Worksheets

3D matching engine for FPGA

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Chapter 1

Introduction

This document is the worksheets which supports the report written for master thesis on AAU.

It will contain a different chapter for each subject (approximate 1 subject per week). When this document is sent to the supervisor it will only contain the newest chapter/subject. All other chapters will be commented in LaTeX.

Chapter 2

Literature

This chapter contains a list of literature I have read or expect to read during the master thesis:

- **A Fast Binocular Vision Stereo Matching Algorithm**, 2012, *Hui Zhang, LingTao Zhang, Ming Zhao ,and Jian Liu*, article

- **Stereo Vision in Structured Environments by Consistent Semi-Global Matching**, 2006, *Heiko Hirschmüller*, article

- **Structured-light stereo: Comparative analysis and integration of structured-light and active stereo for measuring dynamic shape**, 2013, *Wonkwi Jang, Changsoo Je, Yongduek Seo, Sang Wook Lee*, article

- **Active Animate Stereo Vision**, 1993, *C.W. Urquhart, J.P. Siebert, J.P. McDonald and R.J. Fryer*, article