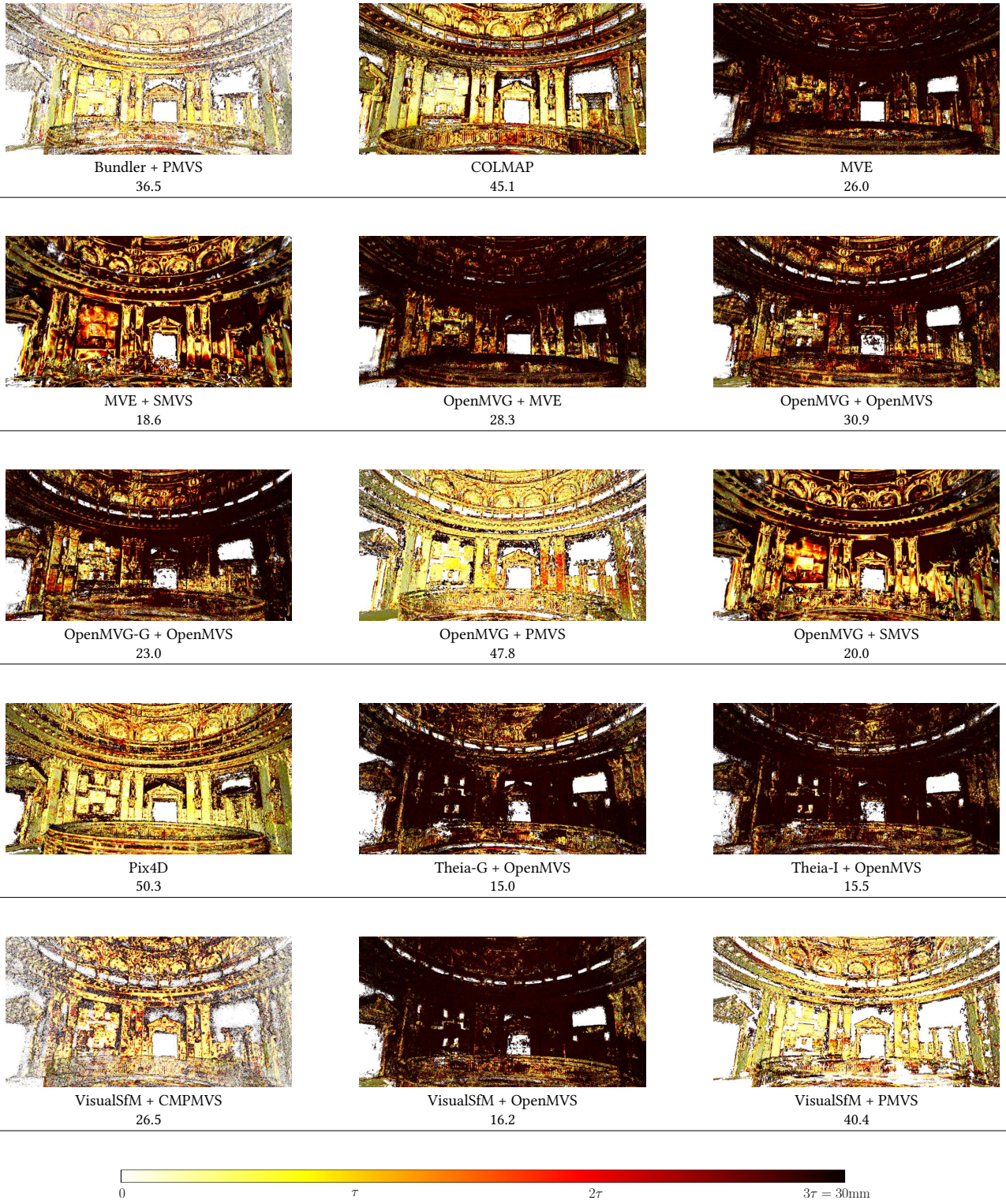


Figure 23. Museum dataset. For each technique, we show the reconstructed point set, with distance to the ground-truth model coded by color. The number listed for each technique is $P(\tau)$.

Figure 24. Museum dataset. For each technique, we show the ground-truth point set, with distance to the reconstructed model coded by color. The number listed for each technique is $R(\tau)$.

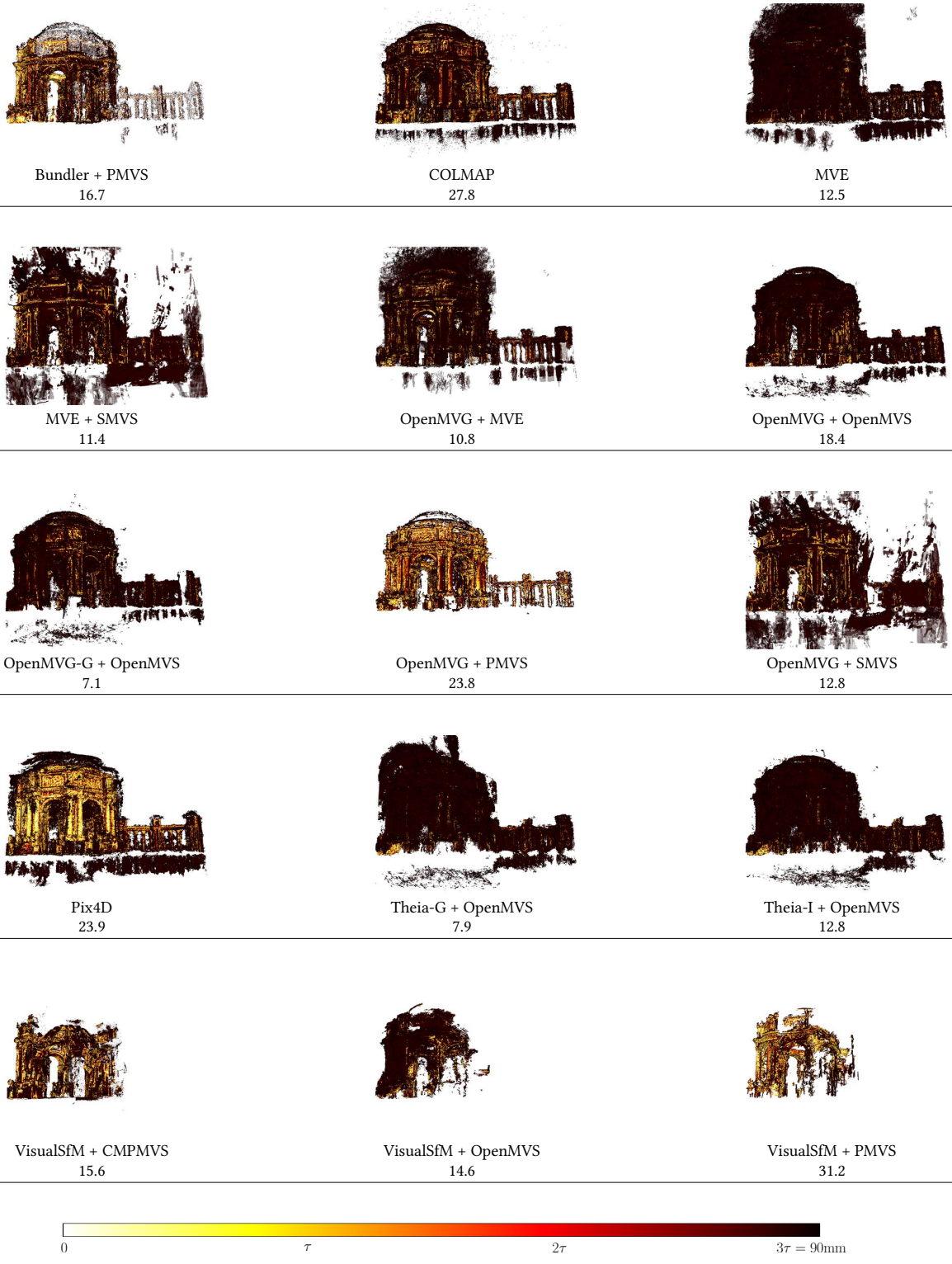


Figure 25. Palace dataset. For each technique, we show the reconstructed point set, with distance to the ground-truth model coded by color. The number listed for each technique is $P(\tau)$.

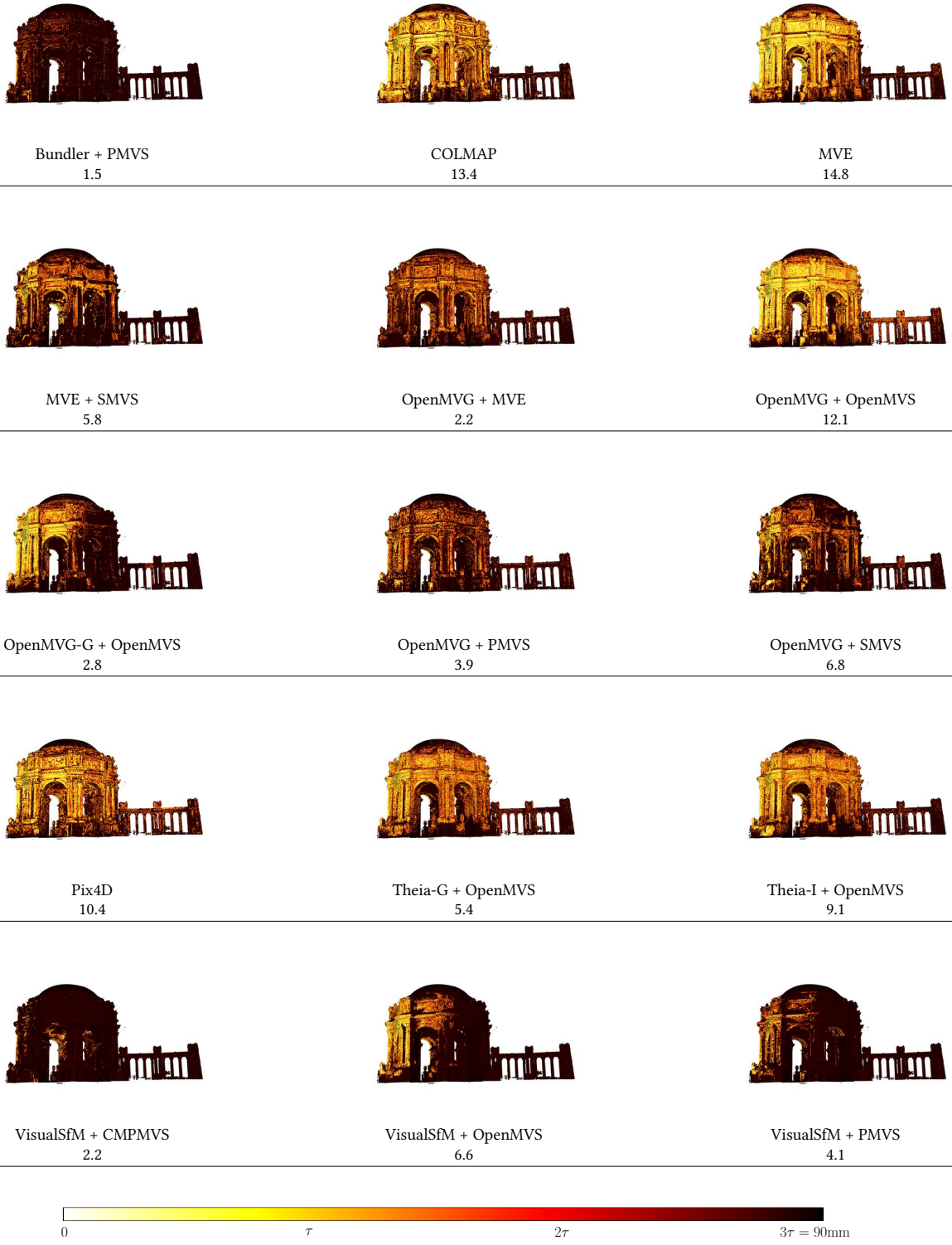


Figure 26. Palace dataset. For each technique, we show the ground-truth point set, with distance to the reconstructed model coded by color. The number listed for each technique is $R(\tau)$.

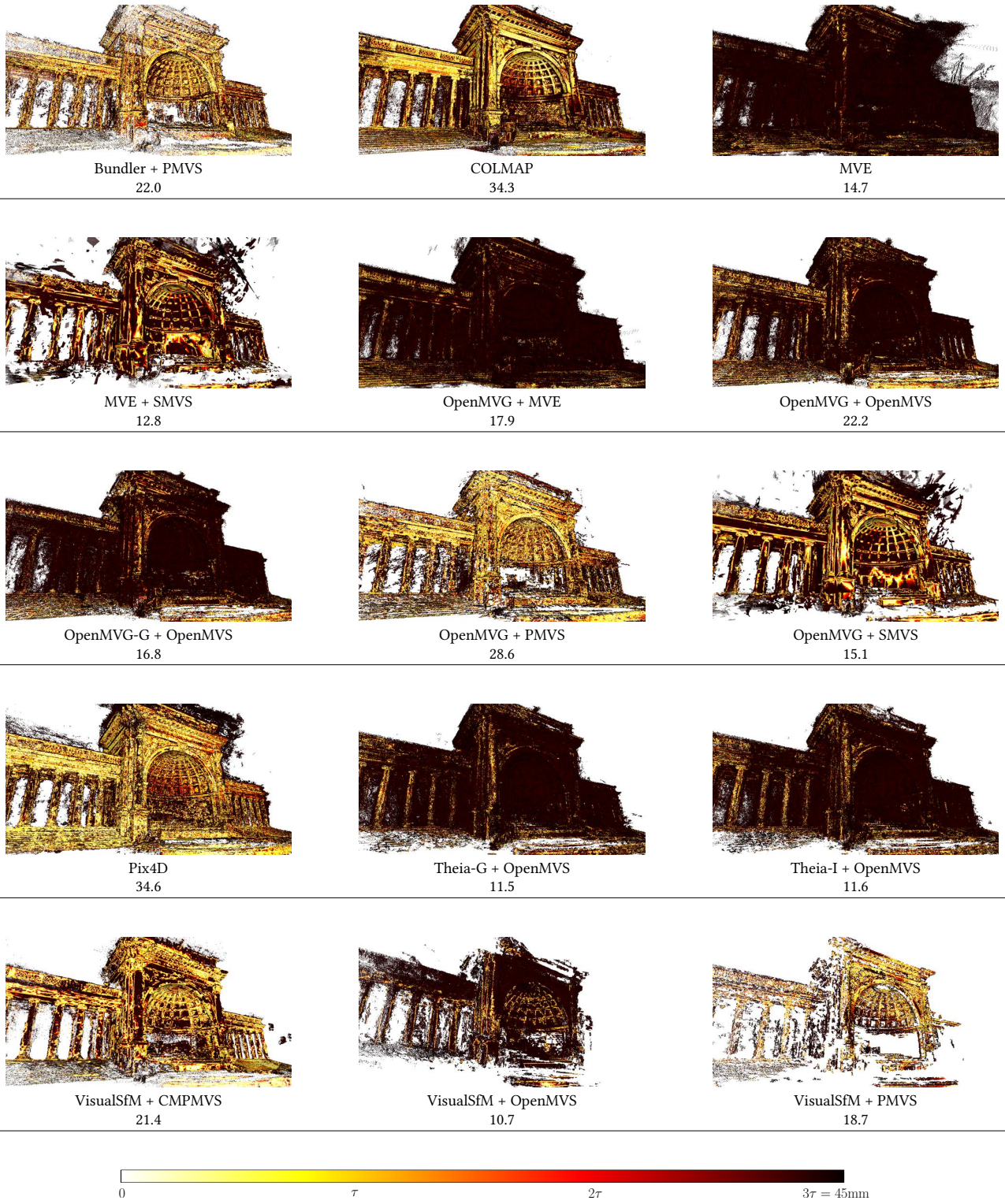


Figure 27. Temple dataset. For each technique, we show the reconstructed point set, with distance to the ground-truth model coded by color. The number listed for each technique is $P(\tau)$.

