

ເອກສາຣອ້າງອີງ

- [1] W. S. Warner, S. E. Reutebuch, “**Application and Accuracy of Two Fixed Base Camera Systems**”, The Photogrammetric Record Vol. 16 Issue 93 Page 423 April 1999.
- [2] Volker Blanz and Thomas Vetter, “**A Morphable Model for the Synthesis of 3D Faces**”, Proceeding of SIGGRAPH 1999, Annual Conference Series, Los Angles, California, pp 187-194, August 1999.
- [3] Johnny Park, Guilherme, N. DeSouza, and Avinash C. Kak “**Dual-Beam Structured-Light Scanning for 3-D Object Modeling**”, Robot Vision Laboratory, Purdue University 1285 EE Building, West Lafayette, IN. 47907-1285
- [4] Emmanuel Prados, Olivier Faugeras “**Shape From Shading**”.
- [5] George Wolberg, “**Recent Advances in Image Morphing**”, Department of Computer Science City College of New York / CUNY New York, NY 10031, wolberg@cs-mail.enr.ccny.cuny.edu
- [6] T. Beier and S. Neely, “**Feature-based image metamorphosis**”, Computer Graphics (Proc. SIGGRAPH '92), 26(2):35–42, 1992.
- [7] Prashant K. Oswal and Prashanth Y. Govindaraju, “**Image Morphing: A Comparative Study**”, Department of Electrical and Computer Engineering, Clemson University, Clemson.
- [8] K. M. Fant, A nonaliasing, “**real-time spatial transform technique**”. IEEE Computer Graphics and Applications, 6(1): page 71–80, January 1986.
- [9] G. Wolberg, “**Digital Image Warping**” .IEEE Computer Society Press, Los Alamitos, CA, 1990.
- [10] BOOKSTEIN, F. L. “**Principal Warps: Thin-plates splines and decomposition of deformations**”, IEEE Trans. Pattern Analysis and Machine Intelligence (1989), vol 11(6), pp. 567-585
- [11] S.-Y, Lee K, Y Chwa, J. Hahn, and S. Y. Shin. “**Image morphing using deformable surfaces**”, Proc. Computer Animation'94, pages 31–39, 1994. IEEE Computer Society Press.
- [12] P. Litwinowicz and L. Williams, “**Animating images with drawings**”, Computer Graphics Proc. SIGGRAPH '94), pages 409–412, 1994.

- [13] Barbara Zitova, Jan Flusser, “**Image registration methods: a survey**”, Department of Image Processing, Institute of Information Theory and Automation, Academy of Sciences of the Czech Republic, Pod vodárenskou veží 4, 182 08 Prague 8, Czech Republic.
- [14] M. Kass, A. Witkin, and D. Terzopoulos. “**Snakes: Active contour models**”, Intl. J. of Computer Vision, pages 321–331, 1988.
- [15] David F. Rogers, “**Procedural Elements For Computer Graphics**”, McGraw-Hill Book Company, 1988.
- [16] Eric J. Stollnitz, Tony D. DeRose, David H. Salesin, “**Wavelet for Computer Graphics Theory and Applications**” Morgan Kaufmann Publishers Inc.
- [17] Gilbert Strang, Truong Nguyen. “**Wavelets and Filter Banks**”, Wellesley-Cambridge Press
- [18] สมศักดิ์ เบมวิวท “การแก้ไขพื้นผิวแบบหลายระดับความละเอียดโดยใช้การแปลงเวลฟเล็ต” วิทยานิพนธ์วิศวกรรมศาสตรมหาบัณฑิต สาขาวิศวกรรมอิเล็กทรอนิกส์ บัณฑิตวิทยาลัย, สถาบันเทคโนโลยีพระจอมเกล้าเจ้าคุณทหารลาดกระบัง.
- [19] Larry S. Shapiro, “**Affine Analysis of Image Sequences**” Cambridge University Press, 1955.
- [20] Franc Solina, Peter Peer, Borut Batagelj, Samo Juvan, Jure Kovac, “**Color-Based Face Detection in the “15 seconds of frame” art installation**”, In: Mirage 2003, Conference on Computer Vision / Computer Calibration for Model-Based Imaging, Rendering, Image Analysis and Graphical Special Effects, March 10-11 2003, INRIA Rocquencourt, France, Wilfried Philips, Rocquencourt, INRIA, 2003 pp. 38-47.