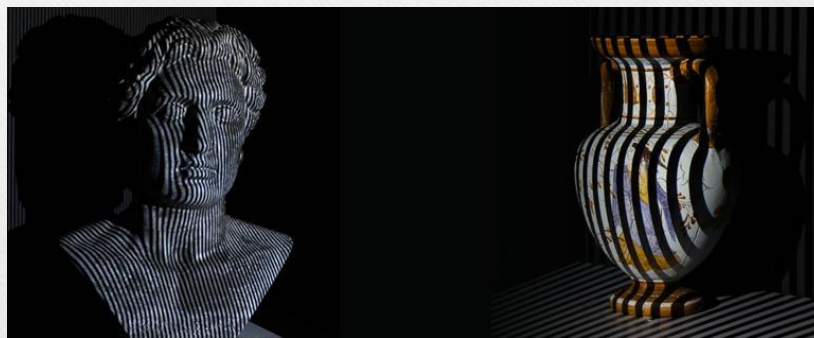


Sistema de reconstrução 3D com luz estruturada



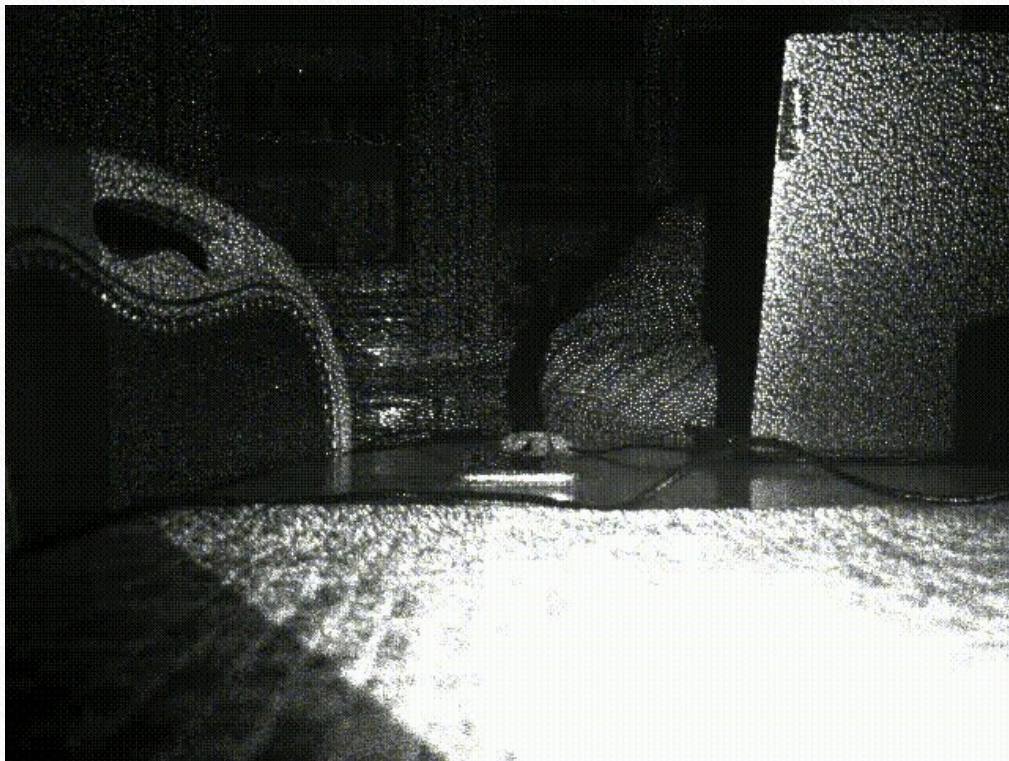
João Santos nº 76912

Samuel Silva nº 93428