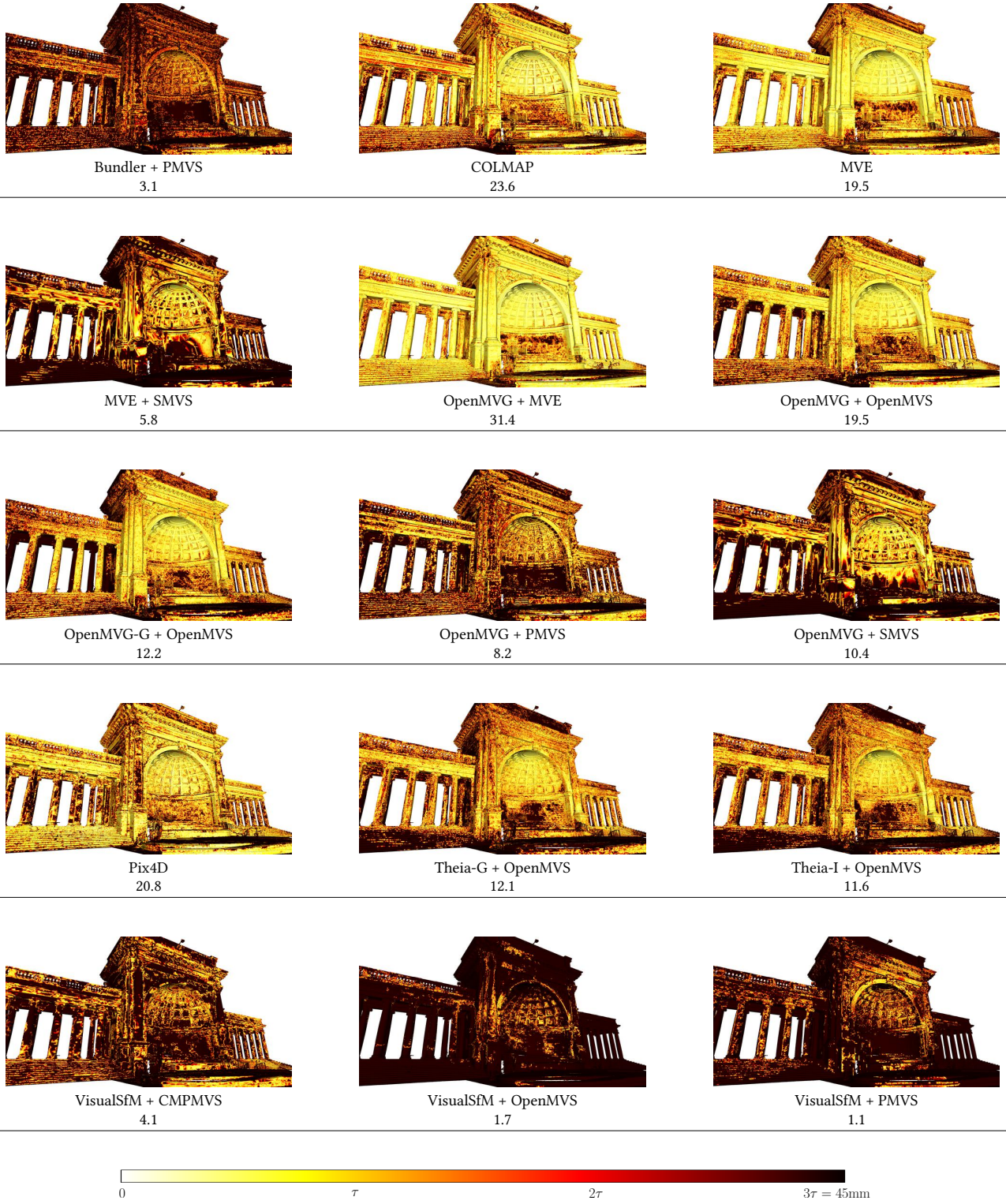
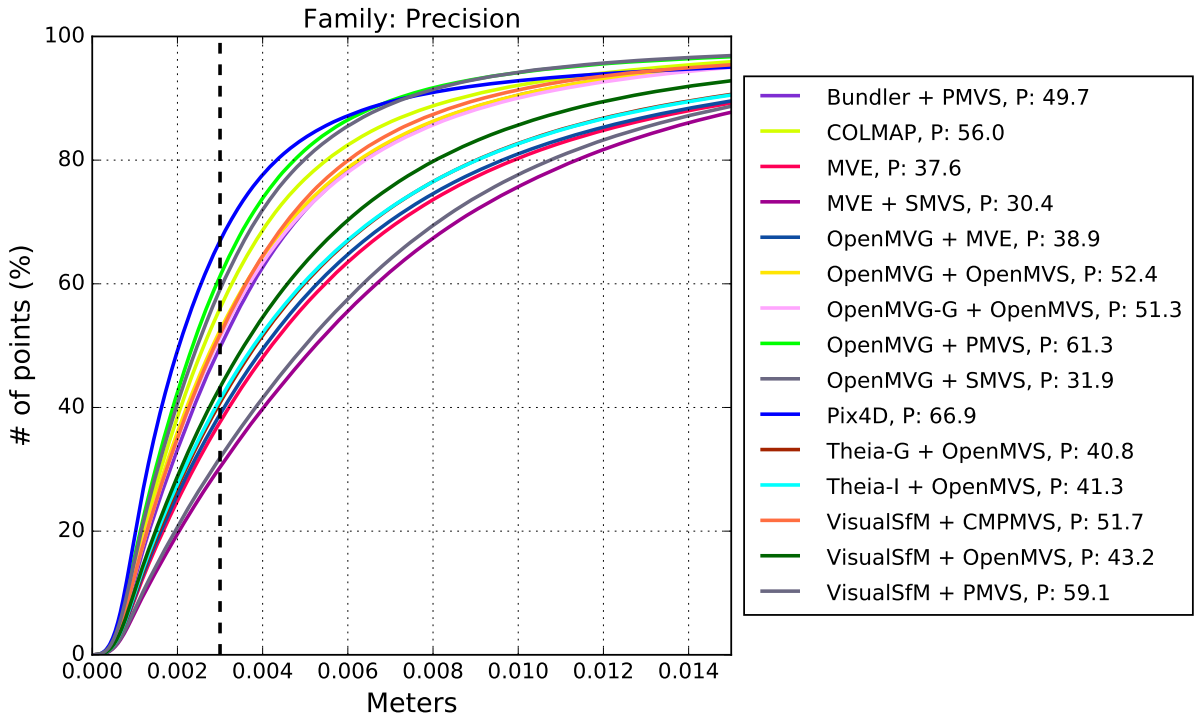
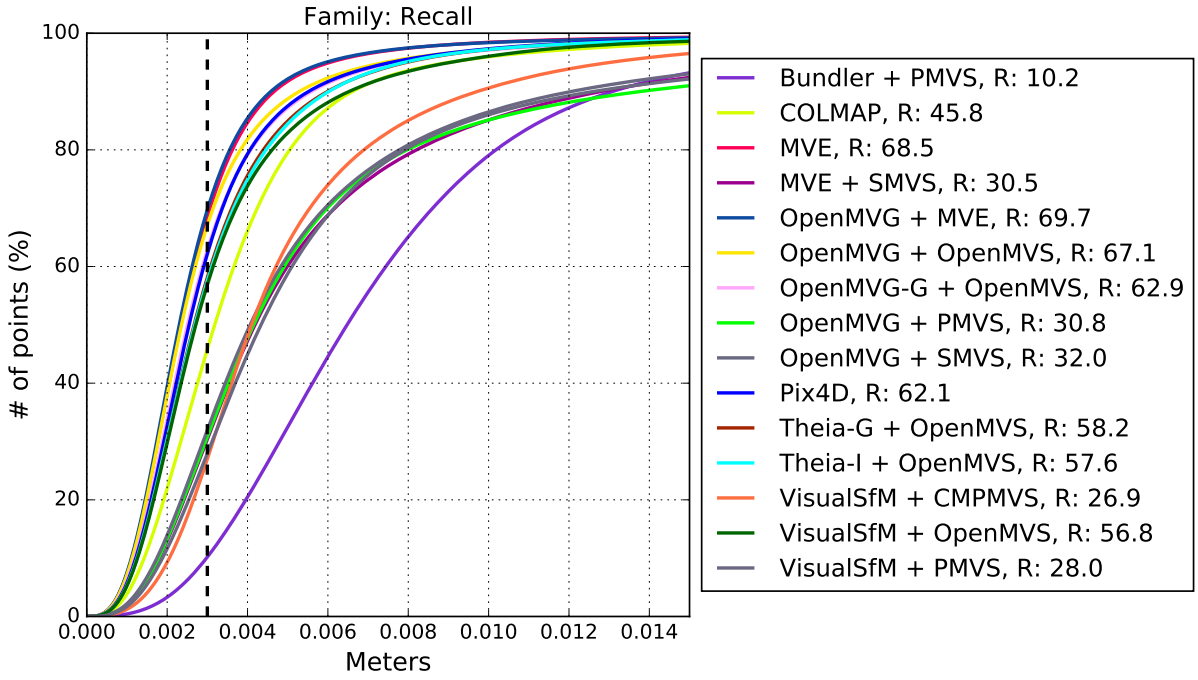
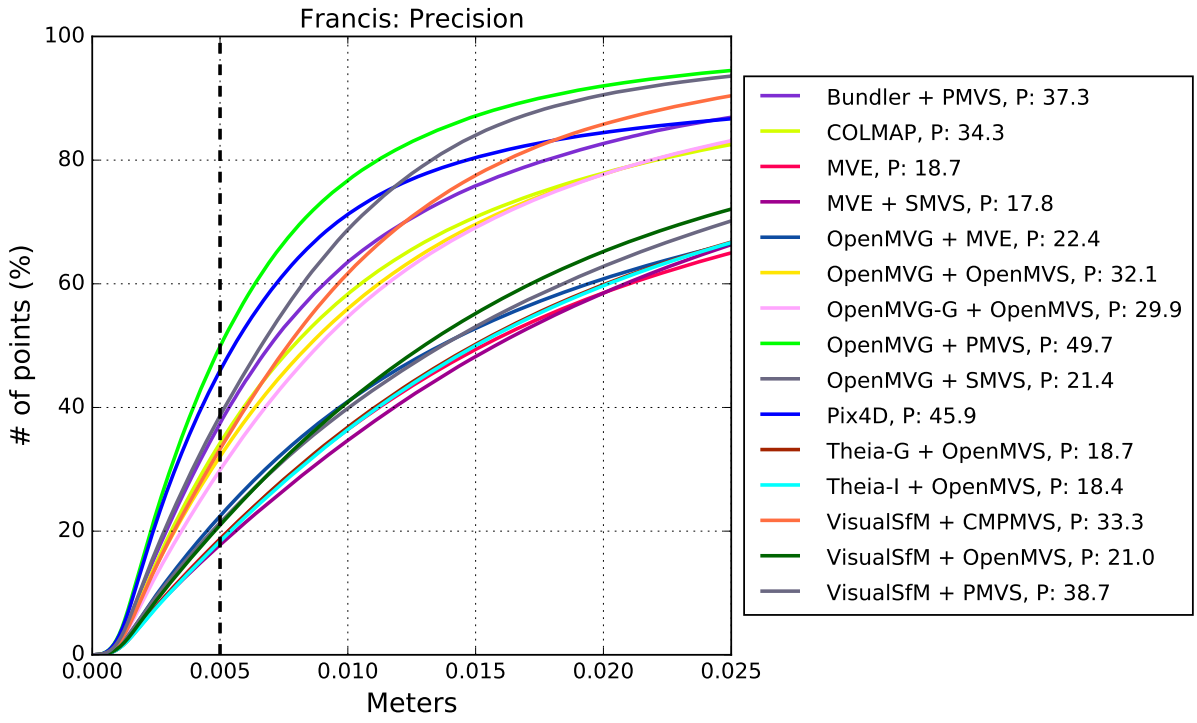
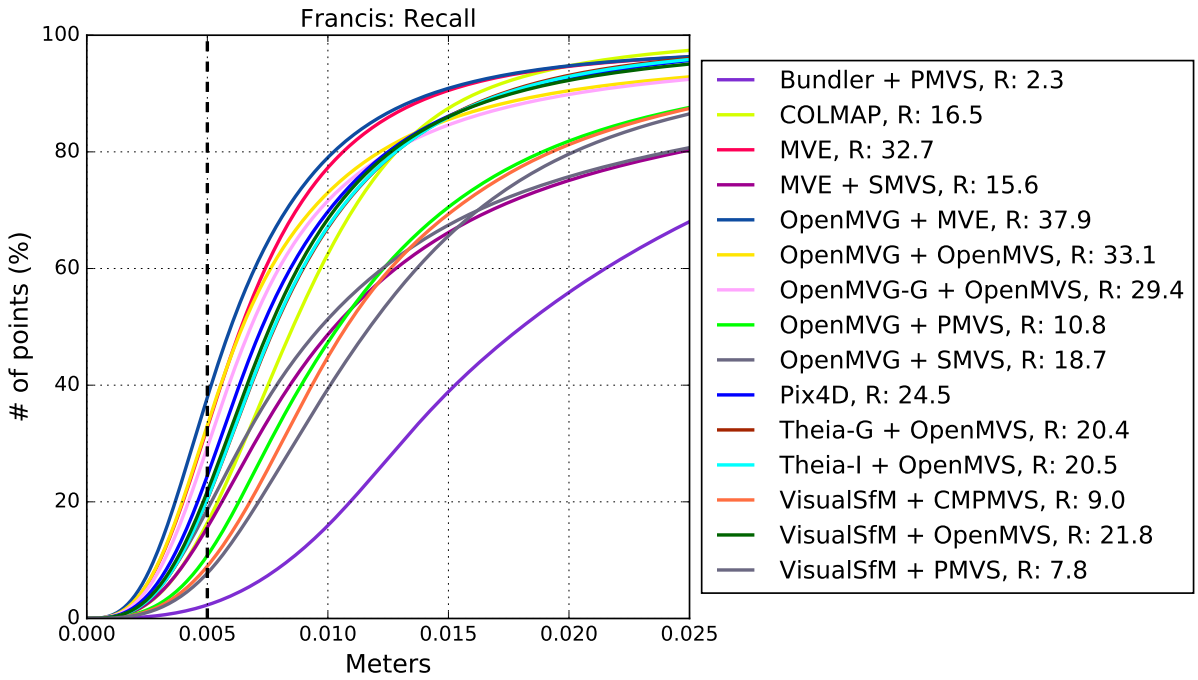


