

3D omnistereopano panorama generation from a monocular video sequence

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Outline


- Introduction
- Plan & Schedule



Introduction

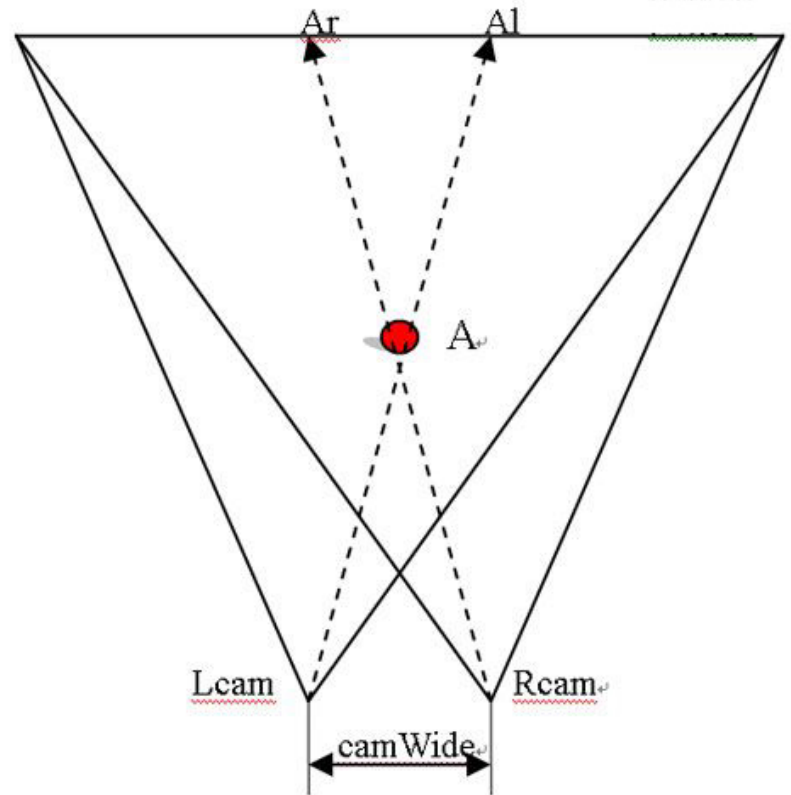
- Why 3D Video?
 - Traditional approach on producing 3D video.
 - Essential on 2D video to 3D video.
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Why 3D video?

- Much more exciting when watching 3D video than traditional 2D video.
 - A real experience when playing real 3D games. (Resident Evil, CS etc)
 - E-shopping.
 - Many other more.
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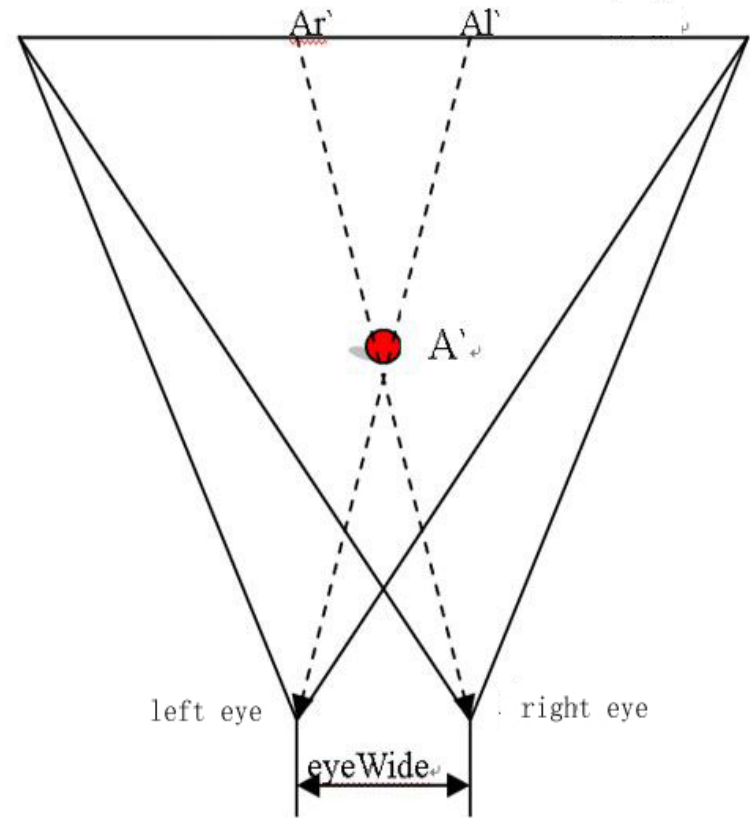
Traditional approach on producing 3D video

- Camera rendering principle



Traditional approach on producing 3D video

- Playing principles
- Separating images
- Polarized light or Liquid crystal light valve



Essential on 2D video to 3D video

- X-slit camera
- Used slit camera to generate a stereo pair



Plan & Schedule

- Week 2 & 3 studying the technical paper
 - Week 4-5 further researching
 - Week 6-8 modeling & building algorithms
 - Week 9-13 implementing, debugging
 - Week 14 finalizing report
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