

Bibliografia

- [1] [Http://www.opengl.org](http://www.opengl.org).
- [2] [Http://www.nvidia.com](http://www.nvidia.com).
- [3] [Http://www.nvidia.com](http://www.nvidia.com).
- [4] [Http://www.lua.org](http://www.lua.org).
- [5] [Http://www.intel.com/research/mrl/research/opencv/index.htm](http://www.intel.com/research/mrl/research/opencv/index.htm).
- [6] JULESZ, B.. **Binocular depth perception of computer-generated patterns**. The Bell Systems Technical Journal 39, p. 1125–1162, 1961.
- [7] MARR, D.; POGGIO, T.. **Cooperative computation of stereo disparity**. Science, 194(4262):283– 287, October 1976.
- [8] MARR, D.; POGGIO, T.. **A theory of human stereo vision**. Technical Report 451, Massachusetts Institute of Technology. Artificial Intelligence Laboratory, November 1977. AI Memo.
- [9] BAKER, H.; BINFORD, T. O.. **Depth from edge and intensity based stereo**. In: INT. JOINT CONF. ON ARTIFICIAL INTELLIGENCE, p. 832–835, Milan, Italy, 1981.
- [10] GRIMSON, W. E. L.. **From Images to Surfaces**. MIT Press, Cambridge, Mass., 1981.
- [11] MARTIN, W.; AGGARWAL, J. K.. **Volumetric descriptions of objects from multiple views**. IEEE Transactions on Pattern Analysis and Machine Intelligence, 5(2):150–158, March 1983.
- [12] CHIEN, C. H.; AGGARWAL, J. K.. **A Volume/Surface representation**. In: INTERNATIONAL CONFERENCE ON PATTERN RECOGNITION, p. 817–820, Montreal, Canada, July 30 Aug. 2 1984.

- [13] CROW, F. C.. **Summed-area tables for texture mapping.** In: SIGGRAPH'84 PROCEEDINGS, VOL. 18, NO.3, p. 207–212. Computer Graphics, 1984.
- [14] POLLARD, S.; MAYHEW, J. E. W. ; FRISBY, J.. **PMF: A stereo correspondence algorithm using disparity gradient limit.** Perception, 14:449–470, 1985.
- [15] OHTA, Y.; KANADE, T.. **Stereo by intra- and inter-scanline using dynamic programming.** IEEE Trans. Pattern Analysis and Machine Intelligence, 7(2):139–154, 1985.
- [16] MASSONE, L.; MORASSO, P. ; ZACCARIA, R.. **Shape from occluding contours.** In: SPIE CONFERENCE ON INTELLIGENT ROBOTS AND COMPUTER VISION, SPIE VOL. 521, p. 114–120, November 1985.
- [17] BARNARD, S. T.. **A stochastic approach to stereo vision.** In: 5TH NATIONAL CONF. ON AI, p. 676–680, Philadelphia, 1986.
- [18] CHIEN, C. H.; AGGARWAL, J. K.. **Volume/Surface octrees for the representation of three-dimensional objects.** In: COMPUTER VISION, GRAPHICS, AND IMAGE PROCESSING, VOL. 36, NO., p. 100–113, October 1986.
- [19] BESL, P. J.. **Surfaces in Early Range Image Understanding.** PhD thesis, University of Michigan, 1986.
- [20] VEENSTRA, J.; AHUJA, N.. **Efficient octree generation from silhouettes.** In: PROCEEDINGS OF THE IEEE CONFERENCE ON COMPUTER VISION AND PATTERN RECOGNITION, p. 537–542, Miami Beach, Florida, June 1986.
- [21] HECKBERT, P. S.. **Survey of texture mapping.** In: IEEE COMPUTER GRAPHICS AND APPLICATIONS 6, 11, p. 56–67, November 1986.
- [22] TSAI, R.. **An efficient and accurate camera calibration technique for 3d machine vision.** In: PROCEEDINGS OF IEEE CONFERENCE ON COMPUTER VISION AND PATTERN RECOGNITION, p. 364–374, Miami Beach, FL, 1986.