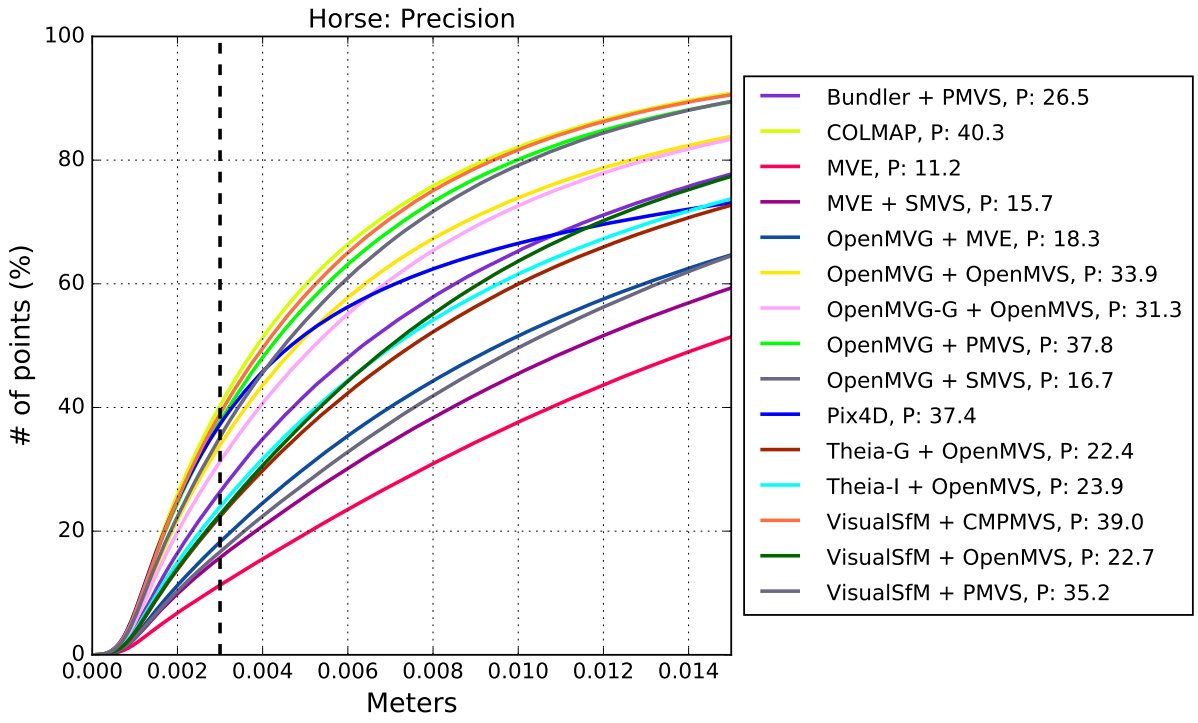
Figure 28. Temple dataset. For each technique, we show the ground-truth point set, with distance to the reconstructed model coded by color. The number listed for each technique is $R(\tau)$.

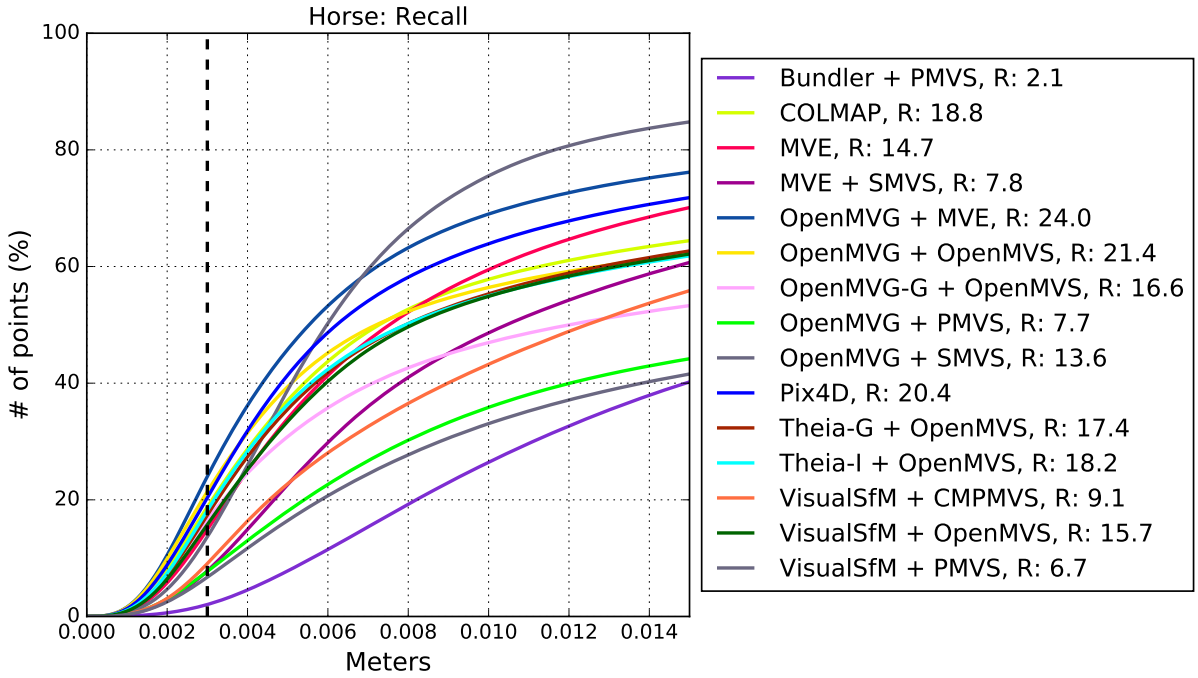

Family: Precision
# of points (%)
Meters
0
20
40
60
80
100
0.000
0.002
0.004
0.006
0.008
0.010
0.012
0.014
Bundler + PMVS, P: 49.7
COLMAP, P: 56.0
MVE, P: 37.6
MVE + SMVS, P: 30.4
OpenMVG + MVE, P: 38.9
OpenMVG + OpenMVS, P: 52.4
OpenMVG-G + OpenMVS, P: 51.3
OpenMVG + PMVS, P: 61.3
OpenMVG + SMVS, P: 31.9
Pix4D, P: 66.9
Theia-G + OpenMVS, P: 40.8
Theia-I + OpenMVS, P: 41.3
VisualSfM + CMPMVS, P: 51.7
VisualSfM + OpenMVS, P: 43.2
VisualSfM + PMVS, P: 59.1

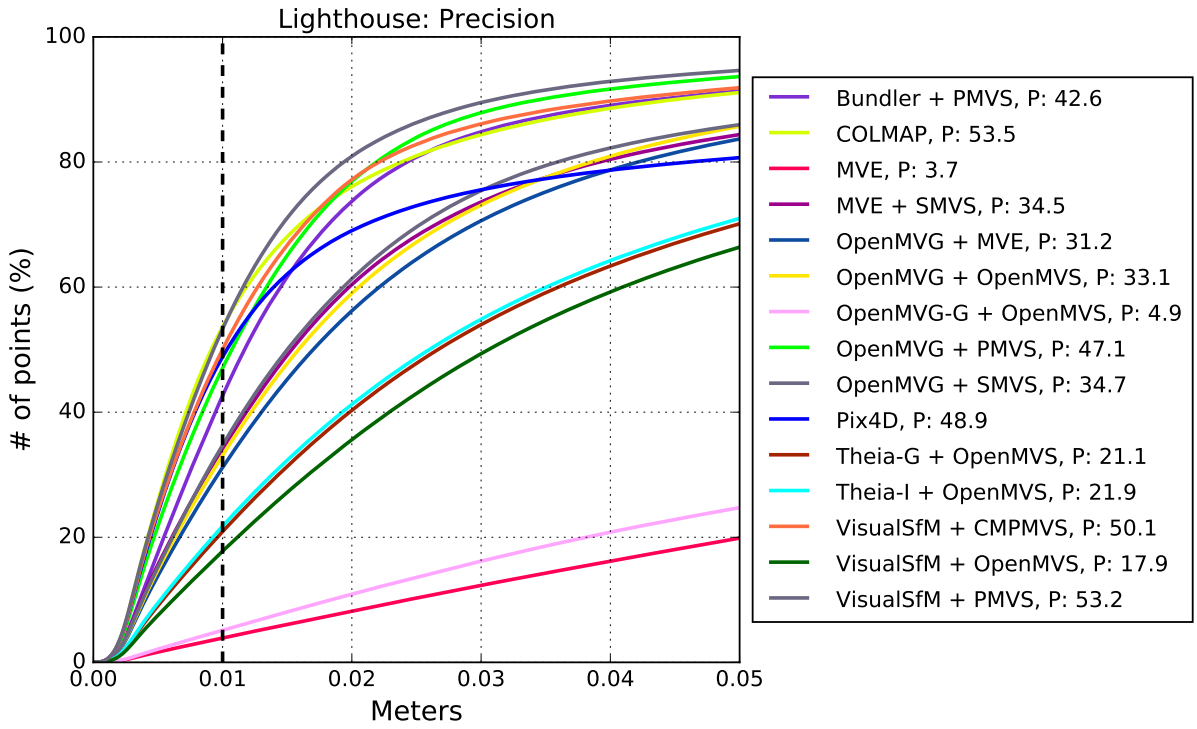

Family: Recall
# of points (%)
Meters
0
20
40
60
80
100
0.000
0.002
0.004
0.006
0.008
0.010
0.012
0.014
Bundler + PMVS, R: 10.2
COLMAP, R: 45.8
MVE, R: 68.5
MVE + SMVS, R: 30.5
OpenMVG + MVE, R: 69.7
OpenMVG + OpenMVS, R: 67.1
OpenMVG-G + OpenMVS, R: 62.9
OpenMVG + PMVS, R: 30.8
OpenMVG + SMVS, R: 32.0
Pix4D, R: 62.1
Theia-G + OpenMVS, R: 58.2
Theia-I + OpenMVS, R: 57.6
VisualSfM + CMPMVS, R: 26.9
VisualSfM + OpenMVS, R: 56.8
VisualSfM + PMVS, R: 28.0

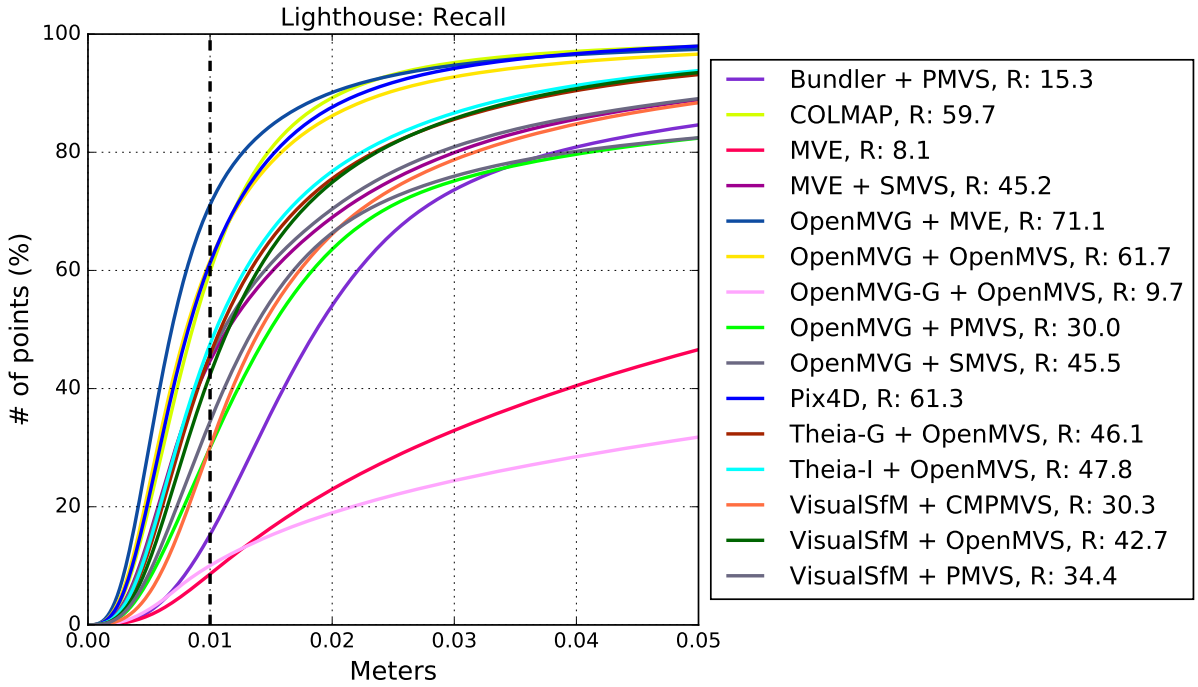

Francis: Precision
# of points (%)
Meters
0
20
40
60
80
100
0.000
0.005
0.010
0.015
0.020
0.025
Bundler + PMVS, P: 37.3
COLMAP, P: 34.3
MVE, P: 18.7
MVE + SMVS, P: 17.8
OpenMVG + MVE, P: 22.4
OpenMVG + OpenMVS, P: 32.1
OpenMVG-G + OpenMVS, P: 29.9
OpenMVG + PMVS, P: 49.7
OpenMVG + SMVS, P: 21.4
Pix4D, P: 45.9
Theia-G + OpenMVS, P: 18.7
Theia-I + OpenMVS, P: 18.4
VisualSfM + CMPMVS, P: 33.3
VisualSfM + OpenMVS, P: 21.0
VisualSfM + PMVS, P: 38.7