A Kinect

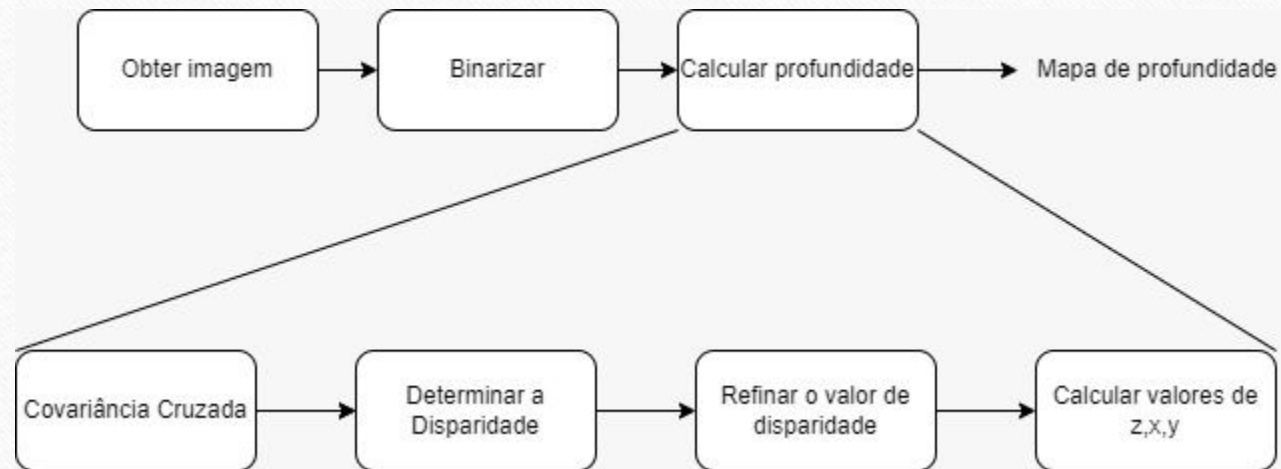


O objetivo



Como acontece

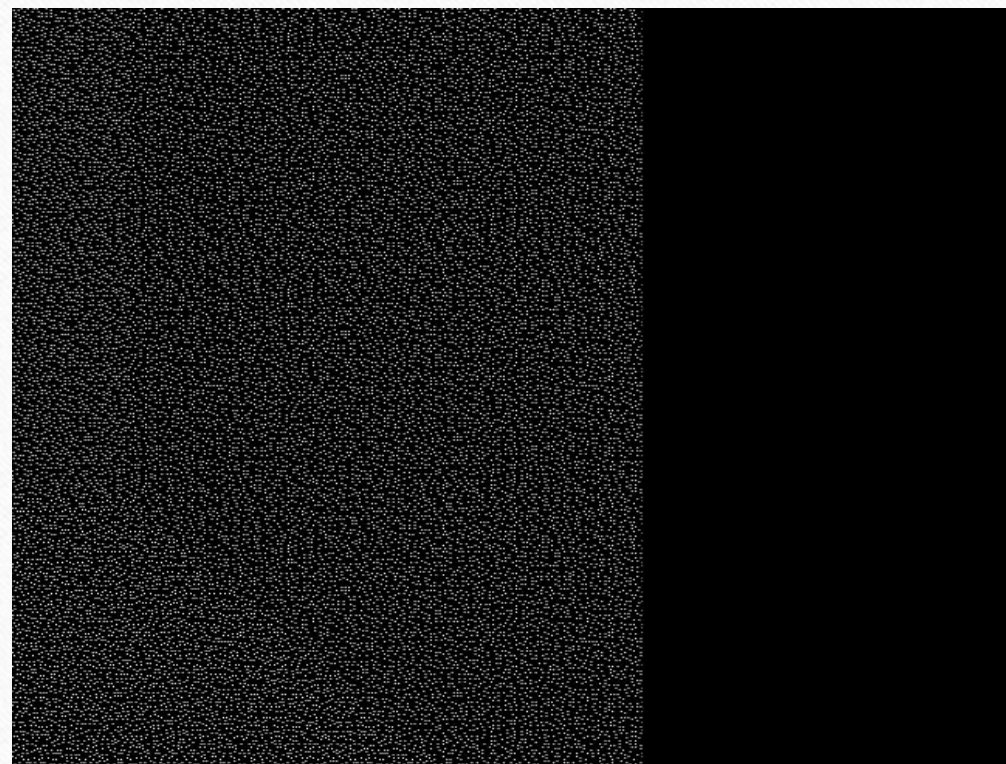
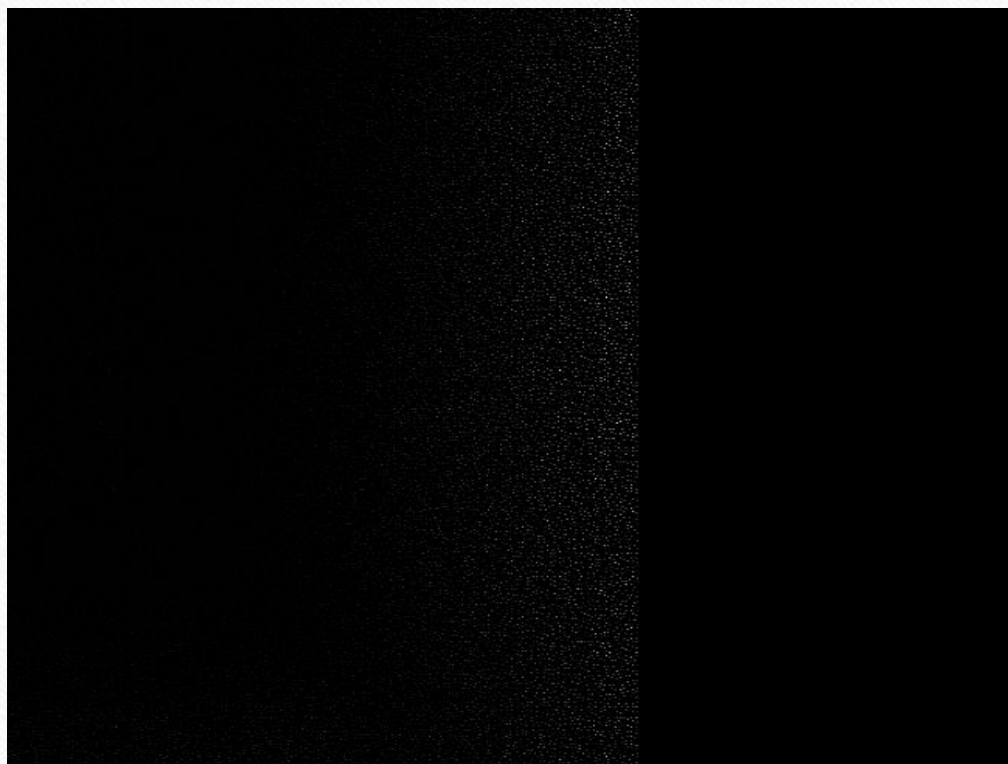
Como acontece



