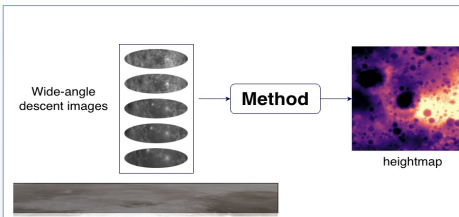


Abstract



Why?

- Essential for studying past and ongoing geological processes
- Low-cost option for high-resolution terrain reconstruction instead of using orbital or ground images

Challenges

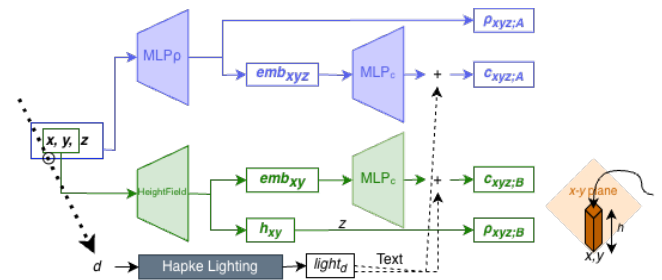
- Strong radial distortion
- Limited parallax
- Near planar surface geometry
- Dominant single light source

Idea

- Use neural 3D representations to support this task
- Incorporating domain specific lighting models
- Stronger regularization near the descent point to enforce a flat surface without floaters

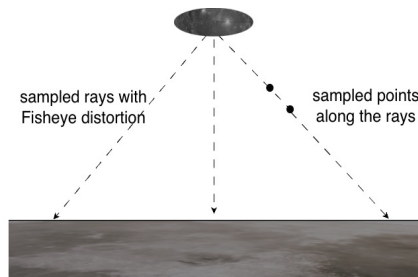
Methods

Representation



- Our method uses two scene representations that each define the density and colour of sampled points (x, y, z) along the ray: the **NeRF representation** (purple) and **heightmap representation** (green).

Optimization for a planetary object



Fisheye Ray Casting: maps each pixel through a wide-angle lens to a 3D ray using the lens's radial distortion model

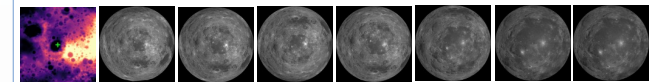
Targets: Ground truth wide-angle descent images

Losses

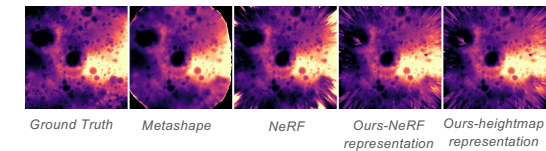
- **RGB Loss** GT wide-angle RGB Vs rendered wide-angle RGB
- **Height Loss** NeRF representation Vs heightmap representation
- **Distortion Loss** – minimize the spread of densities along the ray near the descent point

Experiments and Results

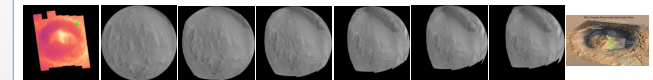
Lunar data



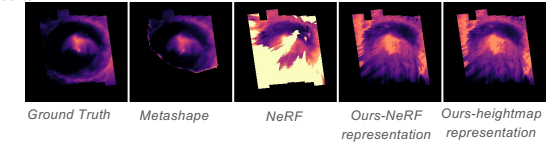
Results:



Mars Data



Results:



Dataset	Model	AED (m) ↓	RED (m) ↓	Coverage@0.1 (%) ↑
Moon	Metashape	196.49	23.05	92.30
	Nerfacto	198.16	60.30	99.16
	Ours	188.98	46.63	99.52
Mars	Metashape	1388.09	72.64	70.32
	Nerfacto	9549.76	2022.66	49.88
	Ours	1560.59	92.53	95.58

- Our method achieves improved surface coverage while maintaining satisfactory elevation accuracy on both Lunar and Mars data.



Project Page



Melonie de Almeida



Paul Henderson