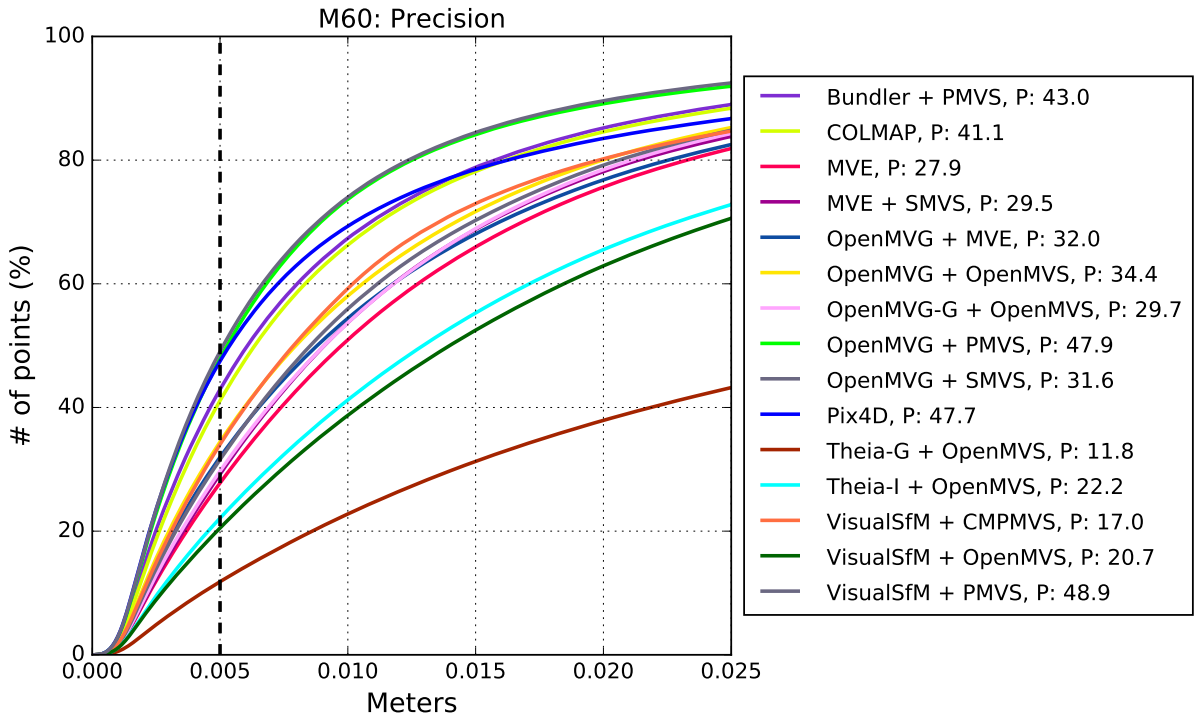

Francis: Recall
# of points (%)
Meters
0
20
40
60
80
100
0.000
0.005
0.010
0.015
0.020
0.025
Bundler + PMVS, R: 2.3
COLMAP, R: 16.5
MVE, R: 32.7
MVE + SMVS, R: 15.6
OpenMVG + MVE, R: 37.9
OpenMVG + OpenMVS, R: 33.1
OpenMVG-G + OpenMVS, R: 29.4
OpenMVG + PMVS, R: 10.8
OpenMVG + SMVS, R: 18.7
Pix4D, R: 24.5
Theia-G + OpenMVS, R: 20.4
Theia-I + OpenMVS, R: 20.5
VisualSfM + CMPMVS, R: 9.0
VisualSfM + OpenMVS, R: 21.8
VisualSfM + PMVS, R: 7.8

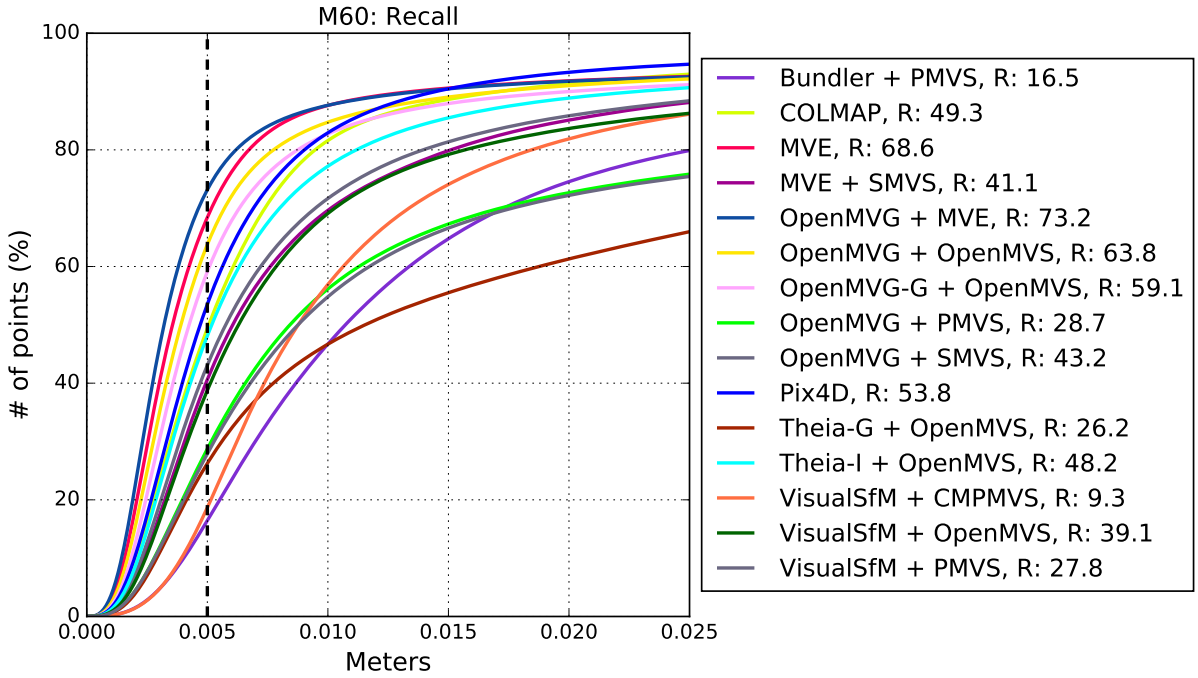

Horse: Precision
# of points (%)
Meters
0
20
40
60
80
100
0.000
0.002
0.004
0.006
0.008
0.010
0.012
0.014
Bundler + PMVS, P: 26.5
COLMAP, P: 40.3
MVE, P: 11.2
MVE + SMVS, P: 15.7
OpenMVG + MVE, P: 18.3
OpenMVG + OpenMVS, P: 33.9
OpenMVG-G + OpenMVS, P: 31.3
OpenMVG + PMVS, P: 37.8
OpenMVG + SMVS, P: 16.7
Pix4D, P: 37.4
Theia-G + OpenMVS, P: 22.4
Theia-I + OpenMVS, P: 23.9
VisualSfM + CMPMVS, P: 39.0
VisualSfM + OpenMVS, P: 22.7
VisualSfM + PMVS, P: 35.2

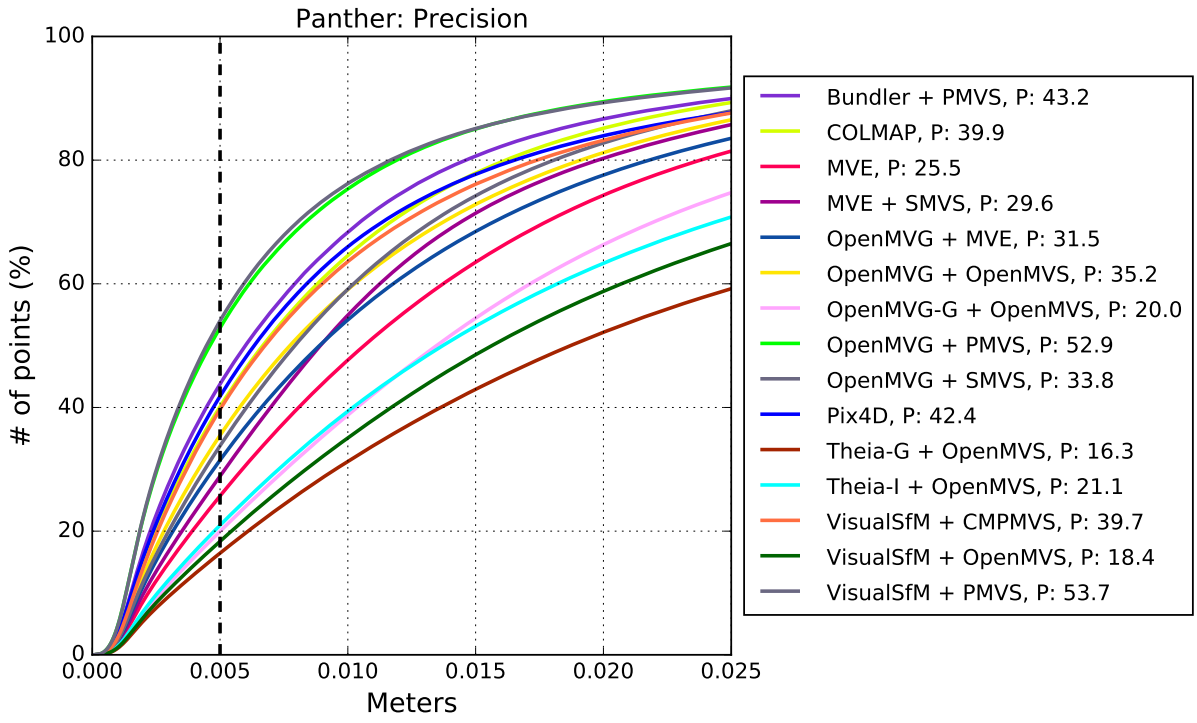

Horse: Recall
# of points (%)
Meters
0
20
40
60
80
100
0.000
0.002
0.004
0.006
0.008
0.010
0.012
0.014
Bundler + PMVS, R: 2.1
COLMAP, R: 18.8
MVE, R: 14.7
MVE + SMVS, R: 7.8
OpenMVG + MVE, R: 24.0
OpenMVG + OpenMVS, R: 21.4
OpenMVG-G + OpenMVS, R: 16.6
OpenMVG + PMVS, R: 7.7
OpenMVG + SMVS, R: 13.6
Pix4D, R: 20.4
Theia-G + OpenMVS, R: 17.4
Theia-I + OpenMVS, R: 18.2
VisualSfM + CMPMVS, R: 9.1
VisualSfM + OpenMVS, R: 15.7
VisualSfM + PMVS, R: 6.7

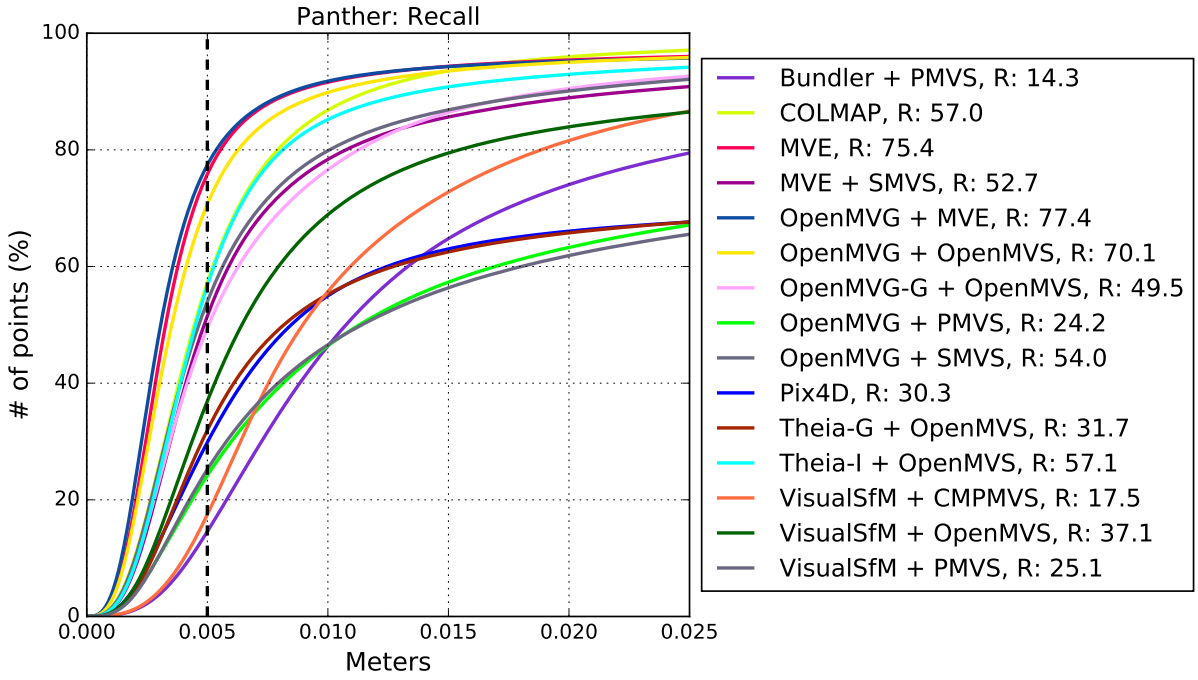

Lighthouse: Precision
# of points (%)
Meters
0
20
40
60
80
100
0.00
0.01
0.02
0.03
0.04
0.05
Bundler + PMVS, P: 42.6
COLMAP, P: 53.5
MVE, P: 3.7
MVE + SMVS, P: 34.5
OpenMVG + MVE, P: 31.2
OpenMVG + OpenMVS, P: 33.1
OpenMVG-G + OpenMVS, P: 4.9
OpenMVG + PMVS, P: 47.1
OpenMVG + SMVS, P: 34.7
Pix4D, P: 48.9
Theia-G + OpenMVS, P: 21.1
Theia-I + OpenMVS, P: 21.9
VisualSfM + CMPMVS, P: 50.1
VisualSfM + OpenMVS, P: 17.9
VisualSfM + PMVS, P: 53.2

