Visionplayer Setup

Marc Grossman,Magic Eye Inc

Sound & Vision ,2005

Computer Vision in Sports Thomas B. Moeslund,Graham Thomas,Adrian Hilton,2015-01-19 The first book of its kind devoted to this topic, this comprehensive text/reference presents state-of-the-art research and reviews current challenges in the application of computer vision to problems in sports. Opening with a detailed introduction to the use of computer vision across the entire life-cycle of a sports event, the text then progresses to examine cutting-edge techniques for tracking the ball, obtaining the whereabouts and pose of the players, and identifying the sport being played from video footage. The work concludes by investigating a selection of systems for the automatic analysis and classification of sports play. The insights provided by this pioneering collection will be of great interest to researchers and practitioners involved in computer vision, sports analysis and media production.

Machine Vision Nello Zuech,Richard Kendall Miller,1987

Practical Computer Vision with SimpleCV Kurt Demaagd,Anthony Oliver,Nathan Oostendorp,Katherine Scott,2012 Learn how to build your own computer vision (CV) applications quickly and easily with SimpleCV, an open source framework written in Python. Through examples of real-world applications, this hands-on guide introduces you to basic CV techniques for collecting, processing, and analyzing streaming digital images. You'll then learn how to apply these methods with SimpleCV, using sample Python code. All you need to get started is a Windows, Mac, or Linux system, and a willingness to put CV to work in a variety of ways. Programming experience is optional. Capture images from several sources, including webcams, smartphones, and Kinect Filter image input so your application processes only necessary information Manipulate images by performing basic arithmetic on pixel values Use feature detection techniques to focus on interesting parts of an image Work with several features in a single image, using the NumPy and SciPy Python libraries Learn about optical flow to identify objects that change between two image frames Use SimpleCV's command line and code editor to run examples and test techniques

OpenCV 3. 0 Computer Vision with Java Daniel Lélis Baggio,2015-06-21 About This Book Set up Java API for OpenCV to create popular Swing-based Graphical User Interfaces (GUIs) Process videos and images in real-time with closer to native performance Make use of rock solid Java web application development practices to create engaging augmented reality experience and work with depth images from a Kinect device Who This Book Is For If you are a Java developer, student, researcher, or hobbyist wanting to create computer vision applications in Java then this book is for you. If you are an experienced C/C++ developer who is used to working with OpenCV, you will also find this book very useful for migrating your applications to Java. All you need is basic knowledge of Java, with no prior understanding of computer vision required, as this book will give you clear explanations and examples of the basics. What You Will Learn Create powerful GUIs for computer vision applications with panels, scroll panes, radio buttons, sliders, windows, and mouse interaction using the popular Swing GUI widget toolkit Stretch, shrink, warp, and rotate images, as well as apply image transforms to find edges, lines, and circles, and even use Discrete Fourier Transforms (DFT) Detect foreground or background regions and work with depth images with a Kinect device Learn how to add computer vision capabilities to rock solid Java web applications allowing you to upload photos and create astonishing effects Track faces and apply mixed reality effects such as adding virtual hats to uploaded photos Filter noisy images, work with morphological operators, use flood fill, and threshold the important regions of an image Open and process video streams from webcams or video files In Detail OpenCV 3.0 Computer Vision with Java is a practical tutorial guide

that explains fundamental tasks from computer vision while focusing on Java development. This book will teach you how to set up OpenCV for Java and handle matrices using the basic operations of image processing such as filtering and image transforms. It will also help you learn how to use Haar cascades for tracking faces and to detect foreground and background regions with the help of a Kinect device. It will even give you insights into server-side OpenCV. Each chapter is presented with several projects that are ready to use. The functionality of these projects is found in many classes that allow developers to understand computer vision principles and rapidly extend or customize the projects for their needs.

Magic Eye Beyond 3D Marc Grossman,Magic Eye Inc,2004-06 I have seen incredible changes in people's overall behavior by viewing Magic Eye images, including vision improvement. This book discusses some of the types of behavioral changes that my patients have reported as well as what possible physiological and psychological mechanisms may account for these changes. -Dr. Marc Grossman When Magic Eye images hit the publishing world in the 1990s, the response was as magical as the 3D images popping from their colorful backgrounds. Viewers couldn't get these best-selling books fast enough. In fact, Magic Eye I, II, and III rode the New York Times best-seller list for 34 weeks and eventually sold more than 20 million copies. Now Beyond 3D: Improve Your Vision with Magic Eye takes this phenomenon to another level. Beyond 3D examines the medical benefits and scientific possibilities related to viewing these remarkable images. Clearly explained in lay terms and through the use of numerous Magic Eye illustrations, the book not only helps readers see the images, it identifies and demonstrates the many physical and performance-related enrichments that may result, including: * reduced computer eyestrain * diminished stress levels * improved overall vision * lengthened attention span

Vision and Brain Stephen Grossberg,Leif Finkel,David John Field,2004 An interdisciplinary book that surveys experimental and theoretical discoveries concerning how a brain sees and how insights about biological vision can be used to develop more effective algorithms for image processing in technology.

