

3D video and its applications

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Abstrak

This book presents a broad review of state-of-the-art 3D video production technologies and applications. The text opens with a concise introduction to the field, before examining the design and calibration methods for multi-view camera systems, including practical implementation technologies. A range of algorithms are then described for producing 3D video from video data. A selection of 3D video applications are also demonstrated. Features : describes real-time synchronized multi-view video capture, and object tracking with a group of active cameras, discusses geometric and photometric camera calibration, and 3D video studio design with active cameras, examines 3D shape and motion reconstruction, texture mapping and image rendering, and lighting environment estimation; demonstrates attractive 3D visualization, visual contents analysis and editing, 3D body action analysis, and data compression, and highlights the remaining challenges and the exciting avenues for future research in 3D video technology.