



## ACCURATE DEPTH-MAP ESTIMATION FOR 3D FACE MODELING (WedPmPO4)

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### ★ Abstract :

In the past few years several systems for tridimensional face reconstruction based on the analysis of 2D images have been proposed. The main goal of these systems is to provide fast and reliable 3D information to face recognition systems. Nevertheless, nowadays, affordable systems that guarantees an high level of details and fast processing time using commercial devices are far from be realized. In this paper we propose a novel approach for a detailed depth-map extraction of the analyzed face from a set of three calibrated cameras. The proposed algorithm is based on a fast re-implementation of graph-cuts approach and guarantees attractive results in a few seconds.