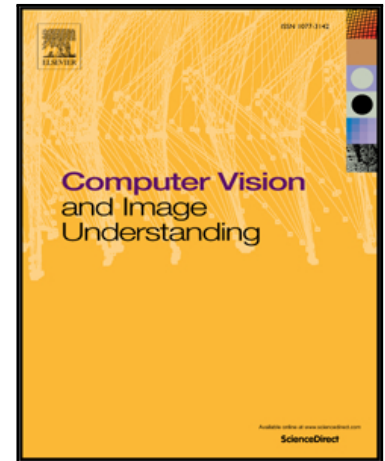


## Accepted Manuscript

### Divide and Conquer: A Hierarchical Approach to Large-scale Structure-from-Motion

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**Highlights**

- A divide and conquer based large-scale 3D reconstruction pipeline is proposed.
- The method partitions a large dataset into smaller well constrained clusters.
- Each cluster is independently reconstructed using global SfM techniques.
- Registration method using epipolar geometry is proposed to merge reconstructions.

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