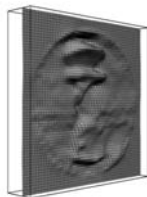
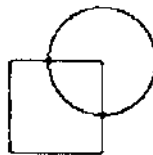




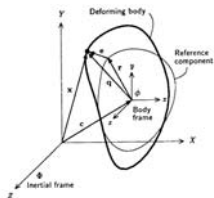
(a)



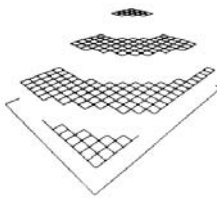
(b)



(c)



(d)



(e)



(f)

Figure 1.8 Examples of computer vision algorithms from the 1980s: (a) pyramid blending (Burt and Adelson 1983b) © 1983 ACM, (b) shape from shading (Freeman and Adelson 1991) © 1991 IEEE, (c) edge detection (Freeman and Adelson 1991) © 1991 IEEE, (d) physically based models (Terzopoulos and Witkin 1988) © 1988 IEEE, (e) regularization-based surface reconstruction (Terzopoulos 1988) © 1988 IEEE, (f) range data acquisition and merging (Banno, Masuda, Oishi *et al.* 2008) © 2008 Springer.