Recent Advances in 3D Imaging, Modeling, and Reconstruction

Part of the Advances in Multimedia and Interactive Technologies Book Series

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Description:

3D image reconstruction is used in many fields, such as medicine, entertainment, and computer science. This highly demanded process comes with many challenges, such as images becoming blurry by atmospheric turbulence, getting snowed with noise, or becoming damaged within foreign regions. It is imperative to remain well-informed with the latest research in this field.

Recent Advances in 3D Imaging, Modeling, and Reconstruction is a collection of innovative research on the methods and common techniques of image reconstruction as well as the accuracy of these methods. Featuring coverage on a wide range of topics such as ray casting, holographic techniques, and machine learning, this publication is ideally designed for graphic designers, computer engineers, medical professionals, robotics engineers, city planners, game developers, researchers, academicians, and students.

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Topics Covered: 3D Site Modeling		Image Analysis and Li	adarstanding
Biometric Vision		Image Analysis and Understanding Machine Learning for Computer Vision	
Fractal and Chaos Theory		Medical Image Reconstruction	
Graphic Devices Innovation		Pattern Matching and Pattern Recognition	
Graphical Data Presentation Holographic Techniques		Ray Casting	
Subject: Media and Co	mmunications	Classification:	Edited Reference

Readership Level: Advanced-Academic Level (Research Recommended)

Research Suitable for: Advanced Undergraduate Students; Graduate Students; Researchers; Academicians; Professionals; Practitioners



