

CSCE 641 Computer Graphics: Image-based Modeling

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Outline

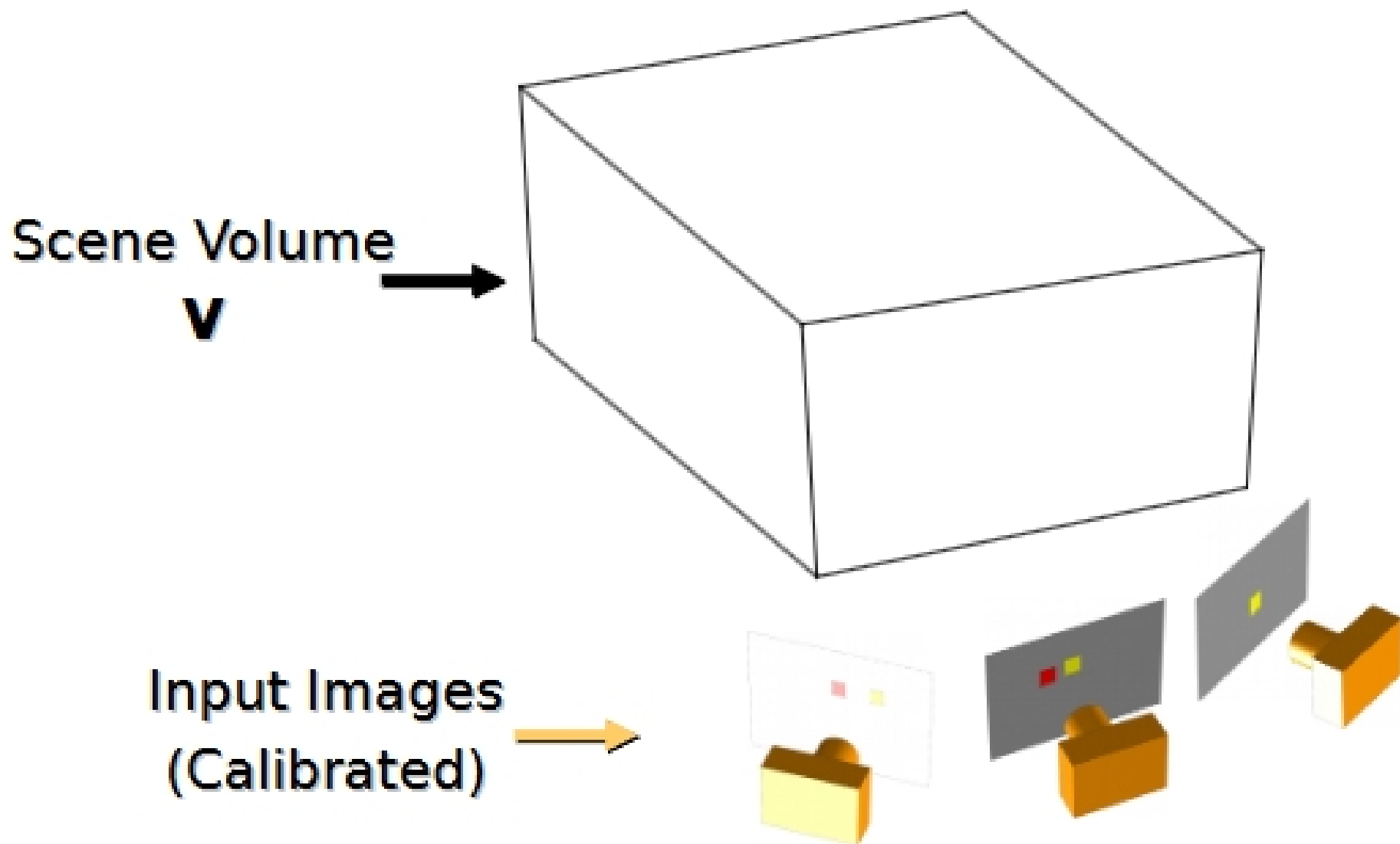
Stereo matching

- Traditional stereo
- Active stereo

Volumetric stereo

- Visual hull
- Voxel coloring
- Space carving

Volumetric stereo



Goal: Determine occupancy, “color” of points in V