


Efficient real-time acquisition of textured 3D video (Technion)**code:** COM-0948

Reproducing a live scene-such as a football game-with 3D cameras is far from being feasible. When filming in 3D, the camera's view is often obstructed by objects in the scene. For this reason multiple cameras are needed in order to capture the entire scene, which can result in unreasonable costs. Our algorithm enables the substitution of some of the 3D cameras with ordinary video cameras, and is suited for real-time operation.

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