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# MULTI-CAMERA RECONSTRUCTION AND RENDERING FOR FREE-VIEWPOINT VIDEO

Cuvillier Verlag Okt 2005, 2005. Taschenbuch. Condition: Neu. Neuware - While virtual environments in interactive entertainment become more and more lifelike and sophisticated, traditional media like television and video have not yet embraced the new possibilities provided by the rapidly advancing processing power. In particular, they remain as non-interactive as ever, and do not allow the viewer to change the camera perspective to his liking. The goal of this work is to advance in this direction, and provide essential ingredients...

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- Released at 2005

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