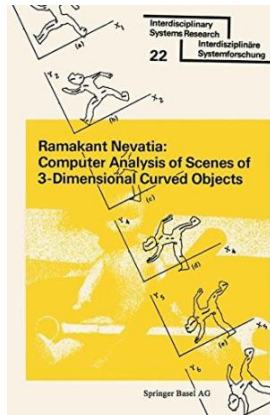


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COMPUTER ANALYSIS OF SCENES OF 3-DIMENSIONAL CURVED OBJECTS



Birkhäuser Jan 1976, 1976. Taschenbuch. Book Condition: Neu. 235x155x7 mm. Neuware - 1.0 2 The attention then turned to the problem of 'Body separation', i.e. separation of occluding bodies in a scene (See [Guzman], [Falk], and [Waltz]). Grape ([Grape]) combined the separation of bodies with recognition, by removing parts of the scene recognized as belonging to a known body. All of these techniques were designed to work with polyhedral objects only, and extensively use the properties of edges and vertices....

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