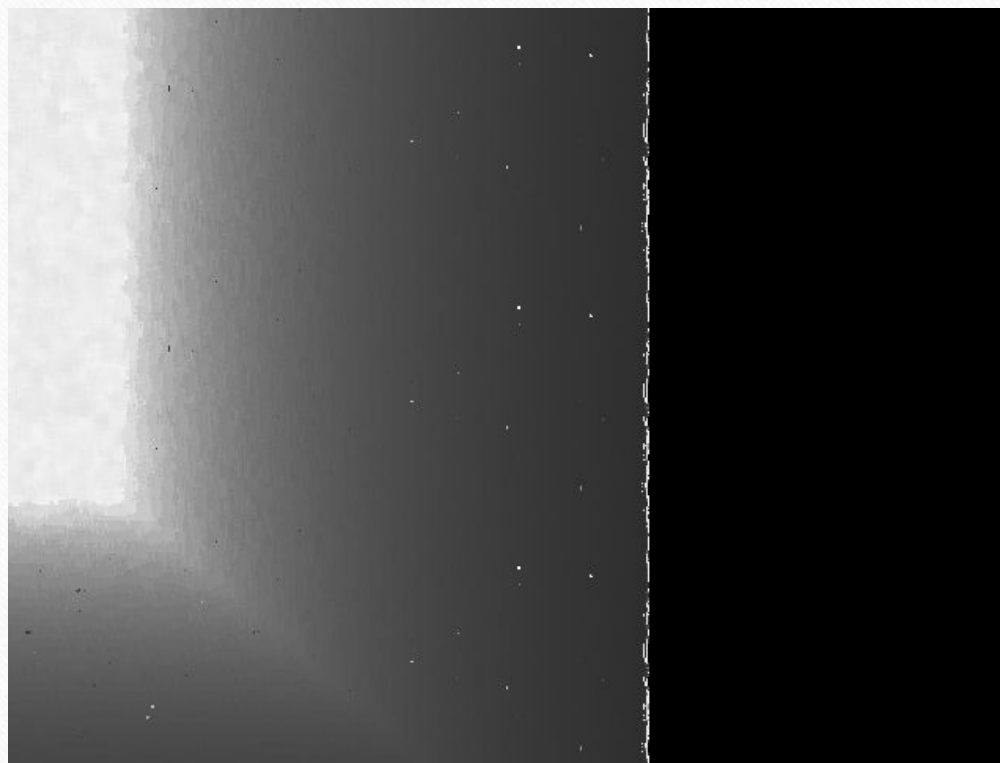
Equação de triangulação

$$z = f_x \frac{b}{d}$$

