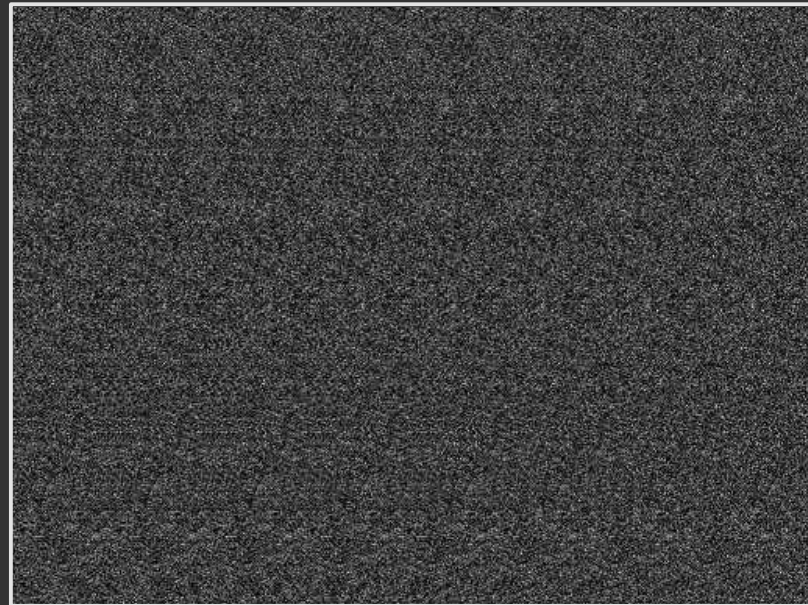
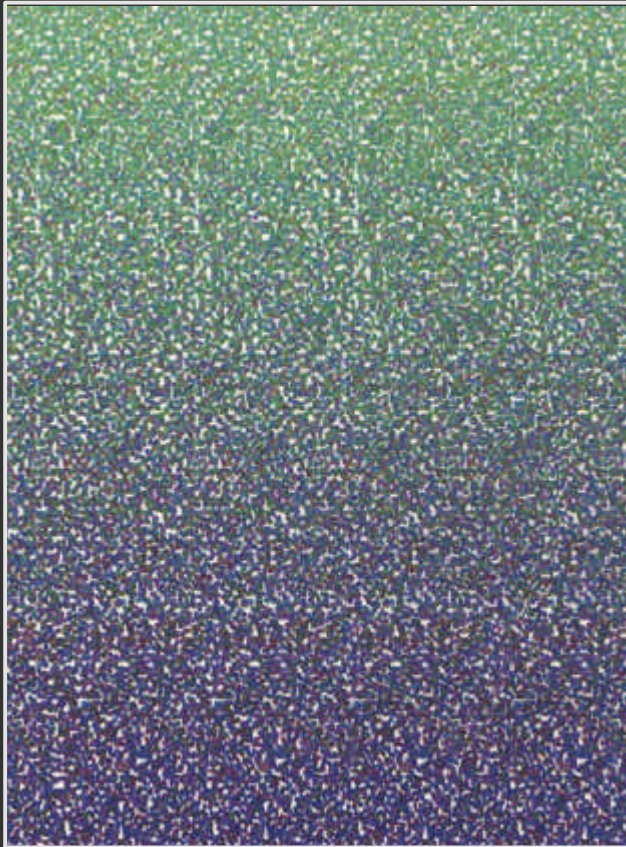


An Autostereogram Decoder

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April 17, 2003

Autostereograms



Decoding autostereograms

Observation:

- Autostereograms encode a depth image
- Depth image can be difficult to see

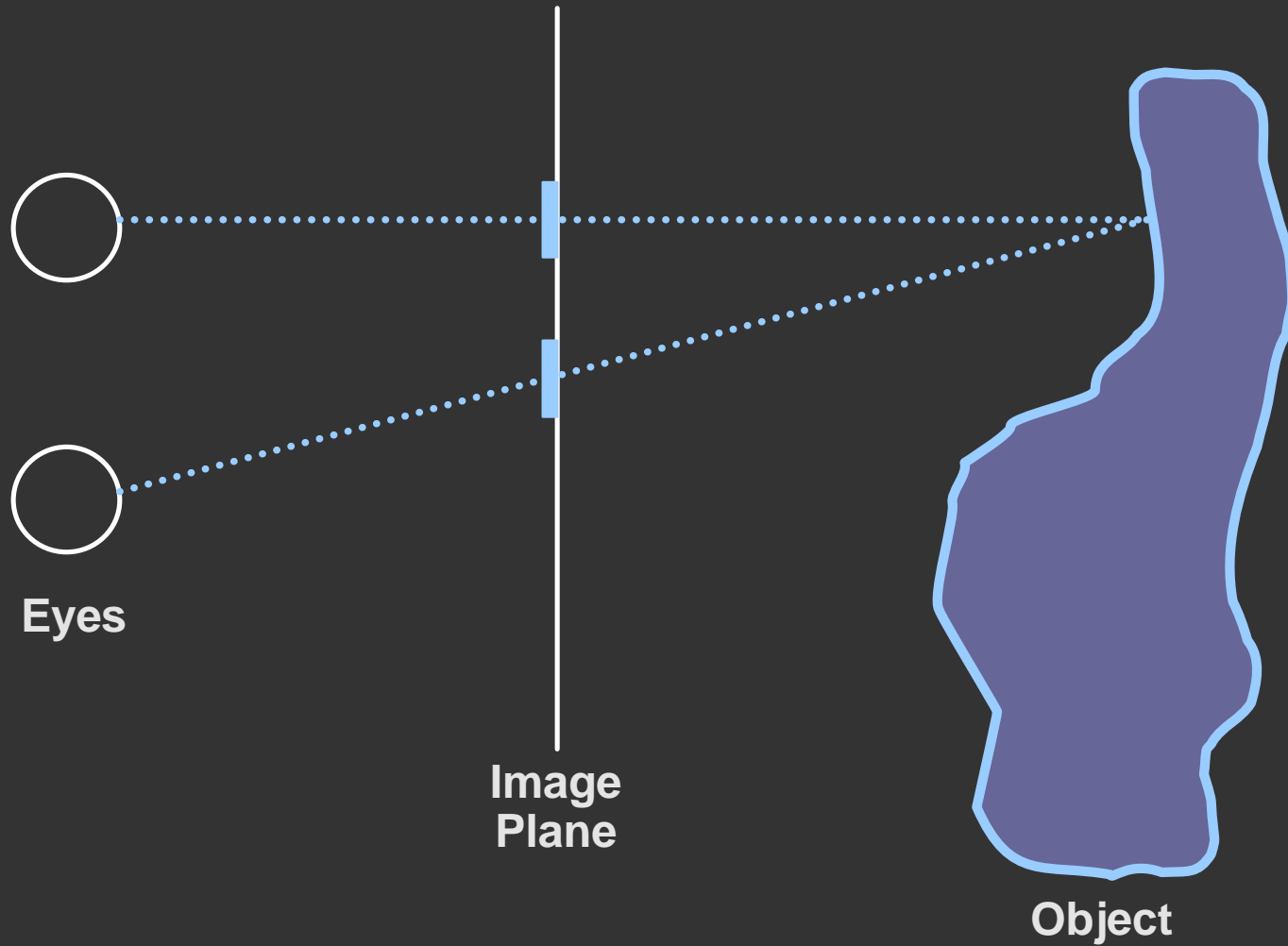
Goal:

