



## 3D Video and Its Applications

*Takashi Matsuyama, Shohei Nobuhara, Takeshi Takai, Tony Tung*

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This book presents a broad review of state-of-the-art 3D video production technologies and applications. The text opens with a concise introduction to the field, before examining the design and calibration methods for multi-view camera systems, including practical implementation technologies. A range of algorithms are then described for producing 3D video from video data. A selection of 3D video applications are also demonstrated. Features: describes real-time synchronized multi-view video capture, and object tracking with a group of active cameras; discusses geometric and photometric camera calibration, and 3D video studio design with active cameras; examines 3D shape and motion reconstruction, texture mapping and image rendering, and lighting environment estimation; demonstrates attractive 3D visualization, visual contents analysis and editing, 3D body action analysis, and data compression; highlights the remaining challenges and the exciting avenues for future research in 3D video technology.

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