

CoDimRecon: Agentic Reconstruction of Sim-Ready 3D Scenes with Deformable Curves, Surfaces, and Volumes

Original summary — NOT the original paper or model card.

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Coverage: Video topic

What the source reports

Multi-view RGB-to-simulation agentic pipeline reconstructs rigid and articulated objects plus deformable curves, surfaces and volumes, with simulated robot tests. [24]

Managing expectations

Six scene reconstruction benchmarks (three Replica and three ScanNet++ scenes). Deformable results are capability demonstrations rather than a matched quantitative deformable benchmark. Agent-guided physical tests occur in simulation, not a demonstrated sim-to-real guarantee. [24]

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