Texture mapping of 3D models using casual images (Technion)

code: COM-1117

Texture mapping from 2D images is a method for adding detail, surface texture or color to a computer-generated graphic or three-dimensional model, commonly used in computer graphics, computer games, virtual worlds, etc. In the known solutions to the problem, when a casual image is used, high distortions in the texturing occur. Our technology avoids such distortions by formulating the mapping as a camera projection matrix.

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