Record Nr. UNINA9910145261603321 Autore Cyganek Bogusaw Titolo An introduction to 3D computer vision techniques and algorithms [[electronic resource] /] / Bogusaw Cyganek, J. Paul Siebert Chichester, U.K., : John Wiley & Sons, 2009 Pubbl/distr/stampa 1-119-96447-4 **ISBN** 1-282-03422-7 9786612034220 0-470-69972-8 0-470-71444-1 Edizione [1st ed.] Descrizione fisica 1 online resource (514 p.) Altri autori (Persone) SiebertJ. Paul Disciplina 006.3/7 006.37 Soggetti Computer vision Three-dimensional imaging Computer algorithms Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia Note generali Description based upon print version of record. Nota di bibliografia Includes bibliographical references (p. [459]-474) and index. AN INTRODUCTION TO 3D COMPUTER VISION TECHNIQUES AND Nota di contenuto ALGORITHMS; Contents; Preface; Acknowledgements; Notation and Abbreviations: Part I: 1 Introduction: 2 Brief History of Research on Vision; Part II; 3 2D and 3D Vision Formation; 4 Low-level Image Processing for Image Matching; 5 Scale-space Vision; 6 Image Matching Algorithms: 7 Space Reconstruction and Multiview Integration: 8 Case Examples: Part III: 9 Basics of the Projective Geometry: 10 Basics of Tensor Calculus for Image Processing; 11 Distortions and Noise in Images: 12 Image Warping Procedures 13 Programming Techniques for Image Processing and Computer Vision14 Image Processing Library; References; Index; Colorplate Sommario/riassunto Computer vision encompasses the construction of integrated vision systems and the application of vision to problems of real-world importance. The process of creating 3D models is still rather difficult, requiring mechanical measurement of the camera positions or manual

alignment of partial 3D views of a scene. However using algorithms, it

is possible to take a collection of stereo-pair images of a scene and then automatically produce a photo-realistic, geometrically accurate digital 3D model. This book provides a comprehensive introduction to the methods, theories and algorithms of 3D com

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