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Nota di contenuto	AN INTRODUCTION TO 3D COMPUTER VISION TECHNIQUES AND 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 Vision 14 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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