



Computer Analysis of Scenes of 3-Dimensional Curved Objects

By NEVATIA

Birkhäuser Jan 1976, 1976. Taschenbuch. Book Condition: Neu. 235x155x7 mm. Neuware - 1.0 2 The attention then turned to the problem of 'Body separation', i.e. separation of occluding bodies in a scene (See [Guzman], [Falk], and [Waltz]). Grape ([Grape]) combined the separation of bodies with recognition, by removing parts of the scene recognized as belonging to a known body. All of these techniques were designed to work with polyhedral objects only, and extensively use the properties of edges and vertices. Though some impressive results have been reported ([Waltz], [Grape]), and perhaps some useful abstractions can be made, the specific techniques used fail to generalize to a wider class of objects. Among previous work on curved objects, B.K.P. Horn ([Horn]) presented techniques for extracting three dimensional depth data from a TV image, using reflection characteristics of the surface. Krakauer ([Krakauer]) represented objects by connections of brightness contours. Ambler et al ([Ambler]) describe experiments with simple shapes, including curved objects, using relations within a two-dimensional image. However, none of these efforts really addresses the problem of 'shape' representation and description. Work on outdoor scene analysis is also concerned with non-polyhedral objects ([Bajcsy], [Yakimovsky]), but again no attention has been paid to shape...



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