

Libreria

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# Contents

<b>1</b>	<b>Bug List</b>	<b>1</b>
<b>2</b>	<b>File Index</b>	<b>3</b>
2.1	File List . . . . .	3
<b>3</b>	<b>File Documentation</b>	<b>5</b>
3.1	main.cpp File Reference . . . . .	5
3.1.1	Detailed Description . . . . .	5
3.1.2	Function Documentation . . . . .	6
3.1.2.1	computeNormals . . . . .	6
3.1.2.2	cvtFloatToGrayscale . . . . .	6
3.1.2.3	E_d . . . . .	6
3.1.2.4	E_n . . . . .	6
3.1.2.5	E_s . . . . .	6
3.1.2.6	exportMesh . . . . .	6
3.1.2.7	imageMask . . . . .	6
3.1.2.8	localHeightfield . . . . .	6
3.1.2.9	main . . . . .	6
3.1.2.10	sgn . . . . .	6
3.1.2.11	updateHeights . . . . .	6
	<b>Index</b>	<b>7</b>



## Chapter 1

# Bug List

File [main.cpp](#)

No know bugs.



## Chapter 2

# File Index

### 2.1 File List

Here is a list of all files with brief descriptions:

<a href="#">main.cpp</a>	Programa general que hace la contruscción 3D, a partir de imagenes de prueba . . . . .	5
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## Chapter 3

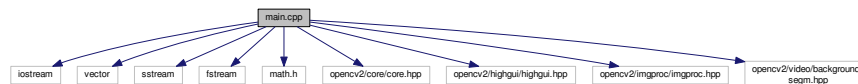
# File Documentation

### 3.1 main.cpp File Reference

Programa general que hace la contruscción 3D, a partir de imagenes de prueba.

```
#include <iostream>
#include <vector>
#include <sstream>
#include <fstream>
#include <math.h>
#include <opencv2/core/core.hpp>
#include <opencv2/highgui/highgui.hpp>
#include <opencv2/imgproc/imgproc.hpp>
#include <opencv2/video/background_segm.hpp>
```

Include dependency graph for main.cpp:



### Functions

- `template<typename T >`  
`int sgn (T val)`
- `void exportMesh (cv::Mat Depth, cv::Mat Normals, cv::Mat texture)`
- `Mat imageMask (vector< Mat > camImages, int numPics, Mat ambient)`
- `Mat computeNormals (vector< Mat > camImages, Mat Mask=Mat())`
- `void updateHeights (cv::Mat &Normals, cv::Mat &Z, int iterations)`
- `Mat cvtFloatToGrayscale (cv::Mat F, int limit=255)`
- `Mat localHeightfield (cv::Mat Normals)`
- `void E\_n (Mat Normal, Mat Depth, int f)`
- `void E\_d (Mat DepthK, int f, Mat Normal, Mat DepthE)`
- `void E\_s (Mat Depth)`
- `int main (int argc, char *argv[])`

#### 3.1.1 Detailed Description

Programa general que hace la contruscción 3D, a partir de imagenes de prueba.

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Camila Sanhueza N.

**Bug** No know bugs.

**3.1.2 Function Documentation**

3.1.2.1 `Mat computeNormals ( vector< Mat > camImages, Mat Mask = Mat ( ) )`

3.1.2.2 `Mat cvtFloatToGrayscale ( cv::Mat F, int limit = 255 )`

3.1.2.3 `void E_d ( Mat DepthK, int f, Mat Normal, Mat DepthE )`

3.1.2.4 `void E_n ( Mat Normal, Mat Depth, int f )`

3.1.2.5 `void E_s ( Mat Depth )`

3.1.2.6 `void exportMesh ( cv::Mat Depth, cv::Mat Normals, cv::Mat texture )`

3.1.2.7 `Mat imageMask ( vector< Mat > camImages, int numPics, Mat ambient )`

3.1.2.8 `Mat localHeightfield ( cv::Mat Normals )`

3.1.2.9 `int main ( int argc, char * argv[] )`

3.1.2.10 `int sgn ( T val )`

3.1.2.11 `void updateHeights ( cv::Mat & Normals, cv::Mat & Z, int iterations )`

# Index

- computeNormals
  - main.cpp, [6](#)
- cvtFloatToGrayscale
  - main.cpp, [6](#)
- E\_d
  - main.cpp, [6](#)
- E\_n
  - main.cpp, [6](#)
- E\_s
  - main.cpp, [6](#)
- exportMesh
  - main.cpp, [6](#)
- imageMask
  - main.cpp, [6](#)
- localHeightfield
  - main.cpp, [6](#)
- main
  - main.cpp, [6](#)
- main.cpp, [5](#)
  - computeNormals, [6](#)
  - cvtFloatToGrayscale, [6](#)
  - E\_d, [6](#)
  - E\_n, [6](#)
  - E\_s, [6](#)
  - exportMesh, [6](#)
  - imageMask, [6](#)
  - localHeightfield, [6](#)
  - main, [6](#)
  - sgn, [6](#)
  - updateHeights, [6](#)
- sgn
  - main.cpp, [6](#)
- updateHeights
  - main.cpp, [6](#)