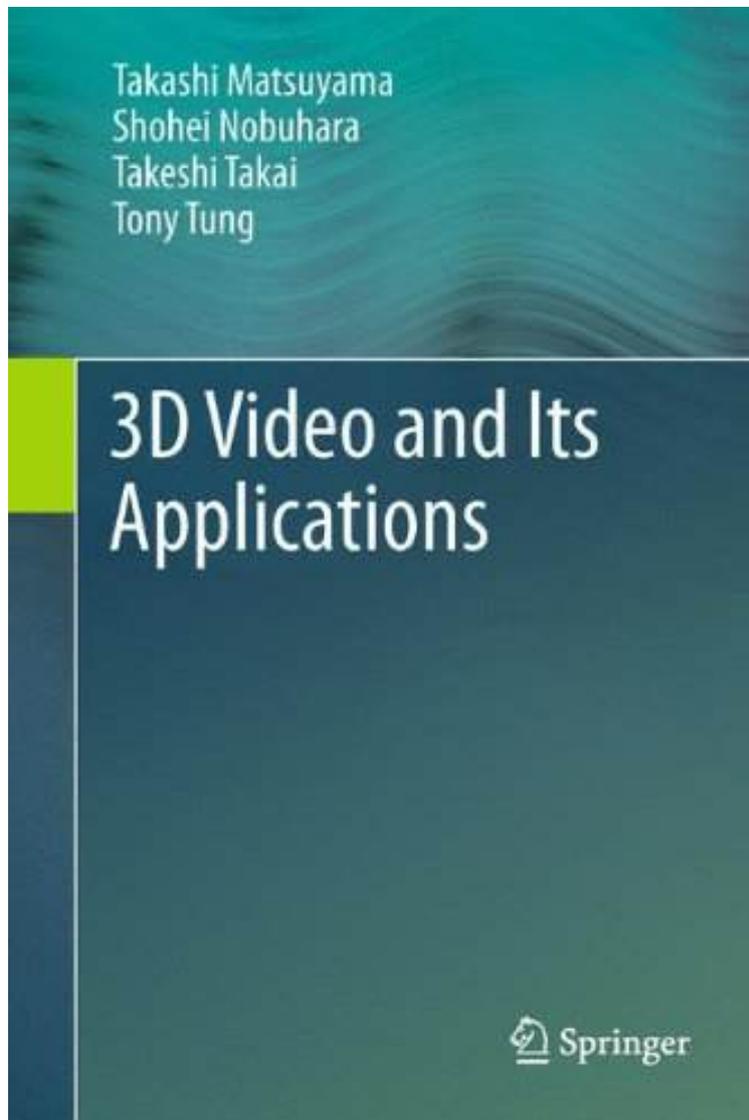# 3D Video and Its Applications

By Takashi Matsuyama, Shohei Nobuhara, Takeshi Takai, Tony Tung

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This book presents a broad review of state of the art 3D video production technologies and applications The text opens with a concise introduction to the field before examining the design and calibration methods for multi view camera systems including practical implementation technologies A range of algorithms are then described for producing 3D video from video data A selection of 3D video applications are also demonstrated Features describes real time synchroniz From the reviews ldquo This book is concise and easy to read At the beginning of each chapter a big picture is presented for the specific topic hellip the book clearly defines and clarifies the differences with other similar techniques which is quite i

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