Depth from defocusing using local standard deviations of images = 利用局部灰階標準差來獲得影像深度資訊之技術探討

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摘 要

以二維的影像轉作成三維立體的模型，作為後續處理與應用的技術已被研究多年，近年來所發表的論文，大都是將影像轉換到空間域、頻域以及時頻域等，再利用光學的預先分析，找出影像變化與距離的關係，再做立體化的處理。本論文與其他研究論文不同的地方，在於本論文首例嘗試利用統計的標準差來分析影像的紋理，藉由兩張不同照相機參數的影像會產生不同的紋理，再比對這兩張影像的紋理後，就可以求出距離的相對比例並形成立體物件，以下本論文將個人所研究的範圍，詳細描述其不同的地方及運算形成的方法。

關鍵詞 : 局部灰階標準差

目錄

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