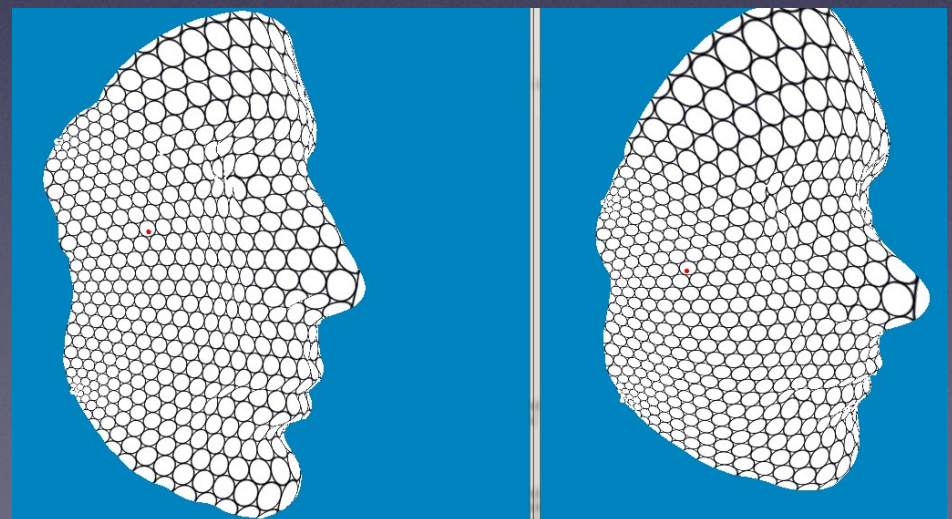
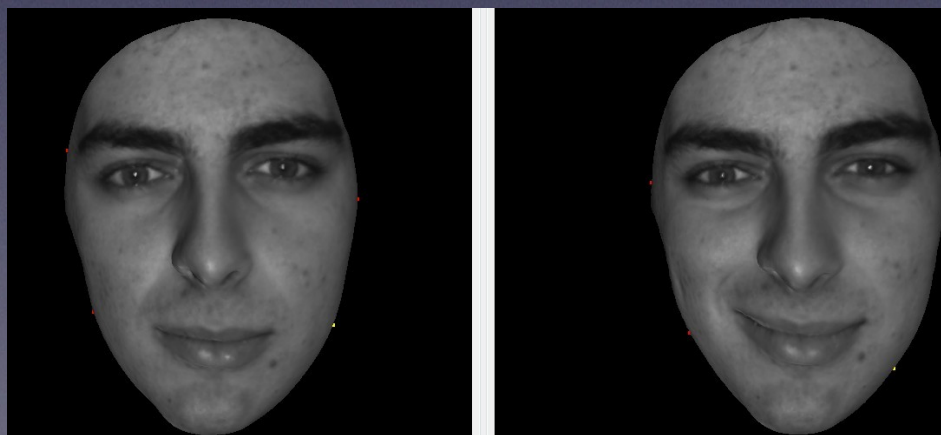
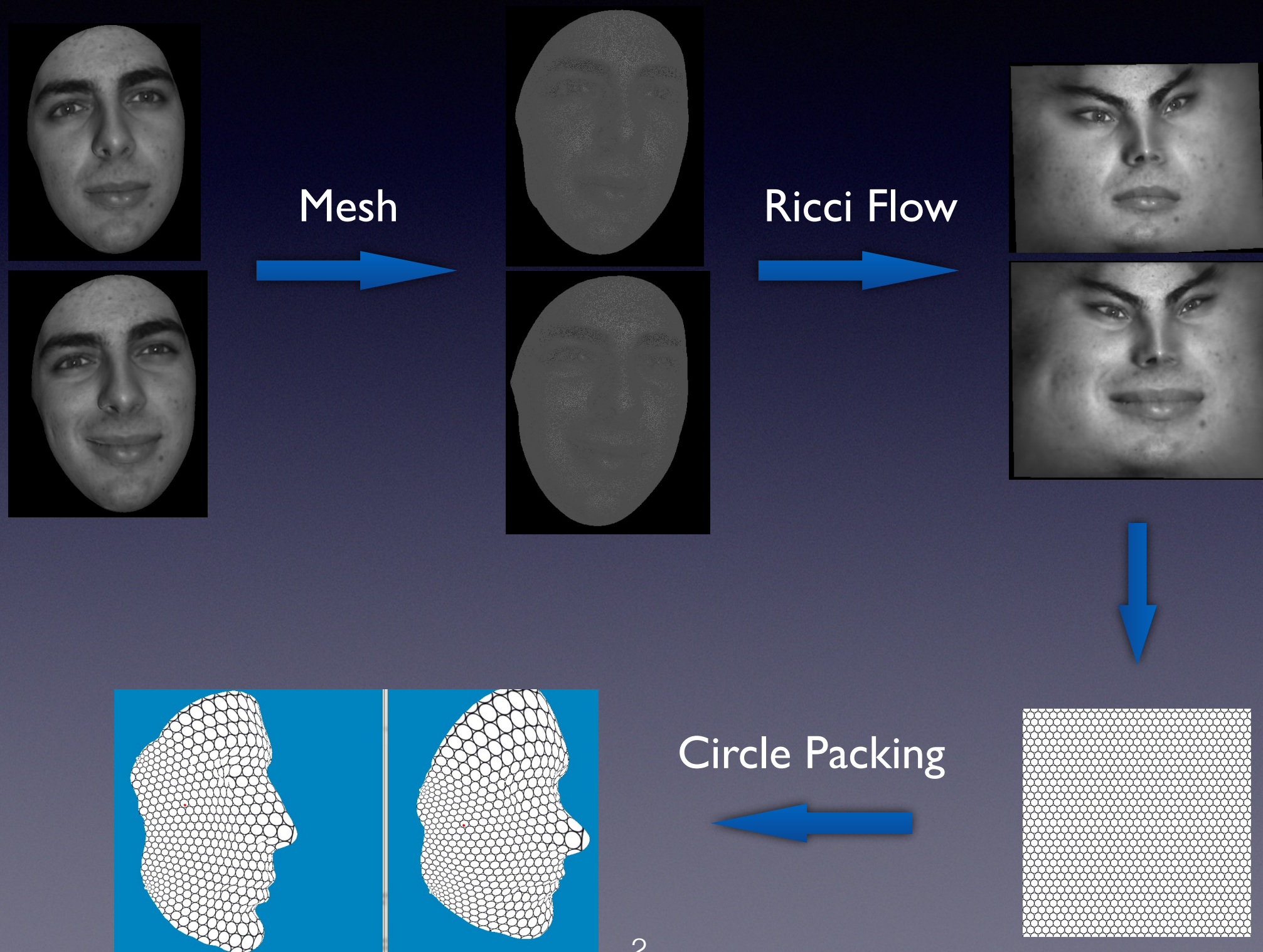


Improved geometry surface matching via texture features

Jason Zhang, Jian Jiang, Daniel Guo



Pipeline



- Previous Work:
Mesh and computational topology tool for example
Ricci Flow, conformal mapping
- Improvement:
Add texture information to increase the accuracy. For
example, rigid image matching or non-rigid image
matching



- Algorithms Tool: MRF MAP

[1]: Unifying maximum likelihood approaches in medical image registration, International Journal of Imaging Systems and Technology
[2]: Efficient MRF deformation model for non-rigid image matching

Work Progress

- 3D data. Individual's different expressions
- Geometry process, finished.
- Building Non-rigid image matching model