- [23] POTMESIL, M.. **Generating octree models of 3d objects from their silhouettes in a sequence of images.** , Computer Vision, Graphics and Image Processing, 40(1):1–29, October 1987.
- [24] BESL, P. J.. **Surfaces in Range Image Understanding.** Springer-Verlag, 1988.
- [25] OSHER, S.; SETHIAN, J.. **Fronts propagating with curvature dependent speed: Algorithms based on hamilton-jacobi formulations.** Journal of Computational Physics, 79:12– 49, 1988.
- [26] HECKBERT, P. S.. **Fundamentals of texture mapping and image warping.** Master’s thesis, Dept. of Electrical Engineering and Computer Science. University of California, Berkeley, CA 94720, June 17 1989.
- [27] SRIVASTAVA, S.; AHUJA, N.. **Octree generation from object silhouettes in perspective views.** Computer Vision, Graphics and Image Processing, 49(1):68 – 84, January 1990.
- [28] SEGAL, M.; KOROBKIN, C.; WIDENFLET, R. V.; FORAN, J. ; HAEBERLI, P.. **Fast shadows and lightning effects using texture mapping.** In: PROCEEDINGS OF SIGGRAPH’92, Chicago, USA., July 26-31 1992.
- [29] SZELISKI, R.. **Rapid octree construction from image sequences.** Computer Vision, Graphics and Image Processing: Image Understanding, 58(1):23–32, July 1993.
- [30] LARSON, R. D.; SHAH, M. S.. **Method for generating addresses to textured graphics primitives stored in RIP maps,** 1993. US Patent 05222205.
- [31] LAURENTINI, A.. **The visual hull concept for silhouette-based image understanding.** IEEE Transactions on Pattern Analysis and Machine Intelligence, 16(2), February 1994.
- [32] FROMHERZ, T.; BICHSEL, M.. **Shape from contours as initial step in shape from multiple cues.** In: ISPRS COMMISSION III SYMPOSIUM ON SPATIAL INFORMATION FROM DIGITAL PHOTOGRAMMETRY AND COMPUTER VISION, p. 240–256, Munich, Germany, 1994.

- [33] KANG, S. B.; WEBB, J. A.; ZITNICK, C. L. ; KANADE, T.. **A multibaseline stereo system with active illumination and real-time image acquisition.** In: IEEE INT. CONF. ON COMPUTER VISION (ICCV), p. 88–93, June 1995.
- [34] FROMHERZ, T.; BICHSEL, M.. **Shape from multiple cues: Integrating local brightness information.** In: FOURTH INTERNATIONAL CONFERENCE FOR YOUNG COMPUTER SCIENTIST, ICYCS 95, p. 855–862, Beijing, P. R. China, 1995.
- [35] FAUGERAS, O.. **Three-Dimensional Computer Vision, A Geometrical Viewpoint.** MIT Press, 1996.
- [36] LANE, R. A.; N.A.THACKER. **Stereo vision research: An algorithm survey.** January 29 1996.
- [37] CURLESS, B.; LEVOY, M.. **A volumetric method for building complex models from range images.** In: SIGGRAPH 96 CONFERENCE PROCEEDINGS, p. 303–312. ACM SIGGRAPH, Addison Wesley, August 1996.
- [38] MOEZZI, S.; KATKERE, A.; KURAMURA, D. ; JAIN, R.. **Reality modeling and visualization from multiple video sequences.** IEEE Computer Graphics and Applications, 16(6):58–63, 1996.
- [39] CURLESS, B. L.. **New Methods for Surface Reconstruction from Range Images.** PhD thesis, Department of Electrical Engineering, Stanford University, 1997. Phd dissertation.
- [40] PULLI, K.; COHEN, M.; DUCHAMP, T.; HOPPE, H.; MCDONALD, J.; SHAPIRO, L. ; STUETZLE, W.. **surface modeling and display from range and color data.** In: KEYNOTE ADDRESS AT INTERNATIONAL CONFERENCE ON IMAGE ANALYSIS AND PROCESSING '97, p. 385–397. Lecture Notes in Computer Science 1310 - Springer-Verlag, 1997.
- [41] PULLI, K.; COHEN, M.; DUCHAMP, T.; HOPPE, H.; SHAPIRO, L. ; STUETZLE, W.. **View-based rendering: Visualizing real objects from scanned range and color data.** In: 8TH EUROGRAPHICS WORKSHOP ON RENDERING, June 1997.
- [42] PULLI, K.; DUCHAMP, T.; HOPPE, H.; MCDONALD, J.; SHAPIRO, L. ; STUETZLE, W.. **Robust meshes from multiple**