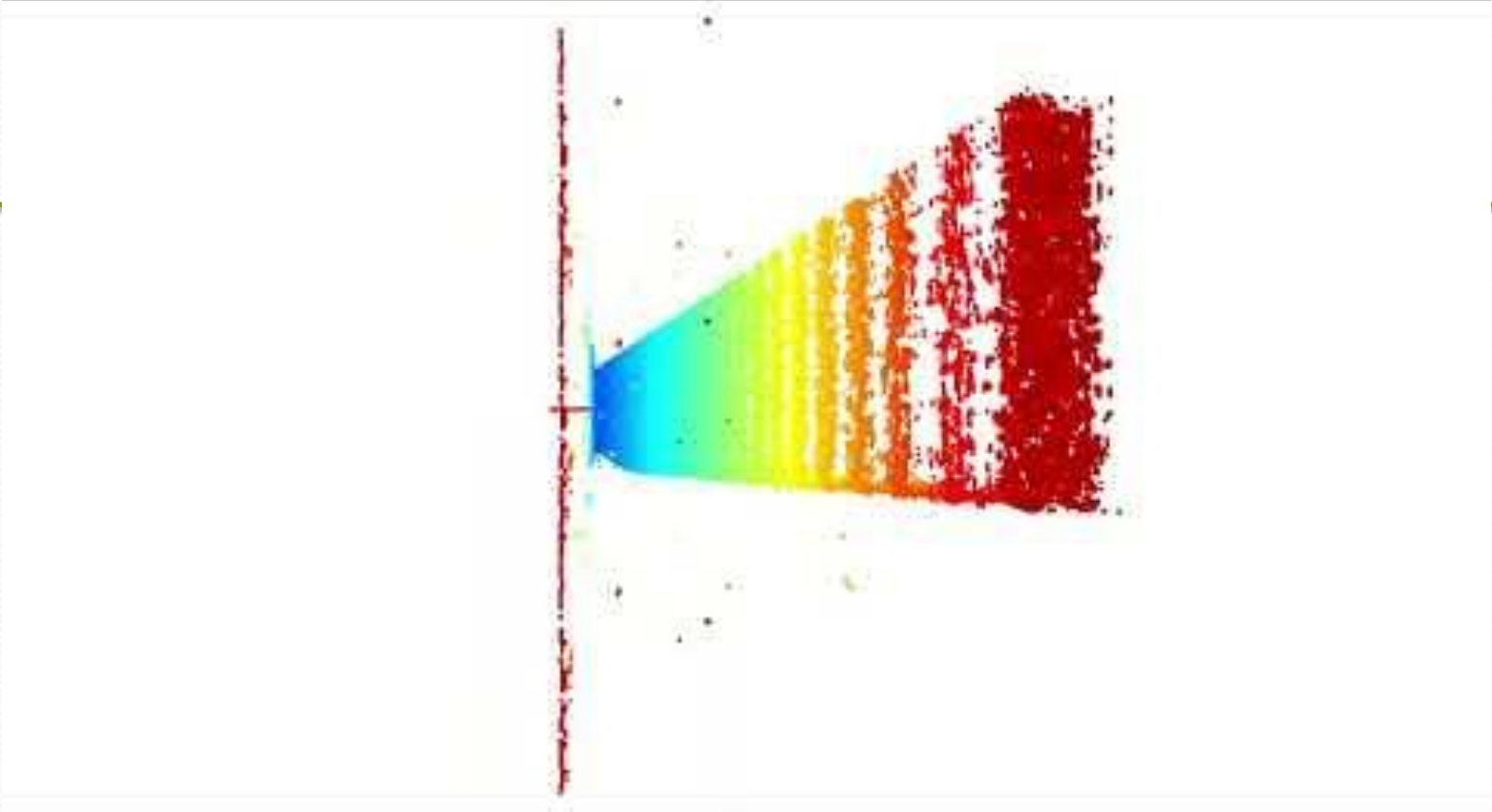
Imagem de IR



Esquina de parede

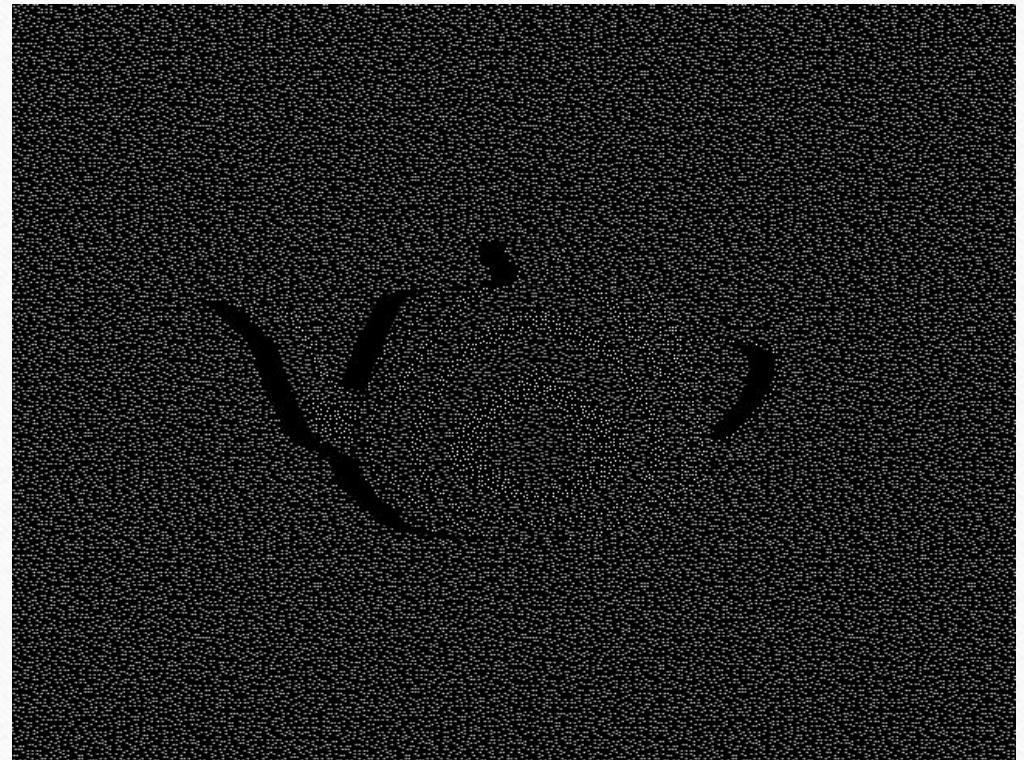


