Fundamentals of Three-dimensional Digital Image Processing

By Junichiro Toriwaki, Hiroyuki Yoshida

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Self-contained, accessible, and mathematically precise, this book serves as an introduction to the field of 3-D digital image processing, providing information that can be used immediately in practical algorithms for the analysis of 3-D data sets.

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Editorial Review

Review

From the reviews:

"This book is a detailed description of the basics of 3-dimensional (3D) digital image processing, in particular the processing of images from techniques such as CT, MRI, and nuclear emission tomography. … The targeted audience is primarily graduate students and scientists in biomedical engineering and medical physics. … I would like to congratulate the authors for making available this book detailing the steps of filtering, processing, and rendering medical images." (Tinsu Pan, The Journal of Nuclear Medicine, June, 2010)

"Fundamentals of Three-Dimensional Digital Image Processing … is an informative thought-provoking publication that unveils some mysteries of computing 3D images that are contemporary used medicine industry. It presents insight not only into the data structures that are used in 3D imaging but also some most important algorithms for 3D image processing. … The proposed graph-based data structure has excellent properties. … My personal recommendation is that the book is worth reading and the reader gets insight in how it should be done professionally." (Cad Cam Development, March, 2011)

From the Back Cover

There are many areas of science and engineering where three-dimensional (3-D) discrete data are collected and analyzed, such as medical imaging and geoscience. To design and to prove the validity of computational procedures for processing and analysis of such data, the need for a mathematical theory and algorithms for image processing is essential.

Self-contained, accessible, and mathematically precise, this book serves as an introduction to the field of 3-D digital image processing, providing information that can be used immediately in practical algorithms for the analysis of 3-D data sets. By presenting problems of processing and analysis of practical 3-D data sets, readers will find the descriptions clear and accessible as concepts and methods are carefully introduced, defined, and illustrated with examples.

A key textbook for graduates and resource for all working in areas of multidimensional image processing and analysis, this book is also excellent for self-study for practitioners in the field of 3-D digital image processing.

Users Review

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Marvin Gamez:

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