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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