Abstract

We present a survey paper on state of the art methods of 2D to 3D image and/or video conversion. In this modern era 3D hardware popularity is increased but, 3D contents are still dominated by its 2D counterpart. Until now many researchers have proposed different methods to close this gap. Mainly, these conversion methods are categorized in an automatic method and semi-automatic method. In an automatic method human intervention is not involved, where as in semi-automatic method human operator is involved. There are distinct attributes that can be considered during conversion, like for video conversion motion is mostly considered parameter; while for image conversion local attributes of images were considered.
Computational time and design cost are the main design metrics that should be considered while designing algorithm.

References


Index Terms

Computer Science

Image Processing

Keywords

Image Conversion  Video Conversion  2d To 3d  Automatic  Semi-automatic.