# Mobile 3D Object Detection In Clutter

David Meger and James J. Little

Computer Science, University of British Columbia, Vancouver, Canada

- We locate object categories in 3D using 2D appearance and point clouds from many views

- We explicitly reason about *occlusion* in each view and correct the expected appearance appropriately

- Sampling-based probabilistic inference leads to successful recognition in 3D
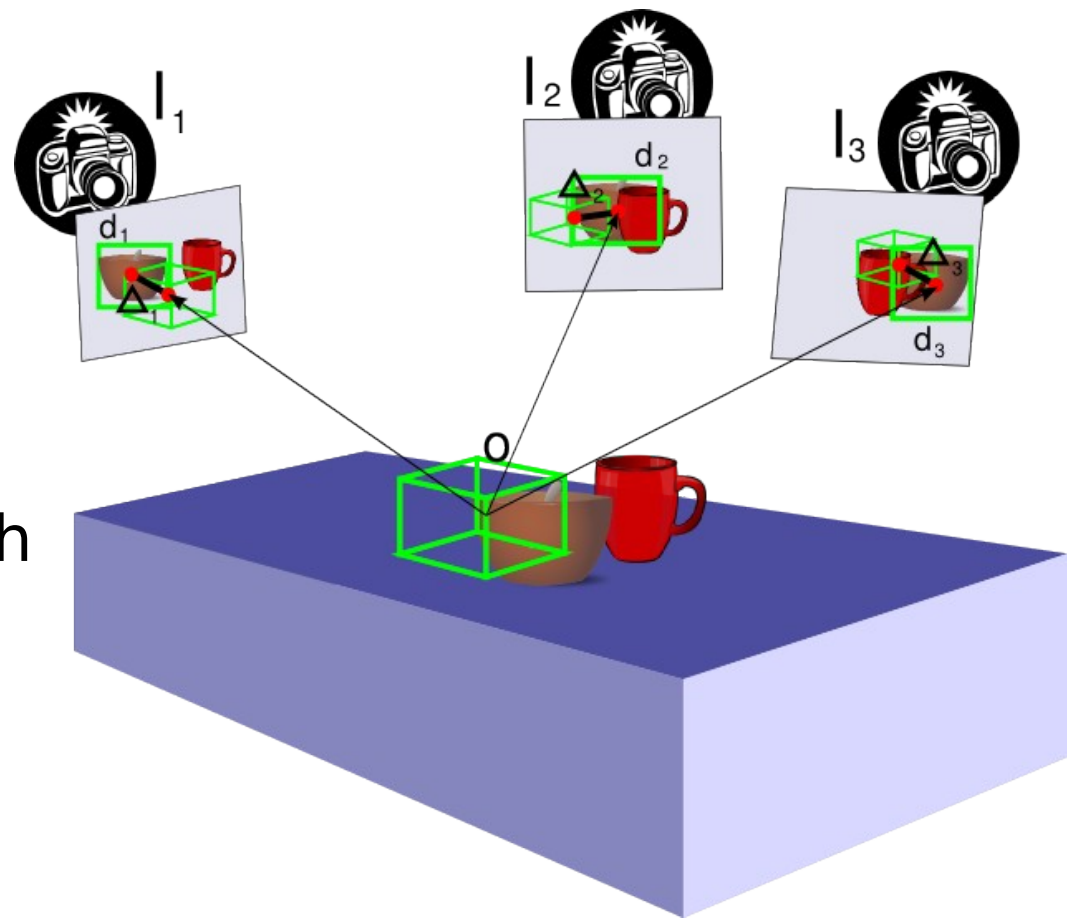
A high-level overview of the data we use to infer objects in 3D – even when occluded from many viewpoints