BOOK REVIEW

Introductory Techniques for 3-D Computer Vision

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"The goal of a machine vision system is to create a model of the real world from images. A machine vision system recovers useful information about scene from its two – dimensional prjections. Since images are two dimensional projections of the three dimensional world, the information is not direectly available and must be recovered ..."

Ramesh Jain
Rangachar Kasturi
Brian G. Schunk

"Computer vision is just now maturing from an almost esoteric corner of research to a key discipline in computer science.....
Understanding the principles of vision has implications far beyond engineering, since visual perception is one of the key modules of human intellegence".
Tomaso Poggio
Cambridge, MA
Brain Sciences Department and Artificial Intelligence Laboraty
Massachussetts Institute of Technology

This book is an applied introduction to the problems and solutions of modern computer vision. It offers a collection of selected, well-tested methods (theory and algorithms), aiming to balance difficulty and applicability. It can be considered a starting point to understand and investigate the literature of computer vision, including conferences, journals, and Internet sites.

It has been written for people interested in programming solutions to computer vision problems. The best way of reading it is to try out the algorithms on a computer. It can benefit students of university courses on computer vision, researchers looking for a modern presentation of computer vision, industry scientists and academics interested in learning the fundamentals and the practical aspects of computer vision.