Problem Statement
With the increased availability of imaging systems for three-dimensional objects such as virtual models of statues, buildings, archaeological excavation sites, or even whole cities, it is possible to create digital representations of these objects. A popular technique to build up these models is to generate a point cloud from multiple scans recorded with a 3D scanner. The number of necessary scans depends on the size of the original object. The combination of the single scans leads to various color discontinuities in the overall model, which have to be corrected by post-processing.

This thesis shows two different approaches to automate the color correction process and improve the visual appearance of a point cloud. The first approach tries to bring all images made during the scan in the same lighting mood. The second approach recolors the single points according to the surrounding points.

Point-based Approach
The actual points of the point cloud are recolored according to their surrounding points. First the neighbor points for each query point are searched. Then the final color of the query point is calculated by blending the query point color and the colors of the neighbor points together with a specific filter.

Image-based Approach
The images used for the colorization of the point model are transferred to have the same lighting mood like a chosen source image. These images are later used for the colorization of the point cloud.

Neighbor Point Selection Criteria
- Maximum number of neighbor points
- Maximum distance of neighbor point

Point Filter
The colors of the neighbor points and the query point color define the final color for the query point. For the calculation of the final color for the query point the weight coming from the normal influence in combination with one of those filters can be used:
- Gauss
- Mean
- Median
- Bilateral
- Trilateral

Normal Influence
The three criteria on the left side are used to select the neighbor points and then the neighbor points are weighted according to their normals.

Results
- Original Image
- Result with Gauss Filter
- Result with Trilateral Filter