

ABSTRACT

VIDEO CAMERA SCENE TRANSLATION

This document describes systems, methods, devices, and other techniques for video camera scene translation. In some implementations, a computing device accesses a first video that shows a first 2D scene of an environment; defines a trip wire at a first position of the first 2D scene; obtains a 3D model of at least a portion of the environment shown in the first 2D scene; maps the trip wire from the first position of the first 2D scene to a first position of the 3D model that corresponds to the first position of the first 2D scene; accesses a second video that shows a second 2D scene of the environment; and projects the trip wire from the first position of the 3D model to a first position of the second 2D scene that corresponds to a same location in the environment as the first position of the first 2D scene.

Fig. 2