Geometry Reconstruction from Images

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Message from the Guest Editors

Understanding image contents has been a tremendous source of research advances, with many different focuses, targeted applications, needs, or scientific starting points. A wide range of existing approaches nowadays are employed in the industry for many considerations, including, for instance, quality in engineering production, video-based security, or 3D modeling in gaming applications or movies. Yet, reconstructing a representation of a scene observed through a camera remains a challenging aspect in general, and the specific question of producing a (static or dynamic) geometric model has led to decades of research, and still corresponds to a very active scientific domain. Sensors are continuously evolving, bringing more and more accuracy, resolution, and new opportunities for reconstructing objects' shape and/or detailed geometric variations.

This Special Issue is dedicated to the reconstruction of geometry from images, including, but not limited to, videos, multispectral images, or time of flight.

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Special Issue

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Message from the Editor-in-Chief

The imaging term, specific with journal, is to be considered in its broadest sense. Image processing, image understanding and computer vision are all terms related to imaging acquisition, its processing and the extraction of relevant information from the scene to obtain the underlying knowledge. All tasks related to the above items are oriented toward specific applications in a broad range of areas and topics. The *Journal of Imaging* is conceived as an efficient vehicle in the scientific community for the communication and transmission of the progress and research results in the topics covered.

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