Japan Electronics Almanac ,1992

Taking Eyeglasses Seriously Raimonda Riccini,2002 From the naked eye to the electronic eye. Eyeglasses: a biography.

The Vision Machine Paul Virilio,1994 No Marketing Blurb

Multicomputer Vision S. Levialdi,1988

Peripheral Vision Eric Gamalinda,1992

The Persistence of Vision John Varley,1979

Power Vision II Dream Publishing Day,1995-06

Vision Models for High Dynamic Range and Wide Colour Gamut Imaging Marcelo Bertalmío,2019-11-07 To enhance the overall viewing experience (for cinema, TV, games, AR/VR) the media industry is continuously striving to improve image quality. Currently the emphasis is on High Dynamic Range (HDR) and Wide Colour Gamut (WCG) technologies, which yield images with greater contrast and more vivid colours. The uptake of these technologies, however, has been hampered by the significant challenge of understanding the science behind visual perception. Vision Models for High Dynamic Range and Wide Colour Gamut Imaging provides university researchers and graduate students in computer science, computer engineering, vision science, as well as industry R&D engineers, an insight into the science and methods for HDR and WCG. It presents the underlying principles and latest practical methods in a detailed and accessible way, highlighting how the use of vision models is a key element of all state-of-the-art methods for these emerging technologies.

Electronic Design ,1969

Deep Gaming Jonas Schild,2014-06-03 How to create a distinct user experience of Stereo 3D in Interactive Entertainment & Virtual Reality Gaming Stereoscopic 3D (S3D) vision offers spatial visual perception by presenting two separate and different perspectives to the left and to the right eye. In combination with digital computer and video games, this technology promises to enhance user experience, automatically expediting perceived quality of existing games. However, the actual impact on how a user feels and reacts in S3D gameplay has hardly been explored, neither do we know which factors in game content contribute to such effects. In contrast to common expectations, we propose that the actual potential holds no automatic benefit but depends on a significant amount of adaptation in game design, engineering technology and user interaction in order to create a measurable enhancement for the experience and play of digital games. In support of this proposal, we provide an S3D gaming development framework which describes factors in content creation, display technology and individual user requirements, a scheme on S3D player experience and gameplay reaction that informs about expectable user reception based on the results of several comprehensive user studies, a formalization approach for how user reception interacts with components of the framework, a set of novel tools for prototypical experimentation with S3D video and a formal yet flexible design tool for S3D game graphical user interfaces suitable for Oculus Rift games, three development cases which reveal important practical iterations in game creation, especially concerning depth-based game mechanics and interface design. These contributions provide essential components and descriptions to significantly improve the development of S3D-specific games. A higher spatial presence in S3D gaming can potentially be used as a catalyst for other affective and behavioral impact. Controlling this effect by intention is difficult in practice but provides a substantial starting point for understanding S3D games as a distinct medium with its own potential.

The Gramophone ,1988

Spatial Vision David Regan,1991

An Analog VLSI System for Stereoscopic Vision Misha Mahowald,2012-10-08 An Analog VLSI System for Stereoscopic Vision investigates the interaction of the physical medium and the computation in both biological and analog VLSI systems by synthesizing a functional neuromorphic system in silicon. In both the synthesis and analysis of the system, a point of view from within the system is adopted rather than that of an omniscient designer drawing a blueprint. This perspective projects the design and the designer into a living landscape. The motivation for a machine-centered perspective is explained in the first chapter. The second chapter describes the evolution of the silicon retina. The retina accurately encodes visual information over orders of magnitude of ambient illumination, using mismatched components that are calibrated as part of the encoding process. The visual abstraction created by the retina is suitable for transmission through a limited bandwidth channel. The third chapter introduces a general method for interchip communication, the address-event representation, which is used for transmission of retinal data. The address-event representation takes advantage of the speed of CMOS relative to biological neurons to preserve the information of biological action potentials using digital circuitry in place of axons. The fourth chapter describes a collective circuit that computes stereodisparity. In this circuit, the processing that corrects for imperfections in the hardware compensates for inherent ambiguity in the environment. The fifth chapter demonstrates a primitive working stereovision system. An Analog VLSI System for Stereoscopic Vision contributes to both computer engineering and neuroscience at a concrete level. Through the construction of a working analog of biological vision subsystems, new circuits for building brain-style analog computers have been developed. Specific neuropysiological and psychophysical results in terms of underlying electronic mechanisms are explained. These examples demonstrate the utility of using

biological principles for building brain-style computers and the significance of building brain-style computers for understanding the nervous system.

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