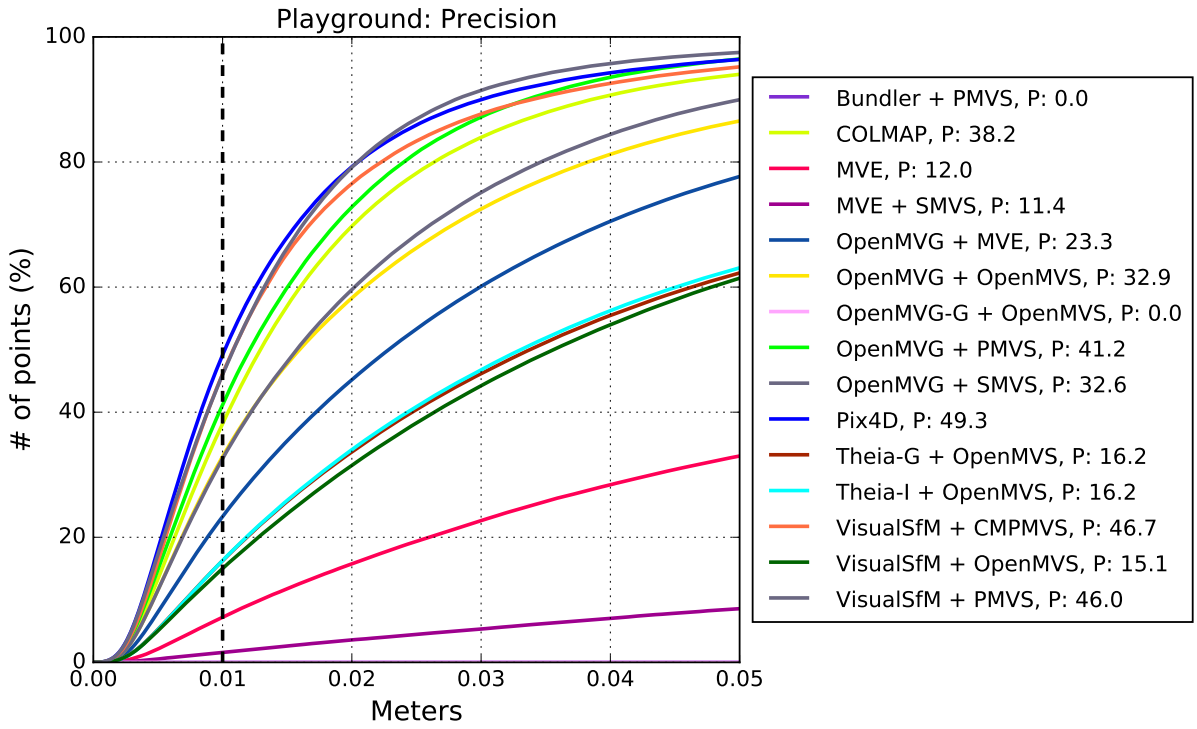

Lighthouse: Recall
# of points (%)
Meters
0
20
40
60
80
100
0.00
0.01
0.02
0.03
0.04
0.05
Bundler + PMVS, R: 15.3
COLMAP, R: 59.7
MVE, R: 8.1
MVE + SMVS, R: 45.2
OpenMVG + MVE, R: 71.1
OpenMVG + OpenMVS, R: 61.7
OpenMVG-G + OpenMVS, R: 9.7
OpenMVG + PMVS, R: 30.0
OpenMVG + SMVS, R: 45.5
Pix4D, R: 61.3
Theia-G + OpenMVS, R: 46.1
Theia-I + OpenMVS, R: 47.8
VisualSfM + CMPMVS, R: 30.3
VisualSfM + OpenMVS, R: 42.7
VisualSfM + PMVS, R: 34.4

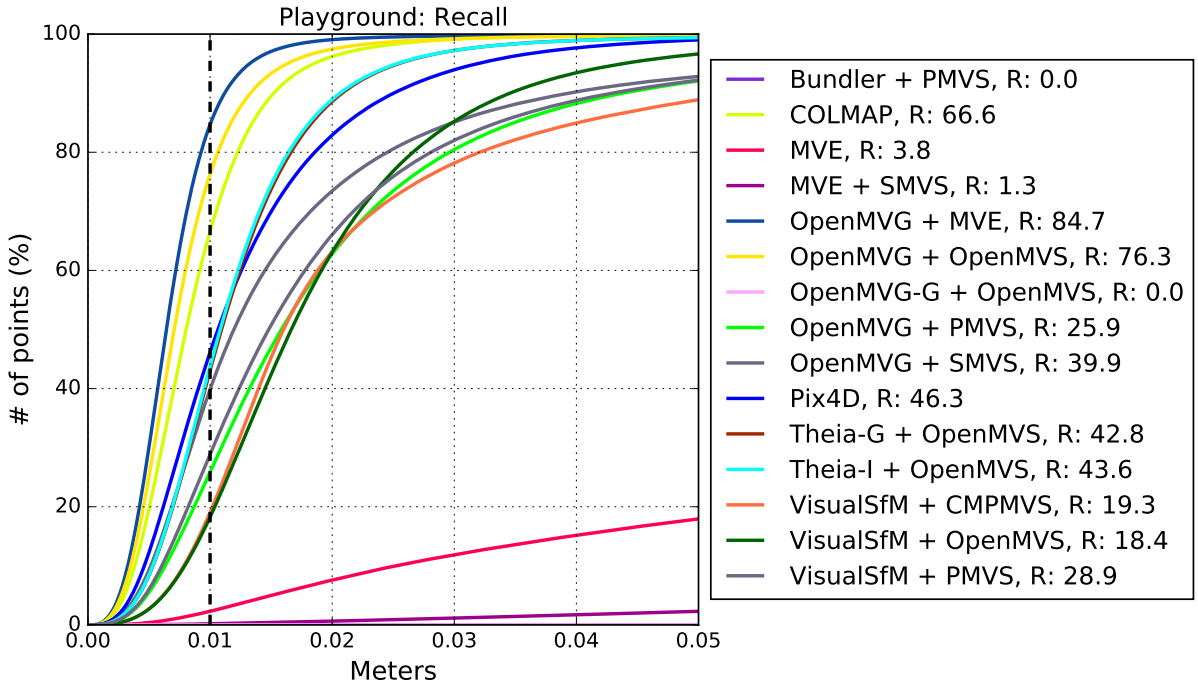

M60: Precision
# of points (%)
Meters
0
20
40
60
80
100
0.000
0.005
0.010
0.015
0.020
0.025
Bundler + PMVS, P: 43.0
COLMAP, P: 41.1
MVE, P: 27.9
MVE + SMVS, P: 29.5
OpenMVG + MVE, P: 32.0
OpenMVG + OpenMVS, P: 34.4
OpenMVG-G + OpenMVS, P: 29.7
OpenMVG + PMVS, P: 47.9
OpenMVG + SMVS, P: 31.6
Pix4D, P: 47.7
Theia-G + OpenMVS, P: 11.8
Theia-I + OpenMVS, P: 22.2
VisualSfM + CMPMVS, P: 17.0
VisualSfM + OpenMVS, P: 20.7
VisualSfM + PMVS, P: 48.9

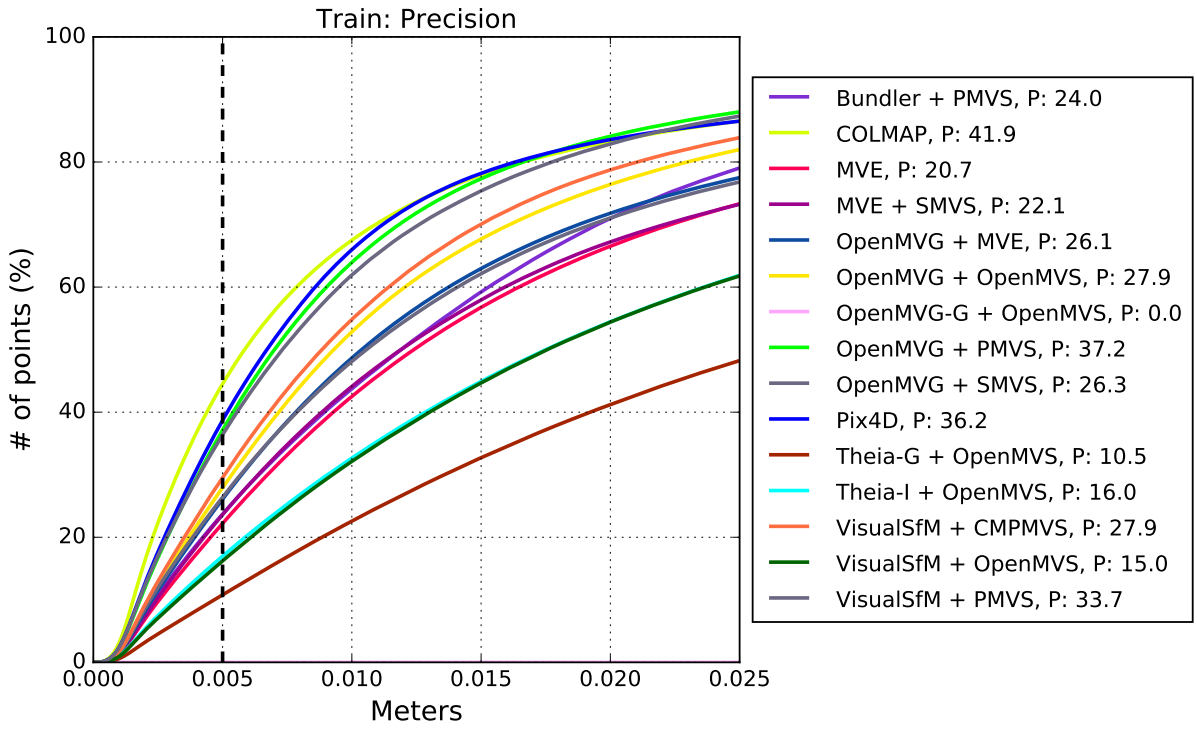

M60: Recall
# of points (%)
Meters
0
20
40
60
80
100
0.000
0.005
0.010
0.015
0.020
0.025
Bundler + PMVS, R: 16.5
COLMAP, R: 49.3
MVE, R: 68.6
MVE + SMVS, R: 41.1
OpenMVG + MVE, R: 73.2
OpenMVG + OpenMVS, R: 63.8
OpenMVG-G + OpenMVS, R: 59.1
OpenMVG + PMVS, R: 28.7
OpenMVG + SMVS, R: 43.2
Pix4D, R: 53.8
Theia-G + OpenMVS, R: 26.2
Theia-I + OpenMVS, R: 48.2
VisualSfM + CMPMVS, R: 9.3
VisualSfM + OpenMVS, R: 39.1
VisualSfM + PMVS, R: 27.8

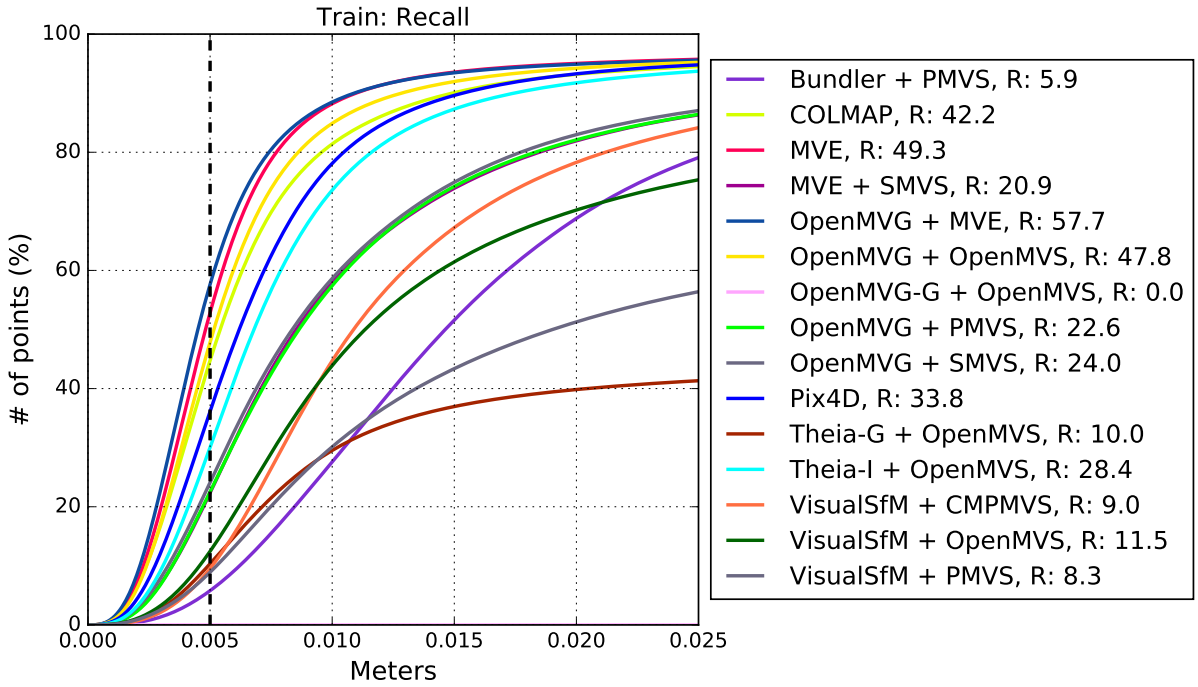

Panther: Precision
# of points (%)
Meters
0
20
40
60
80
100
0.000
0.005
0.010
0.015
0.020
0.025
Bundler + PMVS, P: 43.2
COLMAP, P: 39.9
MVE, P: 25.5
MVE + SMVS, P: 29.6
OpenMVG + MVE, P: 31.5
OpenMVG + OpenMVS, P: 35.2
OpenMVG-G + OpenMVS, P: 20.0
OpenMVG + PMVS, P: 52.9
OpenMVG + SMVS, P: 33.8
Pix4D, P: 42.4
Theia-G + OpenMVS, P: 16.3
Theia-I + OpenMVS, P: 21.1
VisualSfM + CMPMVS, P: 39.7
VisualSfM + OpenMVS, P: 18.4
VisualSfM + PMVS, P: 53.7

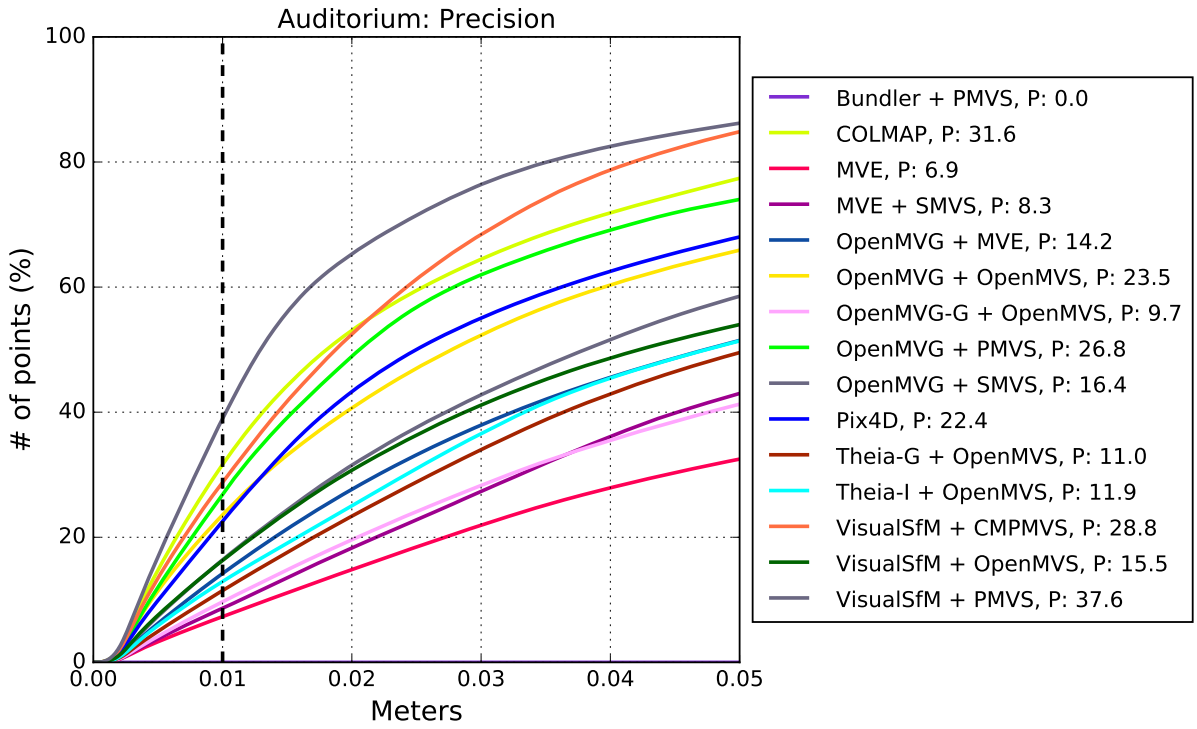

Panther: Recall
# of points (%)
Meters
0
20
40
60
80
100
0.000
0.005
0.010
0.015
0.020
0.025
Bundler + PMVS, R: 14.3
COLMAP, R: 57.0
MVE, R: 75.4
MVE + SMVS, R: 52.7
OpenMVG + MVE, R: 77.4
OpenMVG + OpenMVS, R: 70.1
OpenMVG-G + OpenMVS, R: 49.5
OpenMVG + PMVS, R: 24.2
OpenMVG + SMVS, R: 54.0
Pix4D, R: 30.3
Theia-G + OpenMVS, R: 31.7
Theia-I + OpenMVS, R: 57.1
VisualSfM + CMPMVS, R: 17.5
VisualSfM + OpenMVS, R: 37.1
VisualSfM + PMVS, R: 25.1