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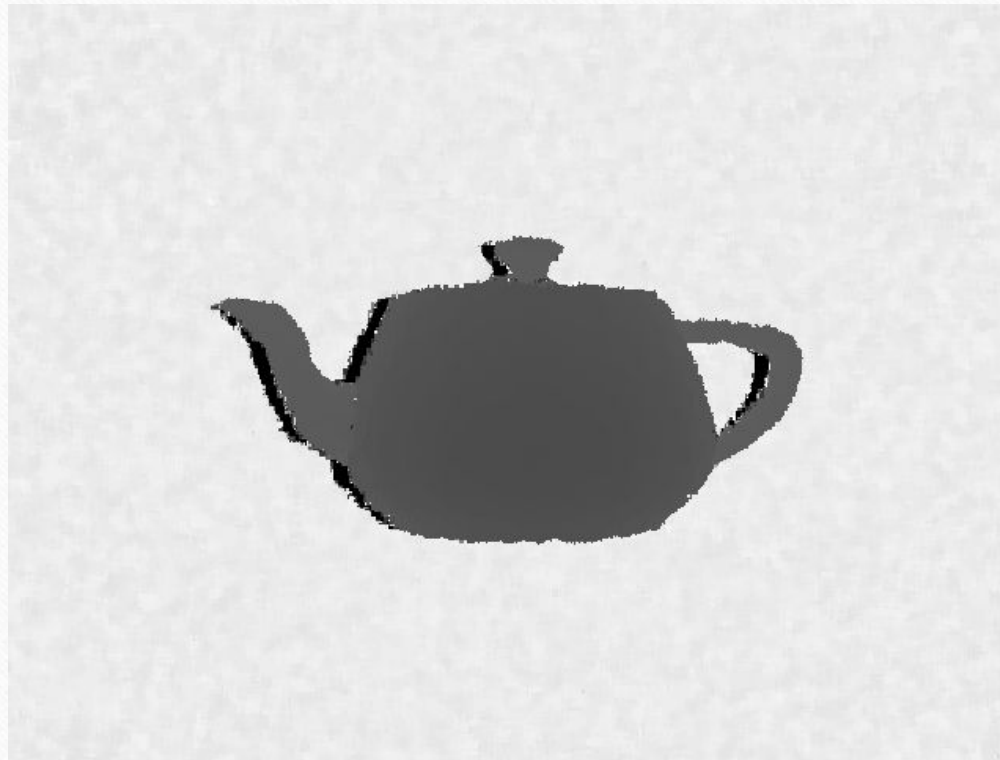


