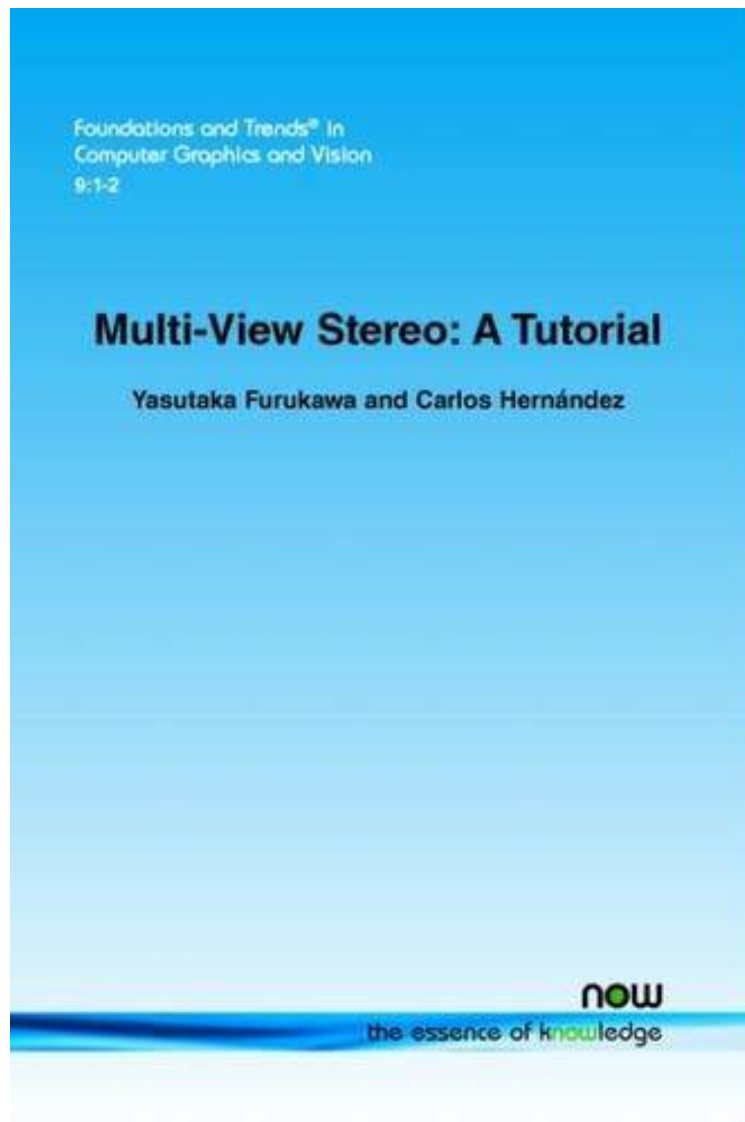


Multi-View Stereo: A Tutorial (Foundations and Trends in Computer Graphics and Vision)

Multi-View Stereo: A Tutorial (Foundations and Trends in Computer Graphics and Vision)

By Yasutaka Furukawa, Carlos Hernández



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