The Approach of Extracting the Graphs from Images of 3-D Objects

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ABSTRACT

This paper describes a method of extracting such graphs from images of 3-D objects. There are few accounts of practical methods for extracting any sort of high level feature from images and this is an important gap in the computer vision and image processing literature. The use of the same feature extraction methods on real and synthetic images requires the image synthesis to be realistic. The use of structural features in matching seems to be extremely flexible from the point of view of software development and the ability to merge data from the multi-sensor sources, illustrated here by colour and range images.

Key words: 3-D, Rang images, Extracting, Computer verision.