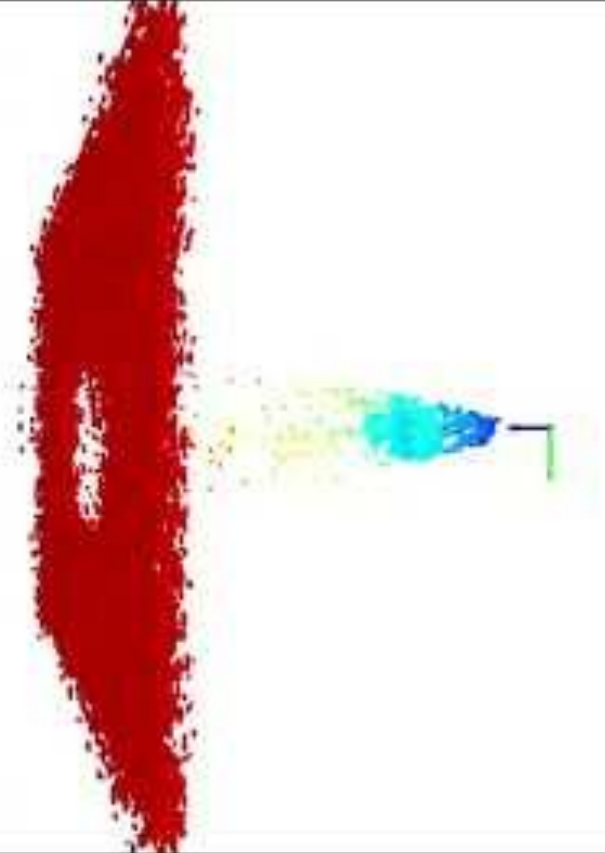
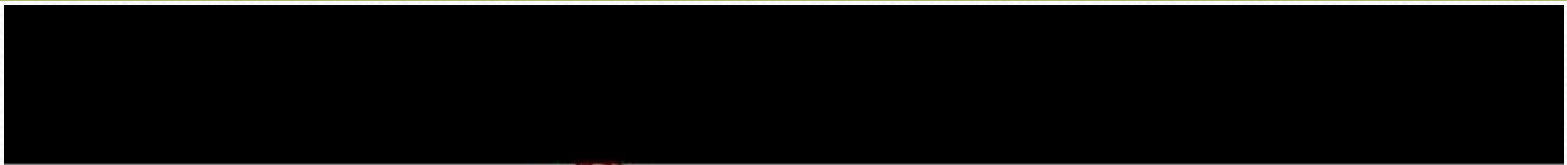
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