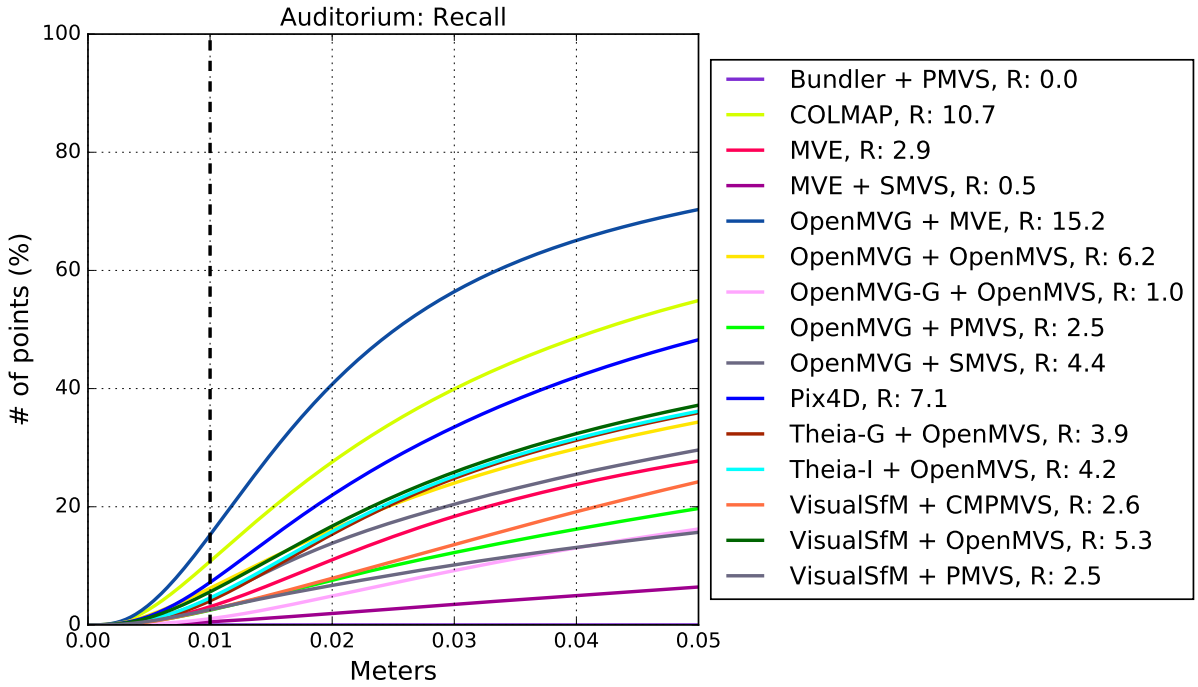

Playground: Precision
# of points (%)
Meters
0
20
40
60
80
100
0.00
0.01
0.02
0.03
0.04
0.05
Bundler + PMVS, P: 0.0
COLMAP, P: 38.2
MVE, P: 12.0
MVE + SMVS, P: 11.4
OpenMVG + MVE, P: 23.3
OpenMVG + OpenMVS, P: 32.9
OpenMVG-G + OpenMVS, P: 0.0
OpenMVG + PMVS, P: 41.2
OpenMVG + SMVS, P: 32.6
Pix4D, P: 49.3
Theia-G + OpenMVS, P: 16.2
Theia-I + OpenMVS, P: 16.2
VisualSfM + CMPMVS, P: 46.7
VisualSfM + OpenMVS, P: 15.1
VisualSfM + PMVS, P: 46.0

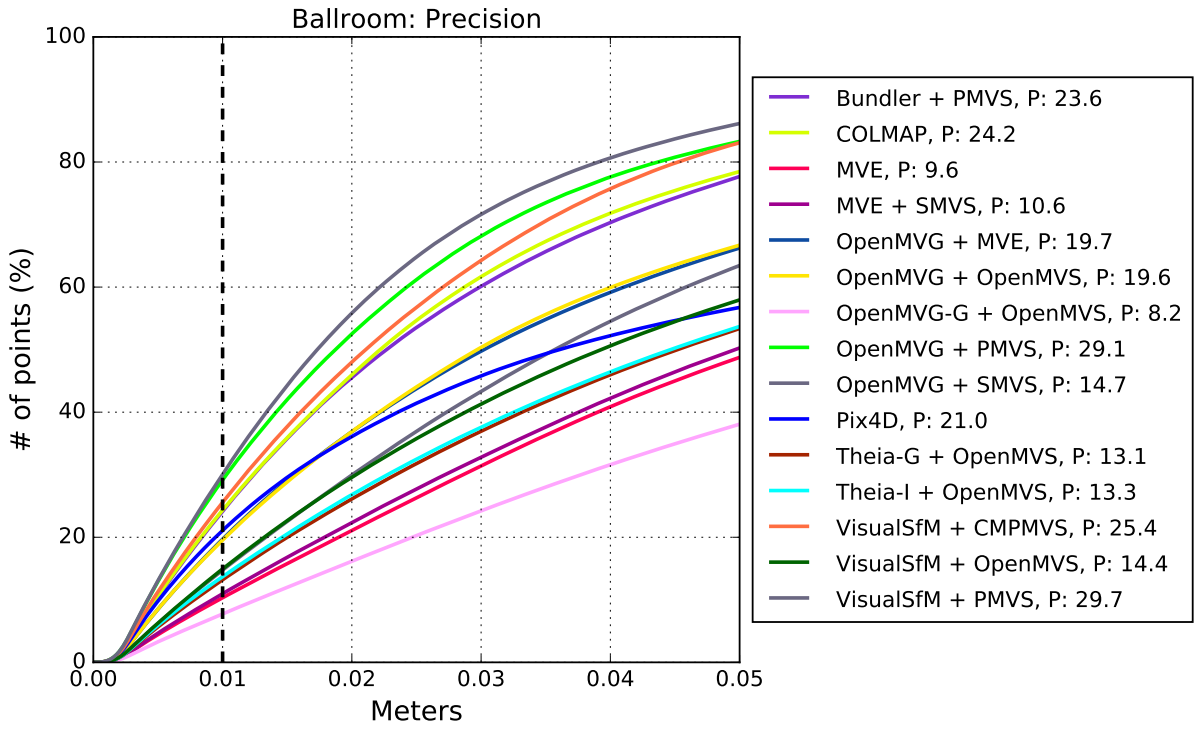

Playground: Recall
# of points (%)
Meters
0
20
40
60
80
100
0.00
0.01
0.02
0.03
0.04
0.05
Bundler + PMVS, R: 0.0
COLMAP, R: 66.6
MVE, R: 3.8
MVE + SMVS, R: 1.3
OpenMVG + MVE, R: 84.7
OpenMVG + OpenMVS, R: 76.3
OpenMVG-G + OpenMVS, R: 0.0
OpenMVG + PMVS, R: 25.9
OpenMVG + SMVS, R: 39.9
Pix4D, R: 46.3
Theia-G + OpenMVS, R: 42.8
Theia-I + OpenMVS, R: 43.6
VisualSfM + CMPMVS, R: 19.3
VisualSfM + OpenMVS, R: 18.4
VisualSfM + PMVS, R: 28.9

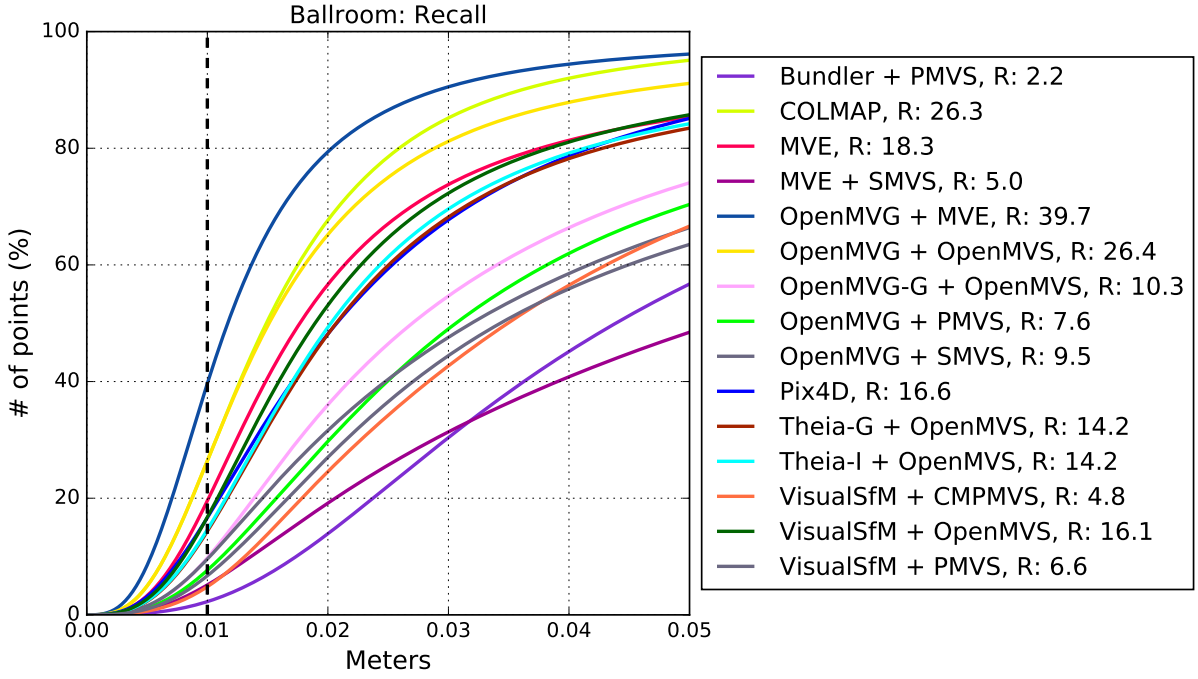

Train: Precision
# of points (%)
Meters
0
20
40
60
80
100
0.000
0.005
0.010
0.015
0.020
0.025
Bundler + PMVS, P: 24.0
COLMAP, P: 41.9
MVE, P: 20.7
MVE + SMVS, P: 22.1
OpenMVG + MVE, P: 26.1
OpenMVG + OpenMVS, P: 27.9
OpenMVG-G + OpenMVS, P: 0.0
OpenMVG + PMVS, P: 37.2
OpenMVG + SMVS, P: 26.3
Pix4D, P: 36.2
Theia-G + OpenMVS, P: 10.5
Theia-I + OpenMVS, P: 16.0
VisualSfM + CMPMVS, P: 27.9
VisualSfM + OpenMVS, P: 15.0
VisualSfM + PMVS, P: 33.7

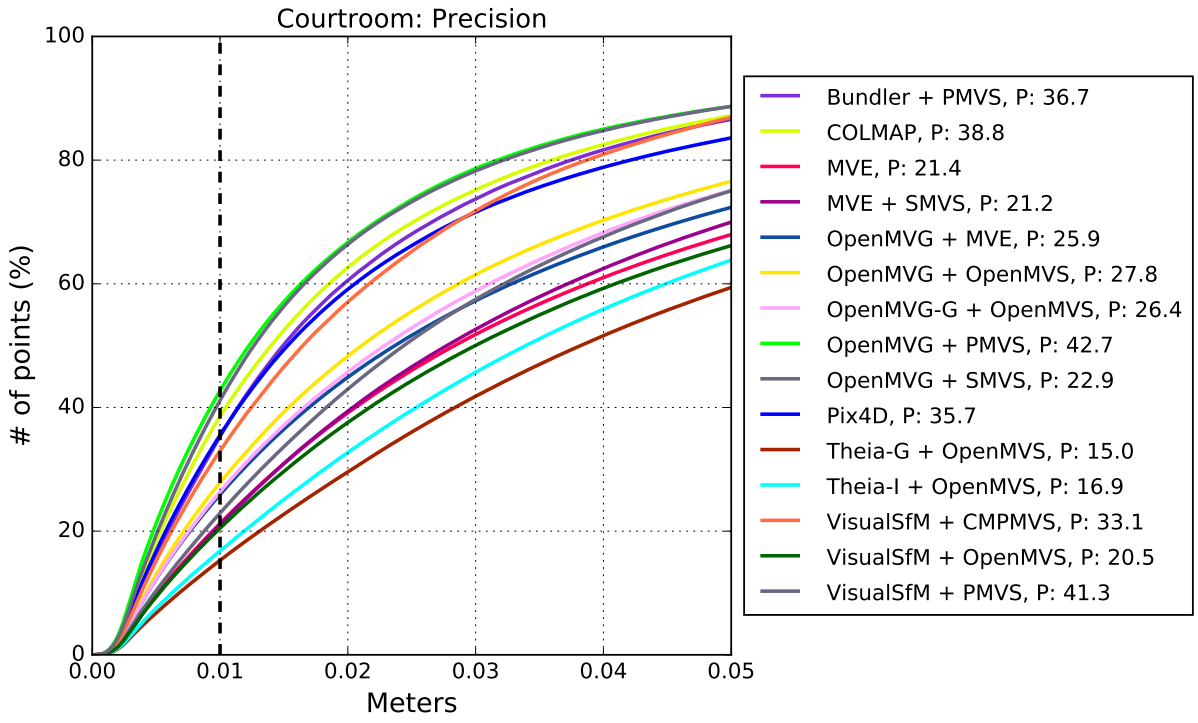

Train: Recall
# of points (%)
Meters
0
20
40
60
80
100
0.000
0.005
0.010
0.015
0.020
0.025
Bundler + PMVS, R: 5.9
COLMAP, R: 42.2
MVE, R: 49.3
MVE + SMVS, R: 20.9
OpenMVG + MVE, R: 57.7
OpenMVG + OpenMVS, R: 47.8
OpenMVG-G + OpenMVS, R: 0.0
OpenMVG + PMVS, R: 22.6
OpenMVG + SMVS, R: 24.0
Pix4D, R: 33.8
Theia-G + OpenMVS, R: 10.0
Theia-I + OpenMVS, R: 28.4
VisualSfM + CMPMVS, R: 9.0
VisualSfM + OpenMVS, R: 11.5
VisualSfM + PMVS, R: 8.3

