



Introductory Techniques for 3-D Computer Vision

Emanuele Trucco, Alessandro Verri

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Senior/Graduate level courses on computer vision, robot vision and image processing in electrical and computer engineering, mathematics, and computer science departments, and an essential reference for researchers and scientists in the field of computer vision. An applied introduction to modern computer vision, focusing on a set of computational techniques for 3-D imaging. Covers a wide range of fundamental problems encountered within computer vision and provides detailed algorithmic and theoretical solutions for each. Each chapter concentrates on a specific problem and solves it by building on previous results.

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