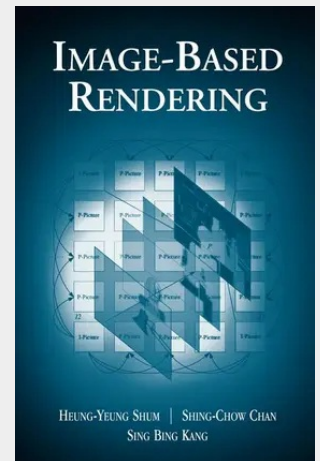


Image-Based Rendering

Image-Based Rendering examines the theory, practice, and applications associated with image-based rendering and modeling. As leading researchers in the field, the authors combine their unique experiences in computer graphics, computer vision, and signal processing to address the multidisciplinary nature of IBR research. The topics covered vary from IBR basic concepts and representations on the theory side to signal processing and data compression on the practical side. Several IBR systems built to-date are examined. Rather than focusing on 3D modeling aspects, which have been extensively treated elsewhere in the vision literature, the book focuses primarily on IBR.

One of the only titles devoted exclusively to IBR, this book is intended for researchers, professionals, and general readers interested in the topics of computer graphics, computer vision, image process, and video processing. Advanced-level students in EECS studying related disciplines will be able to seriously expand their knowledge about image-based rendering.

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