Pote de chá

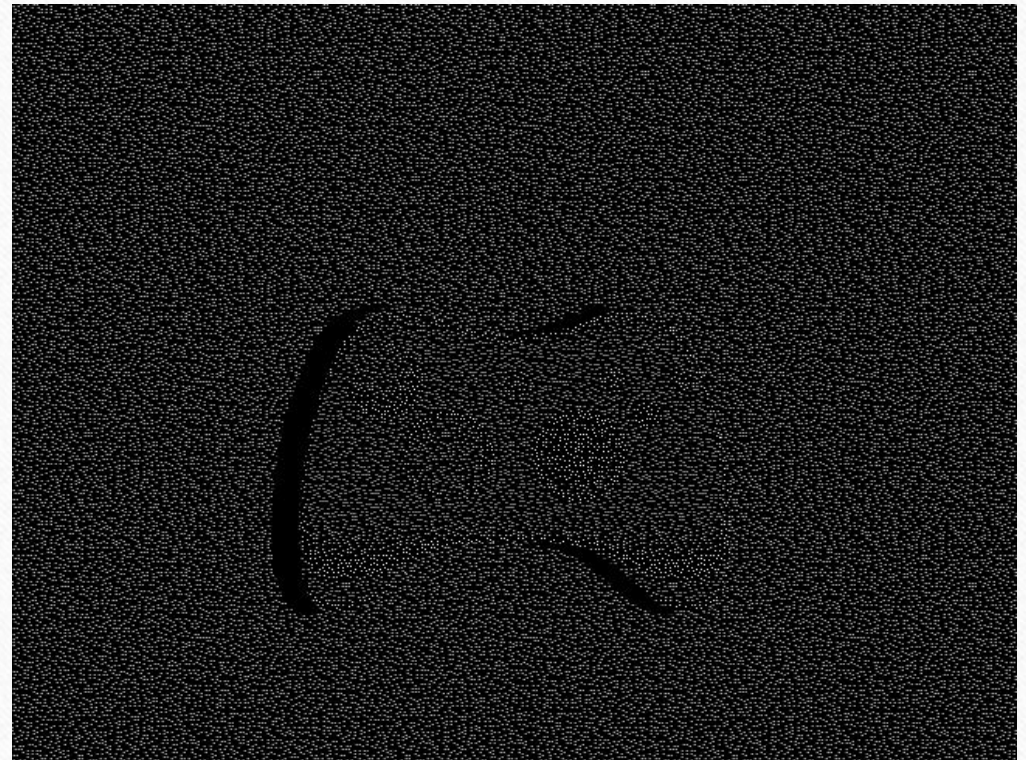
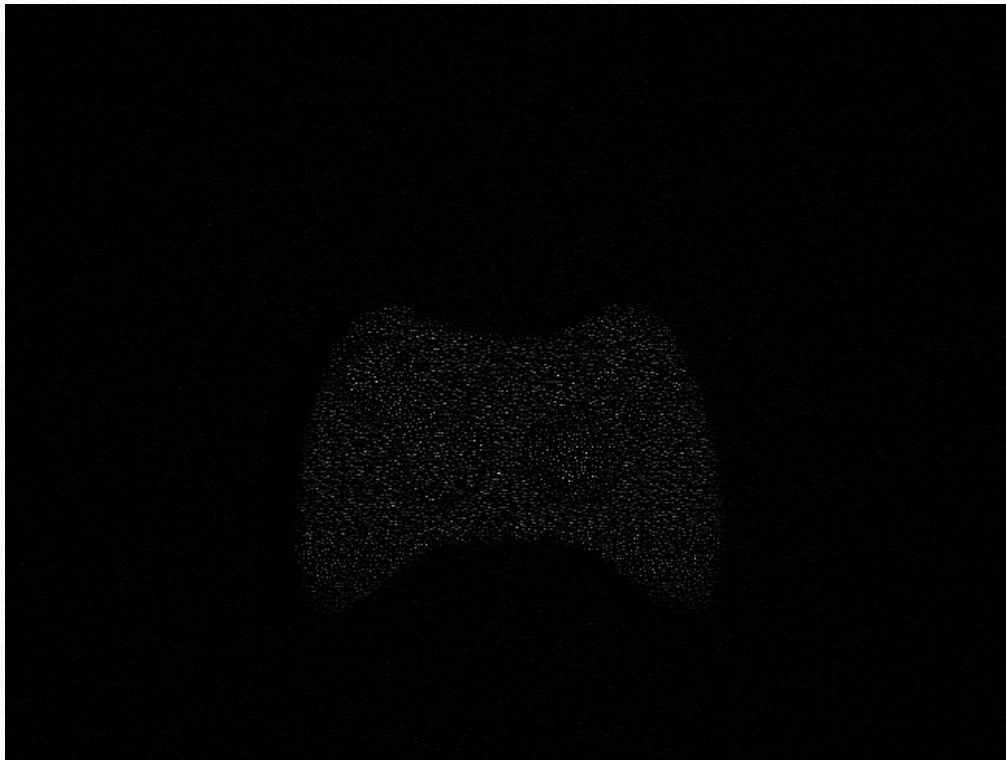


