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3D Object Processing: Compression, Indexing and Watermarking

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The arrival, and continuing evolution, of high quality 3D objects has been made possible by recent progress in 3D scanner acquisition and 3D graphics rendering. With this increasing quality comes a corresponding increase in the size and complexity of the data files and the necessity for advances in compression techniques. Effective indexing to facilitate the retrieval of the 3D data is then required to efficiently store, search and recapture the objects that have been compressed. The application of 3D images in fields such as communications, medicine and the military also calls for copyright protection, or watermarking, to secure the data for transmission.

Written by expert contributors, this timely text brings together the three important and complementary topics of compression, retrieval and watermarking techniques for 3D objects. 3D object processing applications are developing rapidly and this book tackles the challenges and opportunities presented, focusing on the secure transmission, sharing and searching of 3D objects on networks, and includes:

- an introduction to the commonly used 3D representation schemes; the characteristics, advantages and limitations of polygonal meshes, surface based models and volumetric models;
- 3D compression techniques; the 3D coding and decoding schemes for reducing the size of 3D data to reduce transmission time and minimize distortion;
- state of the art responses to the intrinsic challenges of building a 3D-model search engine, considering view-based, structural and full-3D approaches;
- watermarking techniques for ensuring intellectual property protection and content security without altering the visual quality of the 3D object.

3D Object Processing: Compression, Indexing and Watermarking is an invaluable resource for graduate students and researchers working in signal and image processing, computer aided design, animation and imaging systems. Practising engineers who want to expand their knowledge of 3D video objects, including data compression, indexing, security, and copyrighting of information, will also find this book of great use.

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A lot of people always spent their very own free time to vacation or maybe go to the outside with them family or their friend. Do you realize? Many a lot of people spent they will free time just watching TV, or perhaps playing video games all day long. If you wish to try to find a new activity this is look different you can read a book. It is really fun for you. If you enjoy the book that you simply read you can spent the entire day to reading a guide. The book 3D Object Processing: Compression, Indexing and Watermarking it is extremely good to read. There are a lot of people that recommended this book. These people were enjoying reading this book. In case you did not have enough space to develop this book you can buy the particular e-book. You can m0ore easily to read this book from a smart phone. The price is not very costly but this book offers high quality.

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