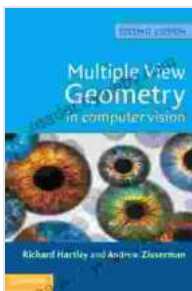# Uncover the Depths of Computer Vision with Multiple View Geometry

Computer vision is a rapidly growing field that has revolutionized the way we interact with our world. From self-driving cars to facial recognition software, computer vision technologies are transforming countless industries and improving our daily lives.

### Multiple View Geometry in Computer Vision

by Richard Hartley

★★★★☆ 4.8 out of 5

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|---|---|
| Language | : English |
| File size | : 30121 KB |
| Text-to-Speech | : Enabled |
| Screen Reader | : Supported |
| Enhanced typesetting | : Enabled |
| Print length | : 672 pages |

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At the heart of computer vision is the concept of multiple view geometry. Multiple view geometry is the study of how 3D scenes can be reconstructed from multiple images taken from different viewpoints. This information can be used for a wide variety of applications, including:

- 3D reconstruction

- Motion estimation

- Image analysis

- Computer graphics

- Robotics

- Augmented reality

- Virtual reality

## Multiple View Geometry in Action

Multiple view geometry is used in a wide variety of real-world applications. Here are just a few examples:

- **Self-driving cars:** Self-driving cars use multiple view geometry to create a 3D map of their surroundings. This map is used to plan safe and efficient routes, and to avoid obstacles.

- **Facial recognition software:** Facial recognition software uses multiple view geometry to create a 3D model of a person's face. This model is used to identify the person, even if their face is partially obscured or if they are wearing sunglasses.

- **Medical imaging:** Multiple view geometry is used in medical imaging to create 3D models of organs and tissues. These models can be used for diagnostic purposes, surgical planning, and treatment planning.

- **Computer graphics:** Multiple view geometry is used in computer graphics to create realistic 3D models of objects and environments. These models are used in movies, video games, and other forms of entertainment.

## The Book: Multiple View Geometry in Computer Vision

The book "Multiple View Geometry in Computer Vision" is the definitive guide to this important field. Written by leading experts in the field, the book provides a comprehensive overview of the fundamentals, algorithms, and applications of multiple view geometry.

The book is divided into three parts:

- **Part I: Fundamentals**

- **Part II: Algorithms**

- **Part III: Applications**

Part I provides a thorough to the mathematical foundations of multiple view geometry. Part II covers a wide range of algorithms for solving multiple view geometry problems. Part III explores the applications of multiple view geometry in a variety of fields, including computer graphics, robotics, and medical imaging.

The book is an essential resource for anyone who wants to learn about multiple view geometry. It is also a valuable reference for researchers and practitioners in the field.

Multiple view geometry is a powerful tool that can be used to solve a wide range of problems in computer vision. The book "Multiple View Geometry in Computer Vision" is the definitive guide to this important field. If you want to learn about multiple view geometry, this is the book for you.
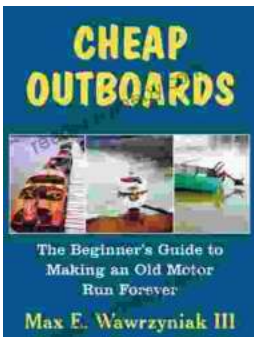
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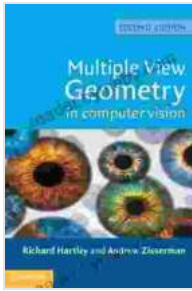
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