



[Home](#)
[Instructor Support](#)
[Student Support](#)
[About Us](#)
[Careers](#)
**Texts & Technology:**

 Select a Discipline
 

Find Your Rep:



Search Our Catalog:


[Advanced Search](#)

[View Cart](#)
**ABOUT THIS PRODUCT**

- [Description](#)
- [Table of Contents](#)
- [Features](#)
- [Preface](#)
- [About the Author\(s\)](#)

**RESOURCES**

- [Instructor](#)
- [First Days Of Class](#)

**RELATED TITLES**

- [Computer Vision \(Computer Science\)](#)

**RELATED LINKS**

- [Author's Website](#)


## Computer Vision: A Modern Approach


[View Larger Image](#)

**David A. Forsyth**, *University of California, Berkeley*  
**Jean Ponce**, *University of Illinois at Urbana, Champaign*

Publisher: Prentice Hall  
 Copyright: 2003  
 Format: Cloth; 693 pp

ISBN-10: 0130851981

 ISBN-13: 9780130851987 
**Our Price: \$112.00**

Status: Instock  
 Published: 08/14/2002

 [Add to Cart](#)
 [Add to Exam Copy Bookbag](#)

[Print Product Information](#)

### Table of Contents

**I. IMAGE FORMATION AND IMAGE MODELS.**

1. Cameras.
2. Geometric Camera Models.
3. Geometric Camera Calibration.
4. Radiometry - Measuring Light.
5. Sources, Shadows and Shading.
6. Color.

**II. EARLY VISION: JUST ONE IMAGE.**

7. Linear Filters.
8. Edge Detection.
9. Texture.

**III. EARLY VISION: MULTIPLE IMAGES.**

10. The Geometry of Multiple Views.
11. Stereopsis.
12. Affine Structure from Motion.
13. Projective Structure from Motion.

**IV. MID-LEVEL VISION.**

14. Segmentation By Clustering.
15. Segmentation By Fitting a Model.
16. Segmentation and Fitting Using Probabilistic Methods.

**17. Tracking with Linear Dynamic Models.**

**V. HIGH-LEVEL VISION: GEOMETRIC MODELS.**

**18. Model-Based Vision.**

**19. Smooth Surfaces and Their Outlines.**

**20. Aspect Graphs.**

**21. Range Data.**

**VI. HIGH-LEVEL VISION: PROBABILISTIC AND INFERENCE METHODS.**

**22. Finding Templates Using Classifiers.**

**23. Recognition By Relations Between Templates.**

**24. Geometric Templates From Spatial Relations.**

**VII. APPLICATIONS.**

**25. Application: Finding in Digital Libraries.**

**26. Application: Image-Based Rendering.**



Copyright ©2007 [Pearson Education](#). All rights reserved.  
[Legal Notice](#) - [Privacy Policy](#) - [Permissions](#)  
Technical Support: [Pearson 24/7](#)