

Vision 4 - Other depth sensors + approaches

1. How can you make stereo be able to deal with homogenous structures in the scene? (What do you need to add?)
2. Describe how time of flight works (pulsed modulation and/or continuous wave modulation)?
3. Mention (and give a short description) of three methods for acquiring depth data that we discussed in class.
4. What two different scene coding methods (for structured light systems) did we discuss in class?