Technion-Israel Institute of Technology

Computer Science Department

Center for Graphics and Geometric Computing

CGGC Seminar

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Multi-view inter-media: From space to ocean-depths

This talk is about multi-view imaging via participating media, particularly the 3D volumetric scattering atmosphere and the 3D wavy water-air interface. Camera multi-views are either looking down from outer-space, or looking up from underwater or the ground level. Multiple views on scales of tens or hundreds of kilometers effectively create a huge lightfield camera-system. This provides constraints for recovering complex scenes, including the 3D distribution of aerosols overhead, or underwater topography. On a small scale, multiple submerged cameras viewing via random water-surface waves create a 'virtual periscope': it stochastically localizes objects in open air, without revealing the viewer. This may have implications to some marine animals.

See more at:

http://webee.technion.ac.il/~yoav/research/space.html
http://webee.technion.ac.il/~yoav/research/random_distort.html

The lecture will be held on Sunday, 15.12.2013, at 13:00, Taub 337

Snacks and Beverages at 12:45

הזמנה זו מהווה אישור כניסה עם רכב לטכניון