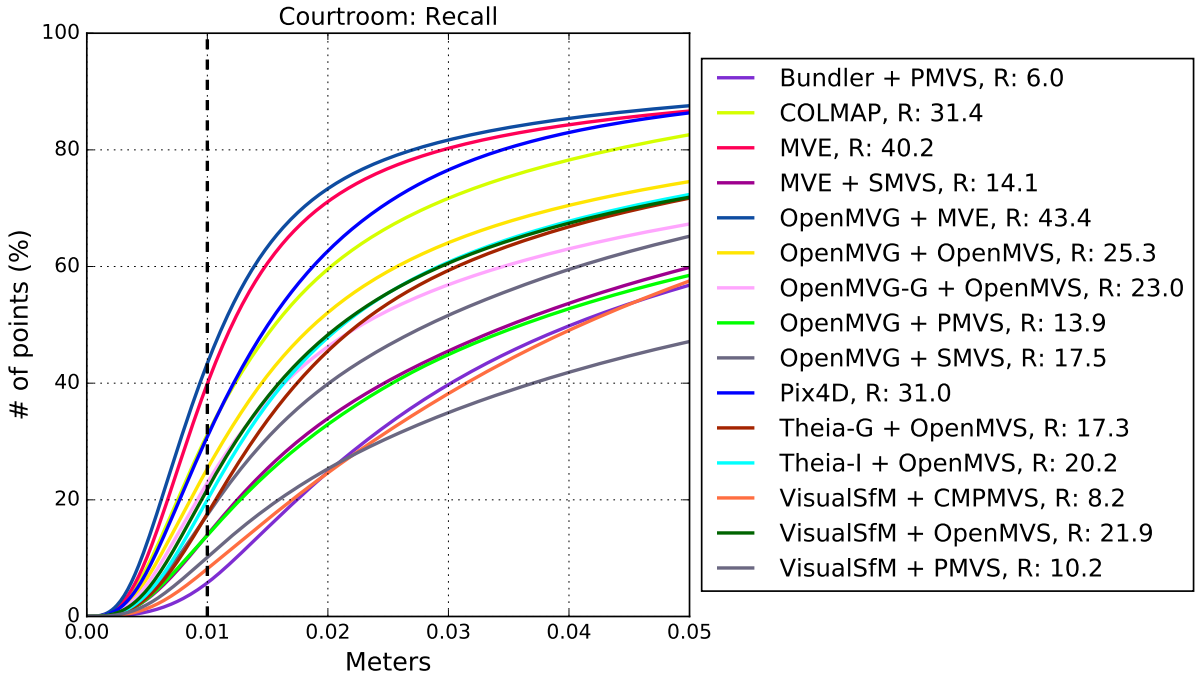

Auditorium: Precision
# of points (%)
Meters
0
20
40
60
80
100
0.00
0.01
0.02
0.03
0.04
0.05
Bundler + PMVS, P: 0.0
COLMAP, P: 31.6
MVE, P: 6.9
MVE + SMVS, P: 8.3
OpenMVG + MVE, P: 14.2
OpenMVG + OpenMVS, P: 23.5
OpenMVG-G + OpenMVS, P: 9.7
OpenMVG + PMVS, P: 26.8
OpenMVG + SMVS, P: 16.4
Pix4D, P: 22.4
Theia-G + OpenMVS, P: 11.0
Theia-I + OpenMVS, P: 11.9
VisualSfM + CMPMVS, P: 28.8
VisualSfM + OpenMVS, P: 15.5
VisualSfM + PMVS, P: 37.6

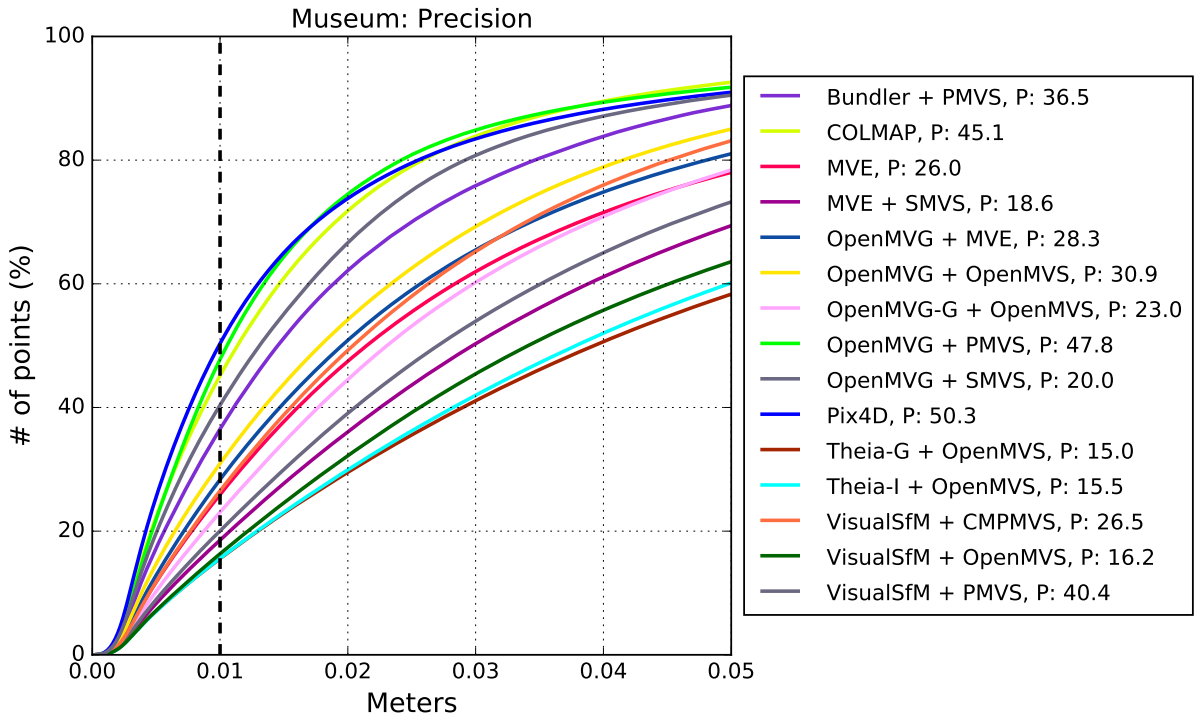

Auditorium: Recall
# of points (%)
Meters
0
20
40
60
80
100
0.00
0.01
0.02
0.03
0.04
0.05
Bundler + PMVS, R: 0.0
COLMAP, R: 10.7
MVE, R: 2.9
MVE + SMVS, R: 0.5
OpenMVG + MVE, R: 15.2
OpenMVG + OpenMVS, R: 6.2
OpenMVG-G + OpenMVS, R: 1.0
OpenMVG + PMVS, R: 2.5
OpenMVG + SMVS, R: 4.4
Pix4D, R: 7.1
Theia-G + OpenMVS, R: 3.9
Theia-I + OpenMVS, R: 4.2
VisualSfM + CMPMVS, R: 2.6
VisualSfM + OpenMVS, R: 5.3
VisualSfM + PMVS, R: 2.5

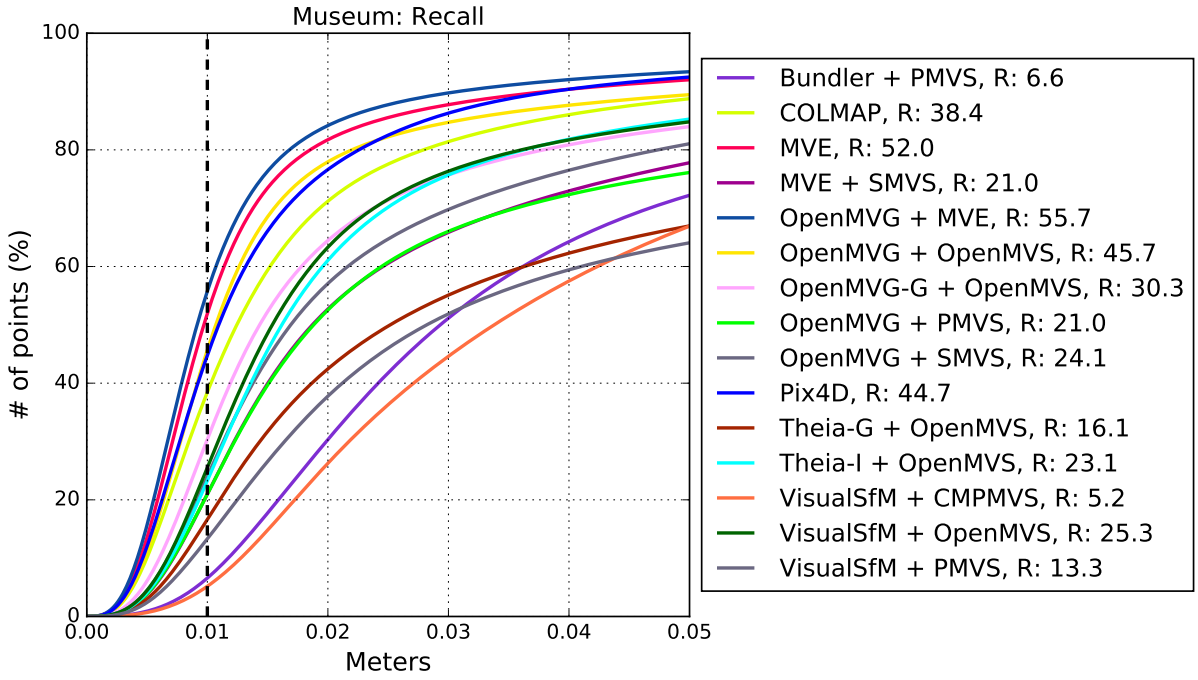

Ballroom: Precision
# of points (%)
Meters
0
20
40
60
80
100
0.00
0.01
0.02
0.03
0.04
0.05
Bundler + PMVS, P: 23.6
COLMAP, P: 24.2
MVE, P: 9.6
MVE + SMVS, P: 10.6
OpenMVG + MVE, P: 19.7
OpenMVG + OpenMVS, P: 19.6
OpenMVG-G + OpenMVS, P: 8.2
OpenMVG + PMVS, P: 29.1
OpenMVG + SMVS, P: 14.7
Pix4D, P: 21.0
Theia-G + OpenMVS, P: 13.1
Theia-I + OpenMVS, P: 13.3
VisualSfM + CMPMVS, P: 25.4
VisualSfM + OpenMVS, P: 14.4
VisualSfM + PMVS, P: 29.7

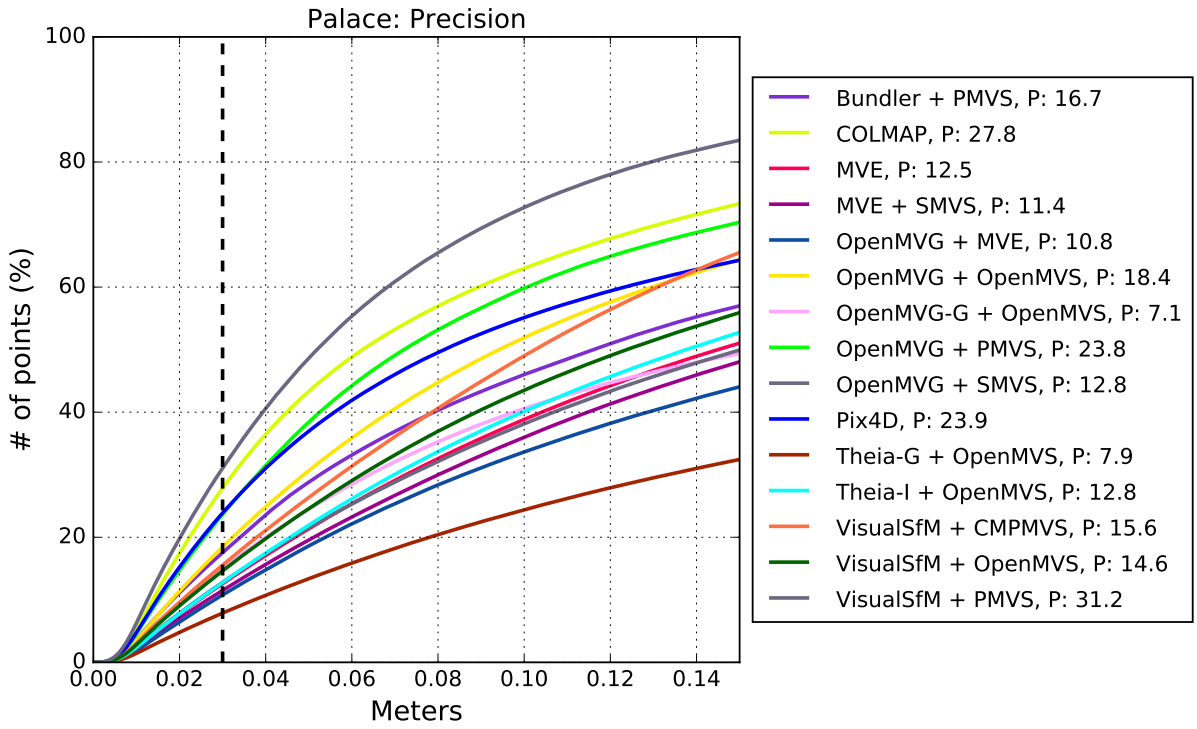

Ballroom: Recall
# of points (%)
Meters
0
20
40
60
80
100
0.00
0.01
0.02
0.03
0.04
0.05
Bundler + PMVS, R: 2.2
COLMAP, R: 26.3
MVE, R: 18.3
MVE + SMVS, R: 5.0
OpenMVG + MVE, R: 39.7
OpenMVG + OpenMVS, R: 26.4
OpenMVG-G + OpenMVS, R: 10.3
OpenMVG + PMVS, R: 7.6
OpenMVG + SMVS, R: 9.5
Pix4D, R: 16.6
Theia-G + OpenMVS, R: 14.2
Theia-I + OpenMVS, R: 14.2
VisualSfM + CMPMVS, R: 4.8
VisualSfM + OpenMVS, R: 16.1
VisualSfM + PMVS, R: 6.6

