

COURSE TITLE	TE142346: Computer Vision Credits: 3 Semester: III
LEARNING OBJECTIVES	The students understand the basic concepts of computer vision.
COMPETENCY	<ul style="list-style-type: none"> • The students can explain the concepts of computer vision. • The students can implement algorithms in computer vision.
SUBJECTS	<ul style="list-style-type: none"> • Basics of computer vision • Image models • Stereo vision • Multiple view concepts • Epipolar geometry • 3D reconstruction
MAIN REFERENCES	Forysh,Ponce, <u>Computer Vision Modern Approach</u> ,Prentice Hall 2003
OPTIONAL REFERENCES	<ul style="list-style-type: none"> • Nikos Paragios, Yunmey Chen,<u>Handbook Of Mathematical Model in Computer Vision</u>, Springer,2006 • Steven Harrington,<u>Computer Graphics A Programming Approach Second Edition</u>, McGraw-Hill International Editions1987. • Max K. Agoston, MA, MS, PhD, <u>Computer Graphics and Geometric Modeling Implementation and Algorithms</u>, Springer-Verlag London 2005
PREREQUISITE	-