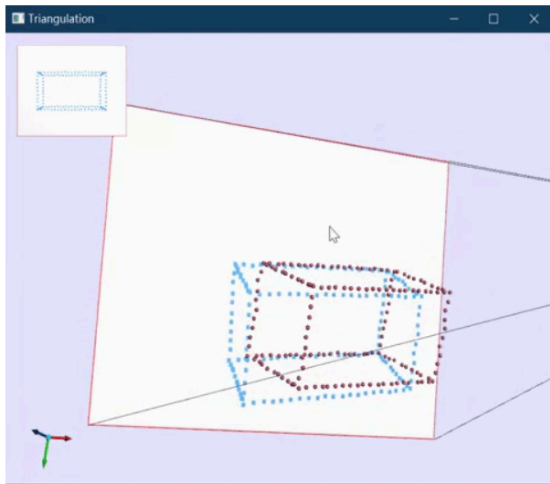


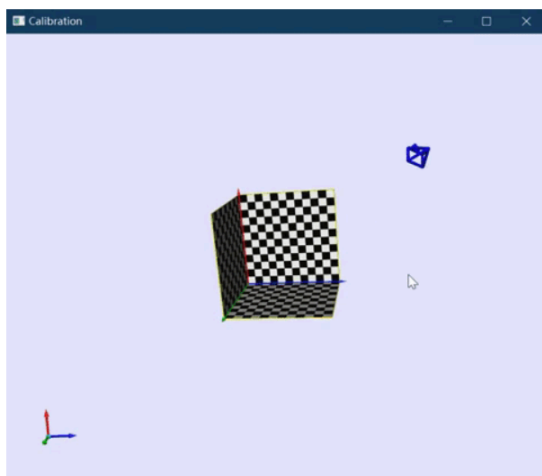
Note: All the projects shown below are developed during my Master's studies. The links are linked to the corresponding github repositories.

### [ [Reconstruct 3D Geometry](#) ]



3D geometry reconstruction from a set of images based on the open-source project - [Easy3D](#).

### [ [Camera Calibration](#) ]



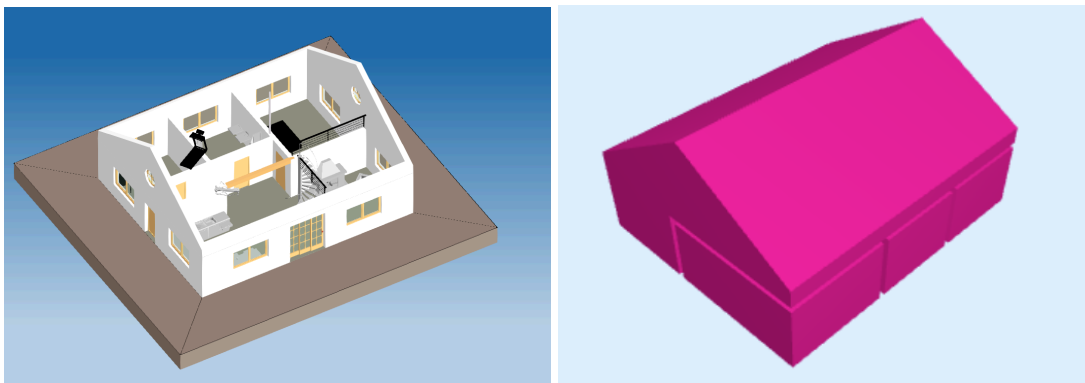
Implementation of camera calibration algorithm based on the open-source project - [Easy3D](#).

## [ geoCFD ]



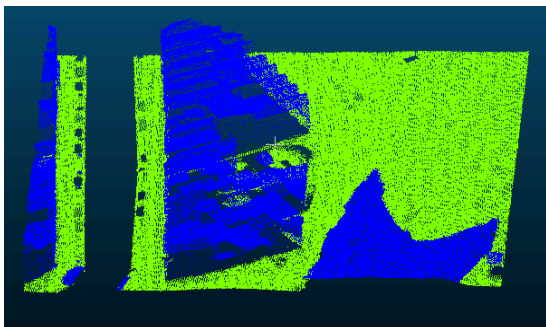
Preprocess the geometry for CFD simulation - remove internal faces between adjacent buildings. This is developed as the Nef Polyhedra method for the MSc Geomatics Synthesis Project [facesBgone](#).

## [ BIMConvertToGeo ]



Convert a building information modeling (BIM) model, specifically an industry foundation classes (IFC) file, into a CityJSON file.

## [ Ground Filtering ]



Implementation of Cloth Simulation Filter algorithm (also with verlet integration) based on the point cloud data.

For more related projects, you can refer to:  
<https://fengyanzhang.nl/htmls/projects.html>