

Index

- Acoustic range data, 334
- Acquisition, 90, 167
- Active
 - 3D acquisition, 167
 - sensors, 92, 95
- Albedo, 105
- Analysis-by-synthesis, 181
- Animation
 - face, 143, 174
 - figure, 219–220
- Augmented reality, 1, 267, 285, 341
- Automatic relative orientation, 210
- Bending resistance, 187
- Biomechanics, 216–217
- Blooming, 109
- Blue screen, 229, 235, 237
- Broadband wireless access, 202
- Cake configuration, 58
- Calibration, 90
- Camera
 - affine, 133
 - calibration, 245–246, 271, 312
 - camera-to-camera transformation, 126
 - saturation, 108
 - tracking, 242, 244
- Canopy DEM, 206
- CCD cameras, 106
- Chamfer image, 189
- Cloth model, 187
- Coded light range sensor, 106
- Combined motions, 219
- Contour
 - apparent, 26
 - forces, 182
- Cylinders, 338
- Decimation, 218
- Deformable models, 182
- Depth
 - keying, 248–249
 - of field, 246, 248
- Disparity
 - map fusion, 74
 - range, 258
- Dynamic
 - range, 106
 - scale, 106
 - scenes, 123
 - view morphing, 124
- Elasticity, 187
- Environmental modeling, 94, 97
- Epipolar
 - geometry, 258, 290
 - tangency, 29
- Error propagation, 74
- Estimation of cloth draping parameters, 188
- Facial motion
 - tracking, 143
 - animation, 143
- Filtering, 257
- Fish-scale verification, 76
- Fish-scales, 75
- Fixed-camera formulation, 127
- Force assignement, 184
- Free form curves, 288
- Fundamental matrix for the object, 128
- Garment, 179
- Hand and object tracking, 279
- Human body reconstruction, 182
- Illumination intensity, 112
- Image congruence, 77
- Image-based rendering, 125, 274
- Incremental model construction, 95
- Inertial tensor, 338
- Internet2, 256
- Joint kinematics, 216

- LCD stripe projector, 106
- Least Median of Squares, 339
- Linear motion, 126
- M-estimator, 292
- Matching, 258, 313–315
 - stable monotonic, 72
- Medical visualisation, 215
- Mesh compression, 93
- Model building, 87, 89
- Monocular man-machine system, 206
- Multifocal constraints, 50
- Nonlinear mapping, 112
- Object modeling, 94, 97
- Occluding contour, 182
- Occlusion handling, 273
- Optical and acoustic data integration, 336
- Particle system, 187
- Photogrammetry, 202
- Physics-based cloth model, 187
- Point
 - creation, 92
 - set verification, 74
- Projection matrix, 50
- Projective reconstruction, 50
- Pseudo-surface reconstruction, 80
- Radiance map, 111
- Radiosity, 232–233
- Range
 - images, 106, 188
 - acoustic, 334
- Ray tracing, 233
- Real-time, 254, 271
 - graphics, 232
 - shadows, 237
- Reality models, 273
- Reconstruction, 259
- Rectification, 257
- Reference-view difference, 137
- Reflectance, 112
- Registration, 91, 286
- Relative intersection, 76
- Remotely operated vehicle, 331
- Robot teleoperation, 221–222
- Robust pose computation, 291
- Shape-from-video, 164
- Signal-to-noise ratio, 108
- Stereo, 184, 257
 - matching, 71
- Structured light, 184
- Subpixel
 - disparity, 74
 - correction, 258
- Superquadrics, 182
- Surface reconstruction, 25
- Synthesis and analysis of dressed humans, 195
- Teleimmersion, 254
- Teleoperation, 331
- Telepresence, 280
- Texture, 25
 - infrared, 83
 - learning, 314
 - mapping, 185, 313
 - synthesis, 169
- Three dimensional
 - building models, 202
 - structure, 2
- Timing, 262
- Tracking, 269, 307, 318
- Trifocal
 - constraints, 65
 - tensor, 54
- Trinocular
 - epipolar constraint, 260
 - stereo, 259
- Uncalibrated image sequences, 2
- Underwater environment, 331
- Urban site model, 202
- View
 - interpolation, 123
 - morphing, 124
- Virtual
 - environment, 222, 224
 - guide, 162
 - reality, 1
 - studio, 229–232, 240–242
 - tour, 161
 - view, 131
- Vision-based object registration, 286
- Wavelets, 221
- Working volume, 258