- range maps.** In: INT. CONF. ON RECENT ADVANCES IN 3-D DIGITAL IMAGING AND MODELING, p. 205–211, May 1997.
- [43] PULLI, K.. **Surface Reconstruction and Display from Range and Color Data.** PhD thesis, University of Washington, 1997. A dissertation submitted in partial fulfillment of the requirements for the degree of Doctor of Philosophy.
- [44] SEITZ, S.; DYER, C.. **Photorealistic scene reconstruction by voxel coloring.** In: IEEE CONFERENCE ON COMPUTER VISION AND PATTERN RECOGNITION, p. 1067 – 1073, June 1997.
- [45] MOEZZI, S.; TAI, L. ; GERARD, P.. **Virtual view generation for 3d digital video.** IEEE Multimedia, 4(1):18–26, January - March 1997.
- [46] GOMES, J.; VELHO, L.. **Image Processing for Computer Graphics.** Springer-Verlag, New York, 1997.
- [47] ROY, S.; COX, I.. **A maximum-flow formulation of the n-camera stereo correspondence problem.** In: INT. CONF. ON COMPUTER VISION, ICCV'98, Bombay, India, 1998.
- [48] ISHIKAWA, H.; GEIGER, D.. **Oclusions, discontinuities, and epipolar lines in stereo.** In: FIFTH EUROPEAN CONFERENCE ON COMPUTER VISION, (ECCV'98), Freiburg, Germany, 2-6 June 1998.
- [49] ISHIKAWA, H.; GEIGER, D.. **Segmentation by grouping junctions.** In: IEEE CONFERENCE ON COMPUTER VISION AND PATTERN RECOGNITION, 1998.
- [50] KUTULAKOS, K. N.; SEITZ, S. M.. **What do n photographs tell us about 3d shape?** Technical Report 680, Computer Science Dept. U. Rochester, January 1998.
- [51] SHADE, J.; GORTLER, S.; HE, L. ; SZELISKI, R.. **Layered depth images.** In: PROCEEDINGS OF A.C.M. SIGGRAPH, p. 231– 242, 1998.
- [52] PROCK, A.; DYER, C.. **Towards real-time voxel coloring.** In: DARPA IMAGE UNDERSTANDING WORKSHOP, p. 315–321, 1998.

- [53] FAUGERAS, O.; KERIVEN, R.. **Variational principles, surface evolution, PDE's, level set methods, and the stereo problem.** In: IEEE TRANSACTIONS ON IMAGE PROCESSING, VOL. 7, NO., p. 336–344., March 1998.
- [54] MALLAT, S.. **A Wavelet Tour of Signal Processing.** Academic Press, 1998.
- [55] EISERT, P.; STEINBACH, E. ; GIROD, B.. **Multi-hypothesis, volumetric reconstruction of 3-d objects from multiple calibrated camera views.** In: INTERNATIONAL CONFERENCE ON ACOUSTICS, SPEECH, AND SIGNAL PROCESSING, p. 3509–3512., 1999.
- [56] SEITZ, S.; DYER, C.. **Photorealistic scene reconstruction by voxel coloring.** International Journal of Computer Vision, 35(2):151–173, 1999.
- [57] CULBERTSON, W. B.; MALZBENDER, T. ; SLABAUGH, G.. **Generalized voxel coloring.** In: ICCV WORKSHOP, VISION ALGORITHMS THEORY AND PRACTICE, p. 100–115. Springer-Verlag Lecture Notes in Computer Science 1883, September 1999.
- [58] BONET, J. D.; VIOLA, P.. **Roxels: Responsibility weighted 3d volume reconstruction.** In: IEEE INTERNATIONAL CONFERENCE ON COMPUTER VISION, VOL1, p. 415 – 425. IEEE, 1999.
- [59] SAITO, H.; KANADE, T.. **Shape reconstruction in projective grid space from large number of images.** In: IEEE CONFERENCE ON COMPUTER VISION AND PATTERN RECOGNITION - VOLUME2, p. 49–54, June 23-25 1999.
- [60] KIMURA, M.; SAITO, H. ; KANADE, T.. **3d voxel construction based on epipolar geometry.** In: INTERNATIONAL CONFERENCE ON IMAGE PROCESSING, p. 135–139, 1999.
- [61] SETHIAN, J.. , **Level Set Methods and Fast Marching Methods.** Cambridge University Press, second edition, 1999.
- [62] HARTLEY, R.; ZISSERMAN, A.. **Multiple View Geometry.** Cambridge University Press, 2000.
- [63] KUTULAKOS, K. N.; SEITZ, S. M.. **A theory of shape by space carving.** International Journal of Computer Vision, 38(3):199–218, July 2000.

