

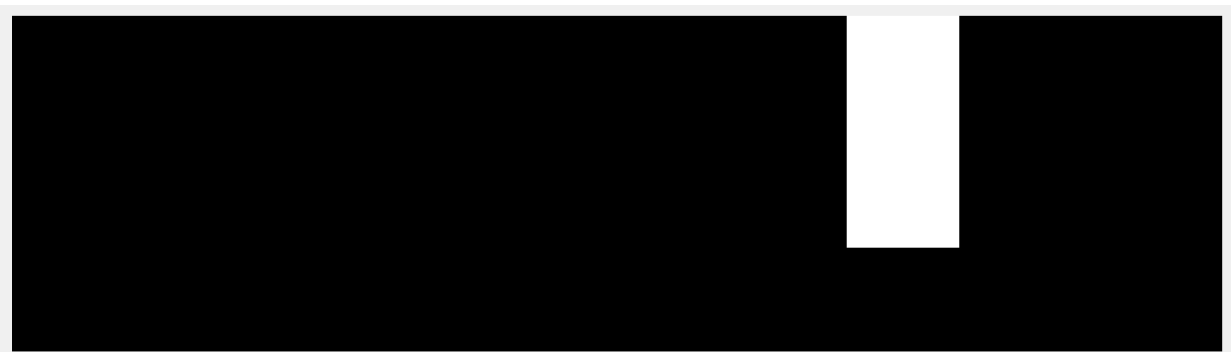
Algoritm (pseudocod) pentru extragerea unei zone dintr-o imagine 2D si reprezentarea ei in 3D

Pasul 1: imaginile initiale si harta de disparitate

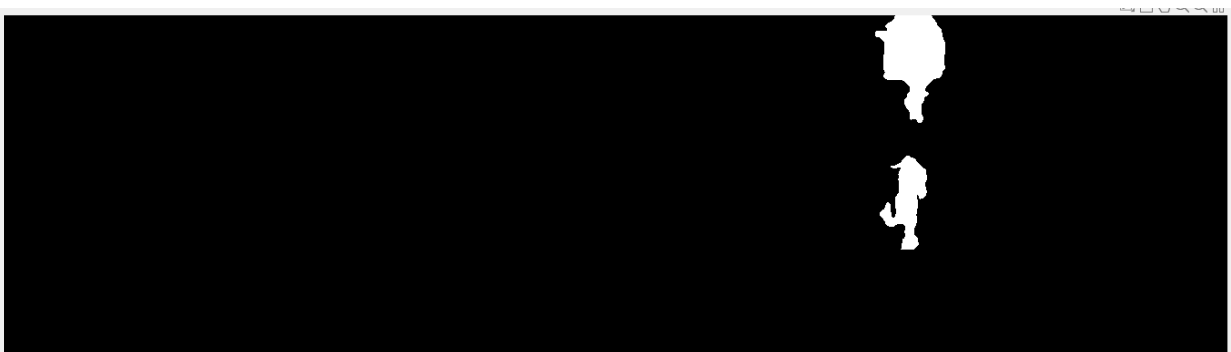
Pasul 2: imaginea A



Pasul 3: imaginea B



Pasul 4: imaginea C



Pasul 6: surpriza