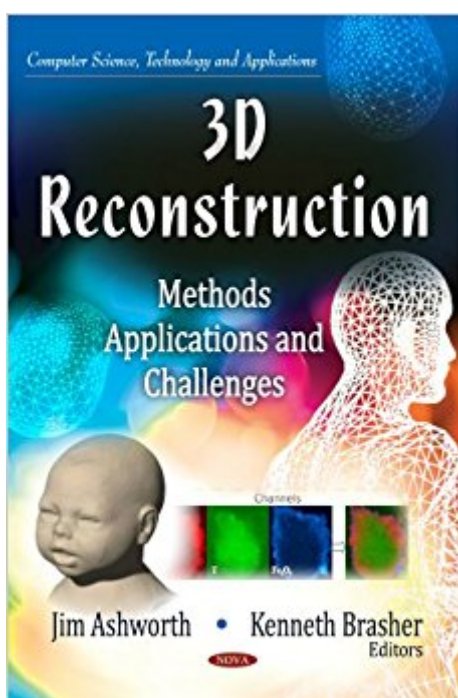


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Synopsis

Three-dimensional (3D) reconstruction is the process of capturing the shape and appearance of real objects using computer vision and computer graphics. In this book, the authors present topical research in the study of the methods, applications and challenges of 3D reconstruction.

Book Information

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