

Abstract: "The next best underwater view"

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To image in high resolution large and occlusion-prone scenes, a camera must move above and around. Degradation of visibility due to geometric occlusions and distances is exacerbated by scattering underwater. Moreover, underwater and in other media, artificial lighting is needed. We propose to jointly optimize the path of platforms carrying either a camera or a light source. The work generalizes the next best view concept of robot vision to scattering media and cooperative movable lighting.