

Recent Result for 3D Free view generation for in IVY Lab (2015)



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Binocular Symmetric Multi-view Synthesis for Autostereoscopic Display



(a) Crack removal in virtual view at virtual viewpoint

(b) Ghost effect removal in virtual view at virtual viewpoint

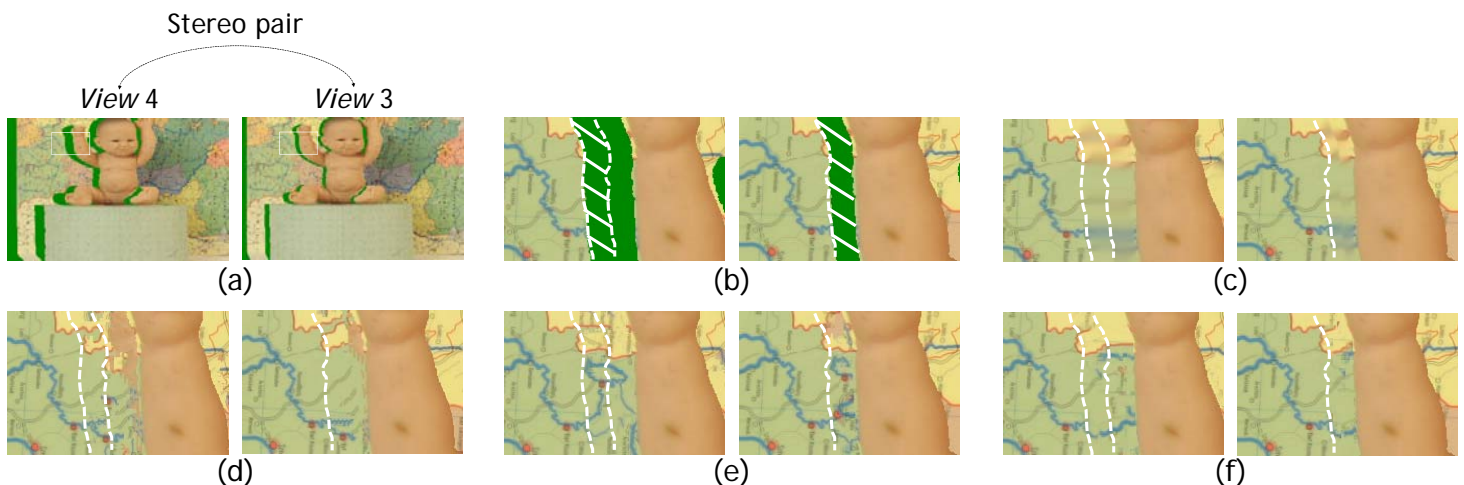
3D warping distortion removal in virtual views for view synthesis. The green area indicates the hole region (Ω).



Target virtual view (e.g., View n)

Adjacent virtual view (e.g., View $n-1$)

Illustration of the proposed Markov random field (MRF) cost function for multi-view stereo image synthesis with binocular symmetry in global optimization.



Multi-view synthesis results for "Baby1". (a) Color images with hole regions. (b) Magnified parts of (a). (c) Bertalmio's method. (d) Criminisi's method. (e) Criminisi's method + depth constraint. (f) Proposed method.