

Forschungspraxis, Bachelor's Thesis, Master's Thesis, Ingenieurspraxis

# Generation of Large-scale Synthetic 3D Indoor Scenes by exploiting Scene Semantics

Generation of large-scale synthetic 3D indoor scenes by exploiting scene semantics

## Prerequisites

Interest/experience in 3D Computer Graphics, Game Engines (esp. Unity3D), C#, C++, ML/DL

## Advisors

Rahul Chaudhari