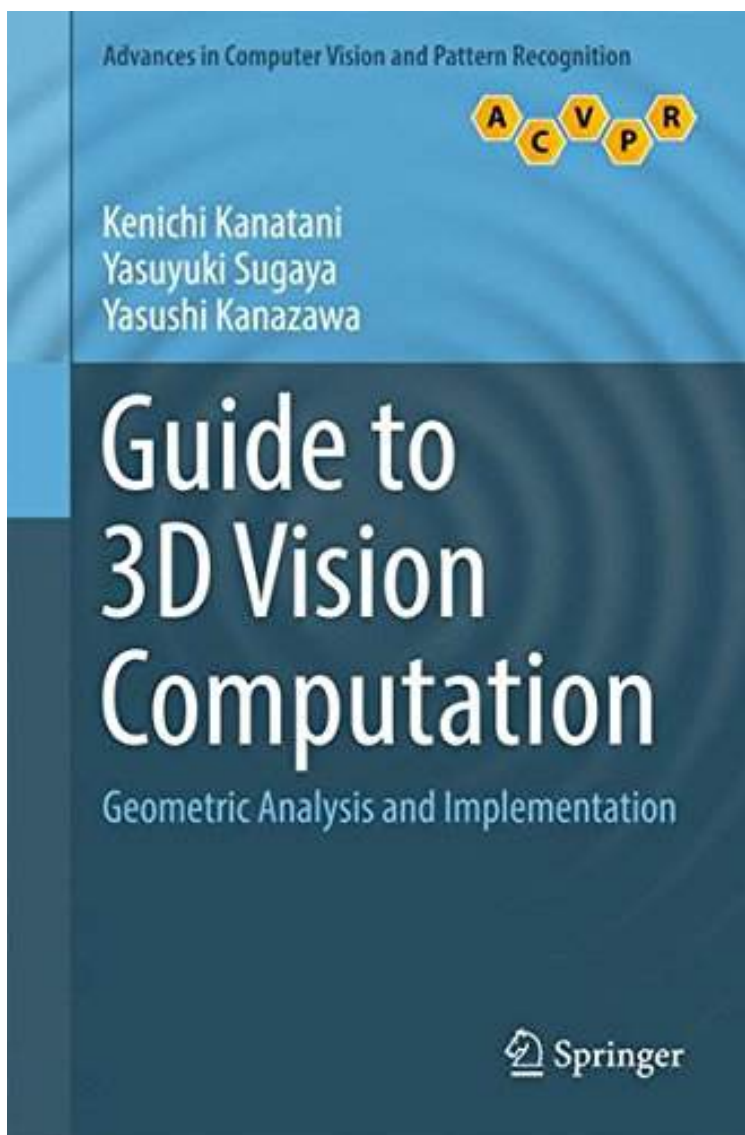


Guide to 3D Vision Computation: Geometric Analysis and Implementation (Advances in Computer Vision and Pattern Recognition)

Guide to 3D Vision Computation: Geometric Analysis and Implementation (Advances in Computer Vision and Pattern Recognition)

By Kenichi Kanatani, Yasuyuki Sugaya, Yasushi Kanazawa



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