

# 3D Computer Vision

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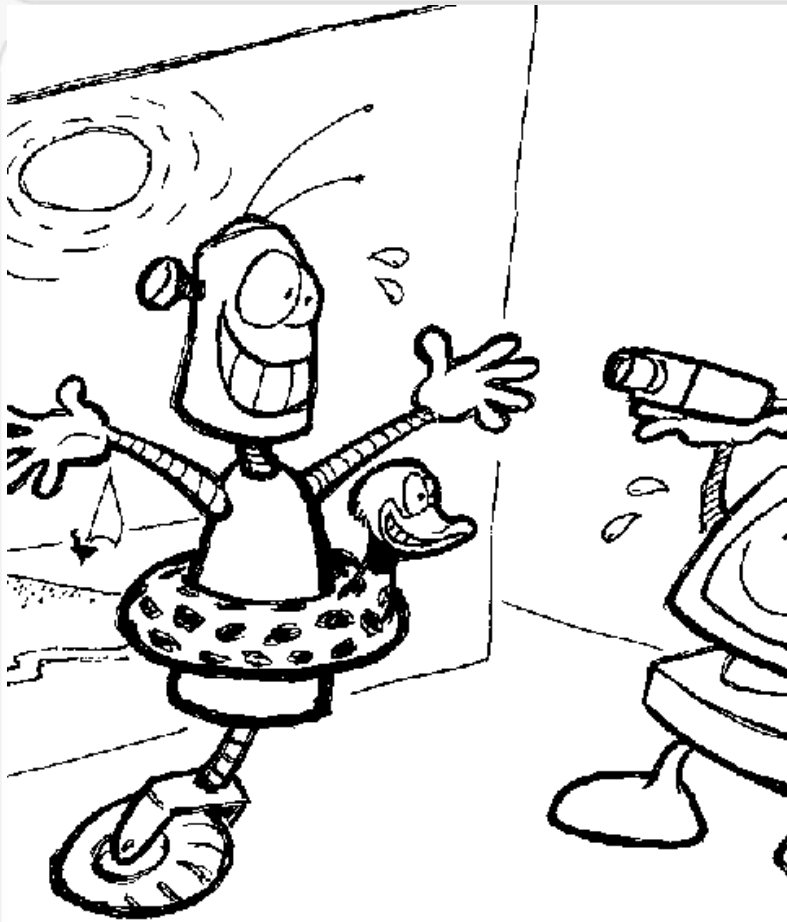
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# Contents



**Introduction:**  
3D computer vision and  
related disciplines

Image formation

3D reconstruction methods

Applications

**Reference textbook:** Trucco and Verri,  
Introductory techniques for 3-D Computer Vision,  
Springer Verlag, 1998

# Computer Vision and related fields

- **Target problem of CV:** computing properties of the 3D world from images or videos.
- Impacts hardware and software! Here, **emphasis on algorithms.**
- Huge number of applications!

