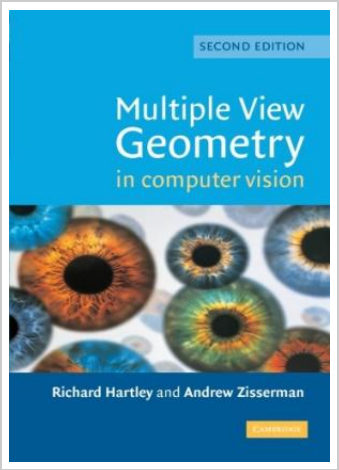

Multiple View Geometry in Computer Vision

By Richard Hartley

Cambridge University Pr. Nov 2003, 2003. Taschenbuch. Book Condition: Neu. 247x174x35 mm. Neuware - A basic problem in computer vision is to understand the structure of a real world scene given several images of it. Techniques used in the book for solving this are taken from projective geometry and photogrammetry. The authors cover the geometric principles and their algebraic representation in terms of camera projection matrices, the fundamental matrix and the trifocal tensor. The theory and methods of computation of these entities are discussed with real examples, as is their use in the reconstruction of scenes from multiple images. Recent major developments in the theory and practice of scene reconstruction are described in detail in a unified framework. The authors provide comprehensive background material, so a reader familiar with linear algebra and basic numerical methods will be able to understand the projective geometry and estimation algorithms presented, and implement the algorithms directly from the book. Contents Introduction; Part I. The Background: Proj 700 pp. Englisch.

Reviews

Without doubt, this is actually the best operate by any article writer. Indeed, it can be perform, nonetheless an interesting and amazing literature. Its been written in an exceedingly straightforward way in fact it is only soon after i finished reading through this book through which in fact changed me, modify the way in my opinion.

-- ***Miss Elissa Kutch V***

This publication may be really worth a go through, and a lot better than other. It really is full of knowledge and wisdom Its been printed in an exceptionally easy way in fact it is simply after i finished reading this publication by which basically modified me, affect the way i really believe.

-- ***Troy Dietrich DDS***