- [64] SLABAUGH, G.; MALZBENDER, T. ; CULBERTSON, W. B.. , **volumetric warping for voxel coloring on an infinite domain**. In: PROCEEDINGS OF THE WORKSHOP ON 3D STRUCTURE FROM MULTIPLE IMAGES FOR LARGE-SCALE ENVIRONMENTS (SMILE), p. 41–50, July 2000.
- [65] KUTULAKOS, K. N.. **Approximate n-view stereo**. In: EUROPEAN CONFERENCE ON COMPUTER VISION, p. 67–83. Springer Lecture Notes in Computer Science 1842, June/July 2000. Volume1.
- [66] BROADHURST, A.; CIPOLLA, R.. **A statistical consistency check for the space carving algorithm**. In: Mirmehdi, M.; B.Thomas, editors, 11TH BRITISH MACHINE VISION CONFERENCE, VOLUME1, p. 282–291, Bristol, September 2000.
- [67] SLABAUGH, G.; CULBERTSON, W. B.; MALZBENDER, T. ; SCHAFFER, R.. **Improved voxel coloring via volumetric optimization**. Technical Report 3, Center for Signal and Image Processing, Georgia Institute of Technology, 2000.
- [68] VEDULA, S.; BAKER, S.; SEITZ, S. ; KANADE, T.. **Shape and motion carving in 6d**. In: PROCEEDINGS OF THE IEEE CONFERENCE ON COMPUTER VISION AND PATTERN RECOGNITION, p. 592– 598, 2000. Volume2.
- [69] STEINBACH, E.; GIROD, B.; EISERT, P. ; BETZ, A.. **3-d object reconstruction using spatially extended voxels and multi-hypothesis voxel coloring**. In: PROCEEDINGS OF THE INTERNATIONAL CONFERENCE ON PATTERN RECOGNITION, p. 774–777, 2000. Volume 1.
- [70] STEINBACH, E.; GIROD, B.; EISERT, P. ; BETZ, A.. **3-d reconstruction of real-world objects using extended voxels**. In: PROCEEDINGS OF THE INTERNATIONAL CONFERENCE ON IMAGE PROCESSING, p. 138–141, 2000. Volume 3.
- [71] BROADHURST, A.; DRUMMOND, T. ; CIPOLLA, R.. **A probabilistic framework for the space carving algorithm**. In: 8TH INTERNATIONAL CONFERENCE OF COMPUTER VISION, p. 388–393, Vancouver, Canada, July 2001. IEEE Computer Society Press.
- [72] BROADHURST, A.. **A Probabilistic Framework for Space Carving**. PhD thesis, University of Cambridge, Trinity College, September

2001. Dissertation submitted to the University of Cambridge for the degree of Doctor of Philosophy.
- [73] BHOTIKA, R.; FLEET, D. J. ; KUTULAKOS, K. N.. **A probabilistic theory of occupancy and emptiness**. Technical Report 753, University of Rochester, Department of Computer Science, 2001.
- [74] SLABAUGH, G.; CULBERTSON, W. B.; MALZBENDER, T. ; SCHAFFER, R.. **A survey of methods for volumetric scene reconstruction from photographs**. In: INTERNATIONAL WORKSHOP ON VOLUME GRAPHICS, 2001.
- [75] SZENBERG, F.; GATTASS, M. ; P.C.P.CARVALHO. **Automatic camera calibration for image sequences of a football match**. In: ICAPR 2001, p. 301–303, 2001.
- [76] KOLMOGOROV, V.; ZABIH, R.. **Multi-camera scene reconstruction via graph cuts**. In: EUROPEAN CONFERENCE ON COMPUTER VISION, May 2002.
- [77] SAINZ, M.; BAGHERZADEH, N. ; SUSIN, A.. **Hardware accelerated voxel carving**. In: 1ST IBERO-AMERICAN SYMPOSIUM ON COMPUTER GRAPHICS, p. 289–297, Guimarães, Portugal, July 1-5 2002.
- [78] JU, T.; LOSASSO, F.; SCHAEFER, S. ; WARREN, J.. **Dual contouring of hermite data**. In: ACM SIGGRAPH 2002, p. 339–346, 2002.
- [79] HART, E.; MITCHELL, J. L.. **Hardware shading with ext_vertex_shader and ati_fragment_shader**. Technical report, ATI Technologies, 2002.
- [80] BAKER, S.; SIM, T. ; KANADE, T.. **When is the shape of a scene unique given its light-field: A fundamental theorem of 3d vision?** IEEE Transaction on Pattern Analysis and Machine Intelligence, 25(1):100–109, January 2003.