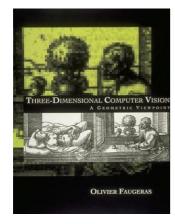
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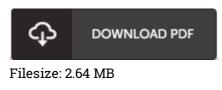
## THREE-DIMENSIONAL COMPUTER VISION: A GEOMETRIC VIEWPOINT (HARDBACK)



MIT Press Ltd, United States, 1994. Hardback. Book Condition: New. 226 x 208 mm. Language: English . Brand New Book. This monograph by one of the world s leading vision researchers provides a thorough, mathematically rigorous exposition of a broad and vital area in computer vision: the problems and techniques related to three-dimensional (stereo) vision and motion. The emphasis is on using geometry to solve problems in stereo and motion, with examples from navigation and object recognition.Faugeras takes up such...

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