Pote de chá

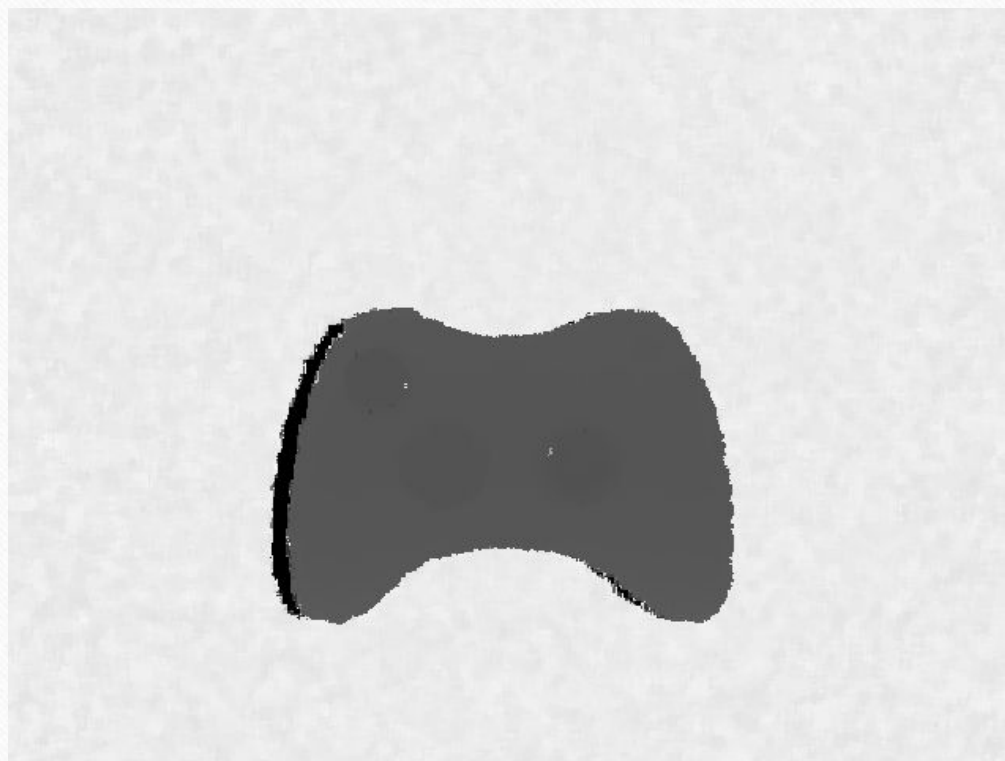


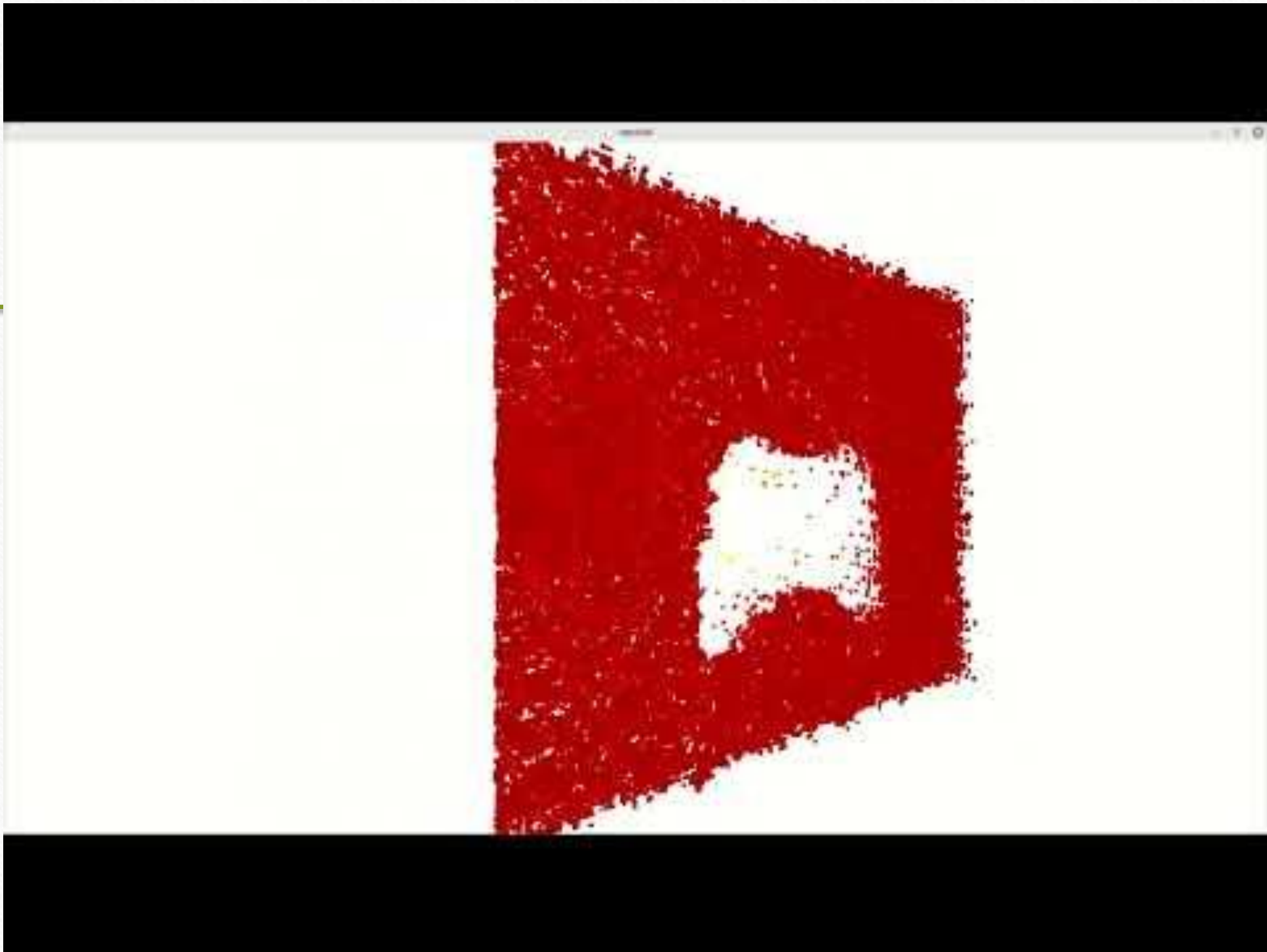


Comando Xbox



Comando Xbox





Referências

- [1] M. J. Landau, B. Y. Choo and P. A. Beling, "Simulating Kinect Infrared and Depth Images," in *IEEE Transactions on Cybernetics*, vol. 46, no. 12, pp. 3018-3031, Dec. 2016, doi: 10.1109/TCYB.2015.2494877.