

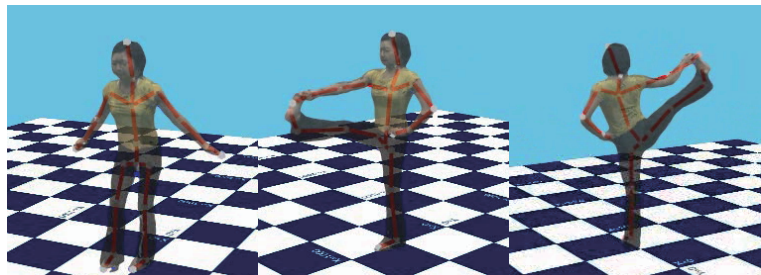
# 3D VIDEO

- 19<sup>th</sup> : Picture (2D)
- 20<sup>th</sup> : Video (2D + Time)
- 21<sup>st</sup> : 3D Video (3D + Time)

## A 無形文化財アーカイブ



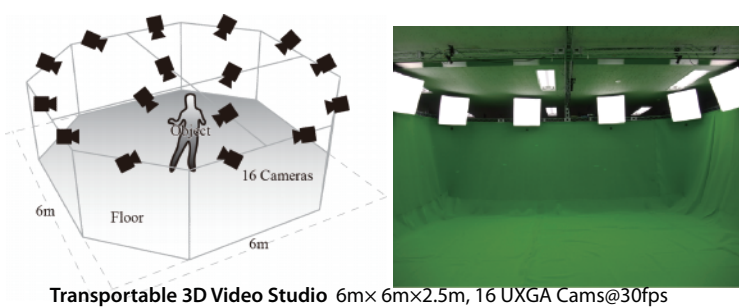
## B 動作解析



## C 映像制作



## 0 撮影スタジオ



Transportable 3D Video Studio 6m x 6m x 2.5m, 16 UXGA Cams @ 30fps

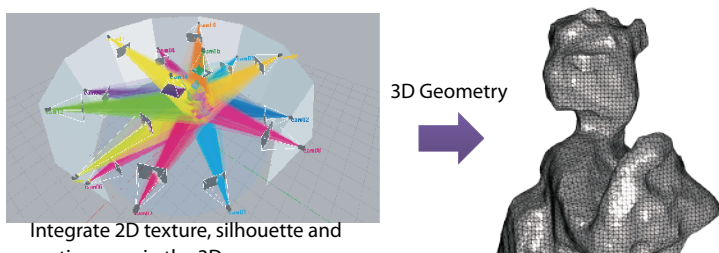
## 1 多視点ビデオ同期撮影



Input : Multi-viewpoint 2D videos

Estimated Object Regions

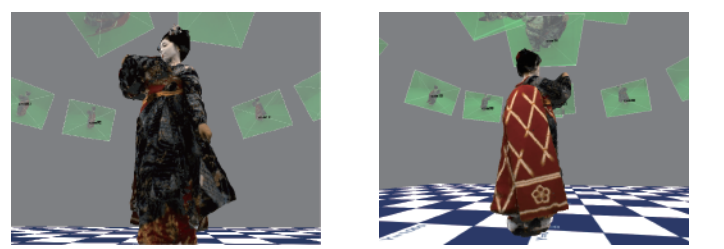
## 2 3次元形状復元



3D Geometry

Integrate 2D texture, silhouette and motion cues in the 3D space

## 3 高精細テクスチャリング



3D & Free-viewpoint Rendering using View-dependent Texture Mapping Technique