

Errata for Free View rendering for 3D Video

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- Page 24: in paragraph 2, line 2, “x-coordinates of corresponding points $\mathbf{m1}$ and $\mathbf{m1}$ ” should be “x-coordinates of corresponding points $\mathbf{m1}$ and $\mathbf{m2}$ ”.
- Page 36: Eq. (4.5), “ $D(\mathbf{p}) = \frac{\langle \nabla^\perp \cdot \mathbf{n}_p \rangle}{\alpha}$ ” should be “ $D(\mathbf{p}) = \frac{\langle \nabla^\perp \mathbf{I}_p \cdot \mathbf{n}_p \rangle}{\alpha}$ ”.
- Page 42: in Section 5.3.1, line 2, “pixels inside the hole” should be “pixels inside the hole [Hhi12]”.
- Page 50: in Figure 6.6 (b) legend, the symbol “+” should be added before interpolated value.
- Page 56: in caption Figure 6.8 “Poznan street” $v4 \rightarrow v5$ should be “Poznan street” $v4 \rightarrow v3$.
- Page 61: in paragraph 2, line 2, “described in Chapter 6” should be “described in Chapter 5”.
- Page 87: in Section Occlusion mask generation, paragraph 2, after the sentence “where \mathbf{f}_v , \mathbf{p}_v are projected pixels in \mathbf{I}_v .”, the following sentences should be added.
“Note that the definition for DDP in Eq. (8.1) is presented within the context of a right warped image. It is straightforward to change Eq. (8.1) for a left warped image.”
- Page 88: in paragraph 2, after the sentence “All the occlusion layers in the LDI are formed in this manner.”, the following sentences should be added.
“Note that the identified occlusions in the original view, derived using Eq. (8.4), only exactly correspond to the disocclusions in the virtual view for a parallel camera arrangement. For an arbitrary camera arrangement the correct information is obtained by inverse warping.”