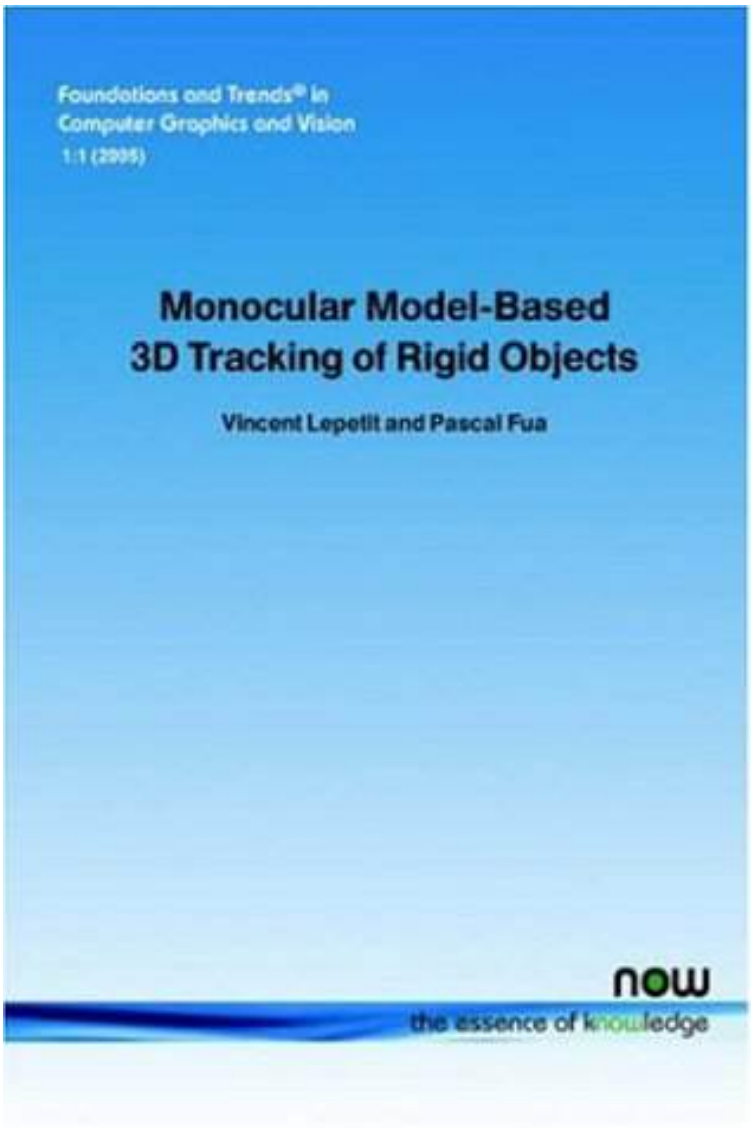
Monocular-Based 3D Tracking of Rigid Objects (Foundations and Trends(r) in Computer Graphics and Vision)

By Vincent Lepetit, Pascal Fua



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By Vincent Lepetit, Pascal Fua : Monocular-Based 3D Tracking of Rigid Objects (Foundations and Trends(r) in Computer Graphics and Vision)

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