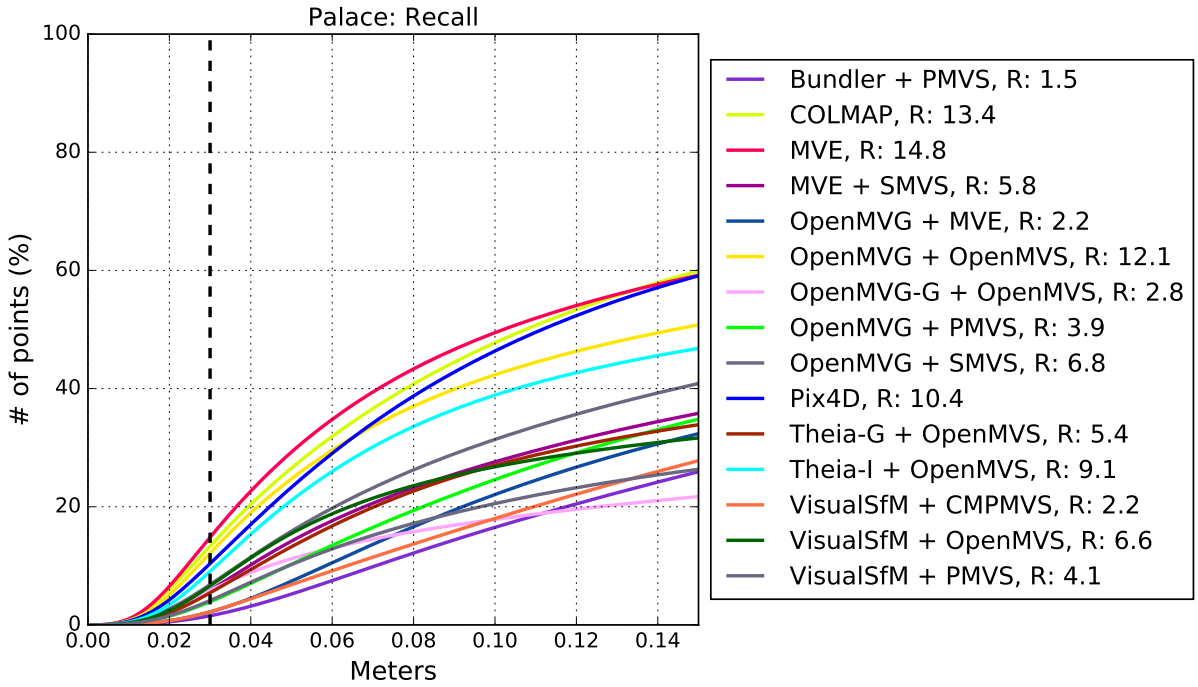

Courtroom: Precision
# of points (%)
Meters
0
20
40
60
80
100
0.00
0.01
0.02
0.03
0.04
0.05
Bundler + PMVS, P: 36.7
COLMAP, P: 38.8
MVE, P: 21.4
MVE + SMVS, P: 21.2
OpenMVG + MVE, P: 25.9
OpenMVG + OpenMVS, P: 27.8
OpenMVG-G + OpenMVS, P: 26.4
OpenMVG + PMVS, P: 42.7
OpenMVG + SMVS, P: 22.9
Pix4D, P: 35.7
Theia-G + OpenMVS, P: 15.0
Theia-I + OpenMVS, P: 16.9
VisualSfM + CMPMVS, P: 33.1
VisualSfM + OpenMVS, P: 20.5
VisualSfM + PMVS, P: 41.3

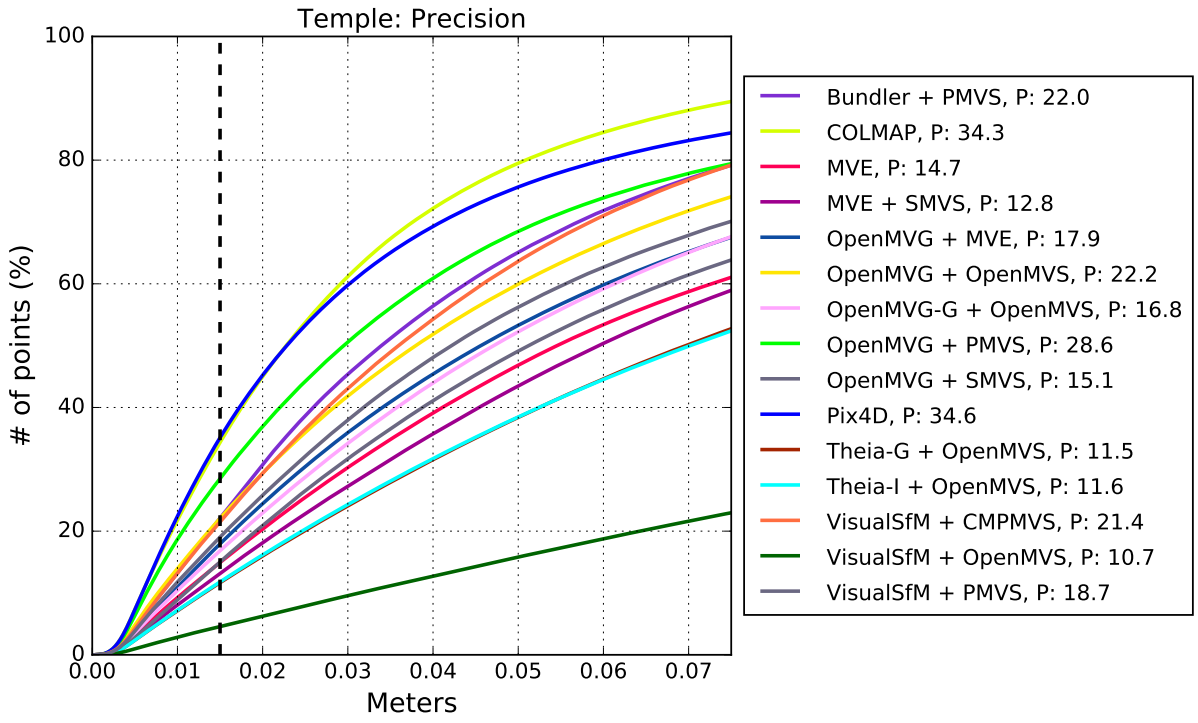

Courtroom: Recall
# of points (%)
Meters
0
20
40
60
80
100
0.00
0.01
0.02
0.03
0.04
0.05
Bundler + PMVS, R: 6.0
COLMAP, R: 31.4
MVE, R: 40.2
MVE + SMVS, R: 14.1
OpenMVG + MVE, R: 43.4
OpenMVG + OpenMVS, R: 25.3
OpenMVG-G + OpenMVS, R: 23.0
OpenMVG + PMVS, R: 13.9
OpenMVG + SMVS, R: 17.5
Pix4D, R: 31.0
Theia-G + OpenMVS, R: 17.3
Theia-I + OpenMVS, R: 20.2
VisualSfM + CMPMVS, R: 8.2
VisualSfM + OpenMVS, R: 21.9
VisualSfM + PMVS, R: 10.2

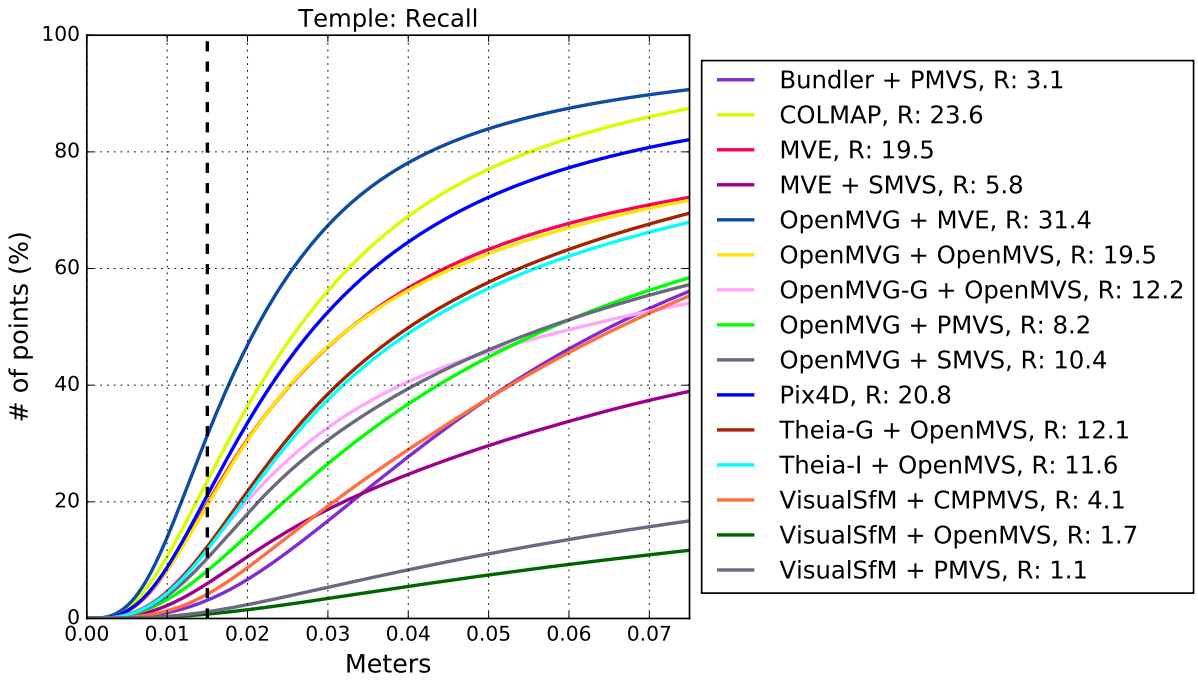

Museum: Precision
# of points (%)
Meters
0
20
40
60
80
100
0.00
0.01
0.02
0.03
0.04
0.05
Bundler + PMVS, P: 36.5
COLMAP, P: 45.1
MVE, P: 26.0
MVE + SMVS, P: 18.6
OpenMVG + MVE, P: 28.3
OpenMVG + OpenMVS, P: 30.9
OpenMVG-G + OpenMVS, P: 23.0
OpenMVG + PMVS, P: 47.8
OpenMVG + SMVS, P: 20.0
Pix4D, P: 50.3
Theia-G + OpenMVS, P: 15.0
Theia-I + OpenMVS, P: 15.5
VisualSfM + CMPMVS, P: 26.5
VisualSfM + OpenMVS, P: 16.2
VisualSfM + PMVS, P: 40.4


Museum: Recall
# of points (%)
Meters
0
20
40
60
80
100
0.00
0.01
0.02
0.03
0.04
0.05
Bundler + PMVS, R: 6.6
COLMAP, R: 38.4
MVE, R: 52.0
MVE + SMVS, R: 21.0
OpenMVG + MVE, R: 55.7
OpenMVG + OpenMVS, R: 45.7
OpenMVG-G + OpenMVS, R: 30.3
OpenMVG + PMVS, R: 21.0
OpenMVG + SMVS, R: 24.1
Pix4D, R: 44.7
Theia-G + OpenMVS, R: 16.1
Theia-I + OpenMVS, R: 23.1
VisualSfM + CMPMVS, R: 5.2
VisualSfM + OpenMVS, R: 25.3
VisualSfM + PMVS, R: 13.3


Palace: Precision
# of points (%)
Meters
0
20
40
60
80
100
0.00
0.02
0.04
0.06
0.08
0.10
0.12
0.14
Bundler + PMVS, P: 16.7
COLMAP, P: 27.8
MVE, P: 12.5
MVE + SMVS, P: 11.4
OpenMVG + MVE, P: 10.8
OpenMVG + OpenMVS, P: 18.4
OpenMVG-G + OpenMVS, P: 7.1
OpenMVG + PMVS, P: 23.8
OpenMVG + SMVS, P: 12.8
Pix4D, P: 23.9
Theia-G + OpenMVS, P: 7.9
Theia-I + OpenMVS, P: 12.8
VisualSfM + CMPMVS, P: 15.6
VisualSfM + OpenMVS, P: 14.6
VisualSfM + PMVS, P: 31.2


Palace: Recall
# of points (%)
Meters
0
20
40
60
80
100
0.00
0.02
0.04
0.06
0.08
0.10
0.12
0.14
Bundler + PMVS, R: 1.5
COLMAP, R: 13.4
MVE, R: 14.8
MVE + SMVS, R: 5.8
OpenMVG + MVE, R: 2.2
OpenMVG + OpenMVS, R: 12.1
OpenMVG-G + OpenMVS, R: 2.8
OpenMVG + PMVS, R: 3.9
OpenMVG + SMVS, R: 6.8
Pix4D, R: 10.4
Theia-G + OpenMVS, R: 5.4
Theia-I + OpenMVS, R: 9.1
VisualSfM + CMPMVS, R: 2.2
VisualSfM + OpenMVS, R: 6.6
VisualSfM + PMVS, R: 4.1


Temple: Precision
# of points (%)
Meters
0
20
40
60
80
100
0.00
0.01
0.02
0.03
0.04
0.05
0.06
0.07
Bundler + PMVS, P: 22.0
COLMAP, P: 34.3
MVE, P: 14.7
MVE + SMVS, P: 12.8
OpenMVG + MVE, P: 17.9
OpenMVG + OpenMVS, P: 22.2
OpenMVG-G + OpenMVS, P: 16.8
OpenMVG + PMVS, P: 28.6
OpenMVG + SMVS, P: 15.1
Pix4D, P: 34.6
Theia-G + OpenMVS, P: 11.5
Theia-I + OpenMVS, P: 11.6
VisualSfM + CMPMVS, P: 21.4
VisualSfM + OpenMVS, P: 10.7
VisualSfM + PMVS, P: 18.7


Temple: Recall
# of points (%)
Meters
0
20
40
60
80
100
0.00
0.01
0.02
0.03
0.04
0.05
0.06
0.07
Bundler + PMVS, R: 3.1
COLMAP, R: 23.6
MVE, R: 19.5
MVE + SMVS, R: 5.8
OpenMVG + MVE, R: 31.4
OpenMVG + OpenMVS, R: 19.5
OpenMVG-G + OpenMVS, R: 12.2
OpenMVG + PMVS, R: 8.2
OpenMVG + SMVS, R: 10.4
Pix4D, R: 20.8
Theia-G + OpenMVS, R: 12.1
Theia-I + OpenMVS, R: 11.6
VisualSfM + CMPMVS, R: 4.1
VisualSfM + OpenMVS, R: 1.7
VisualSfM + PMVS, R: 1.1