Make depth image visible

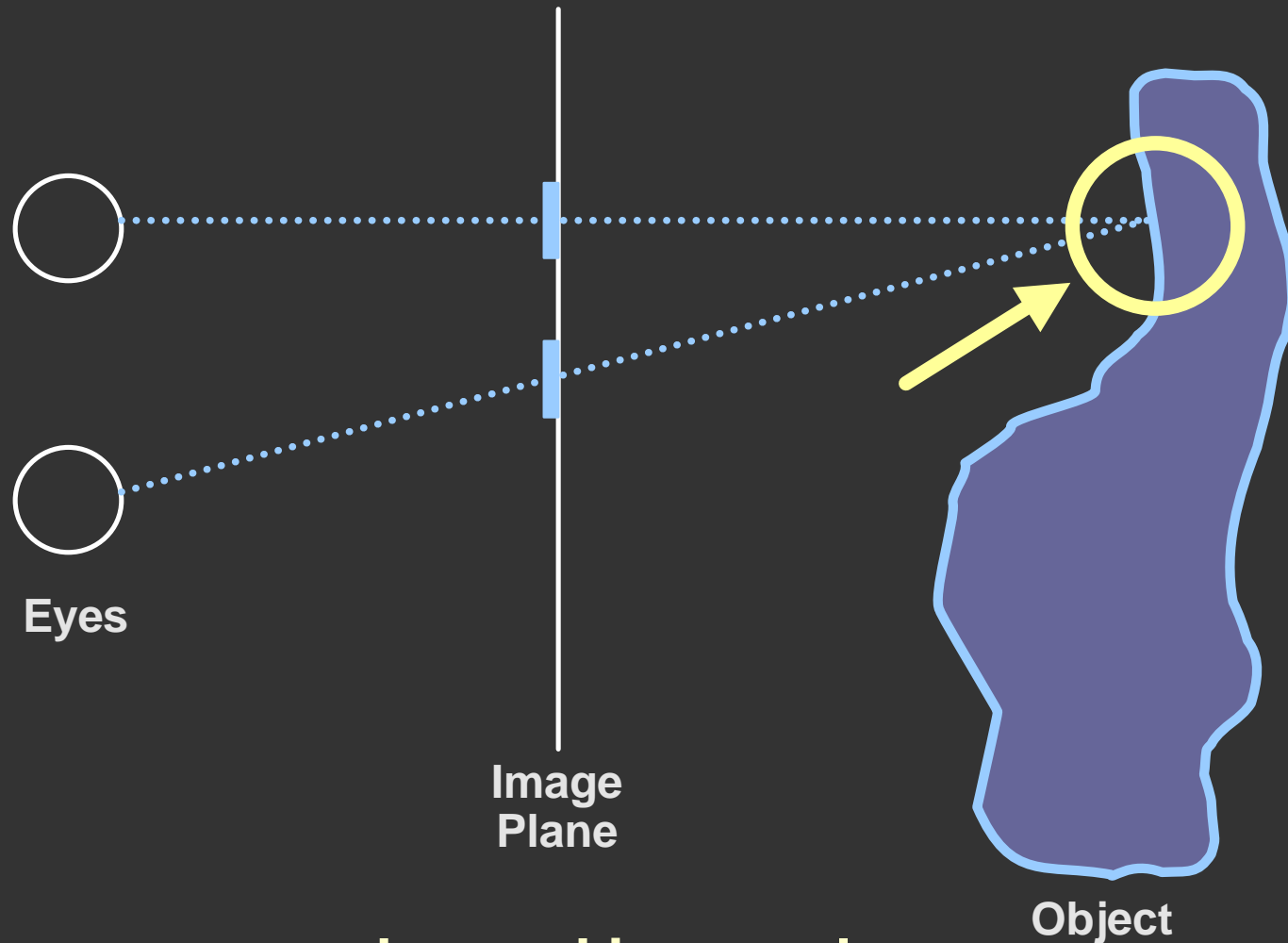
Method:

Extract depth image using a computer

Making a hidden object

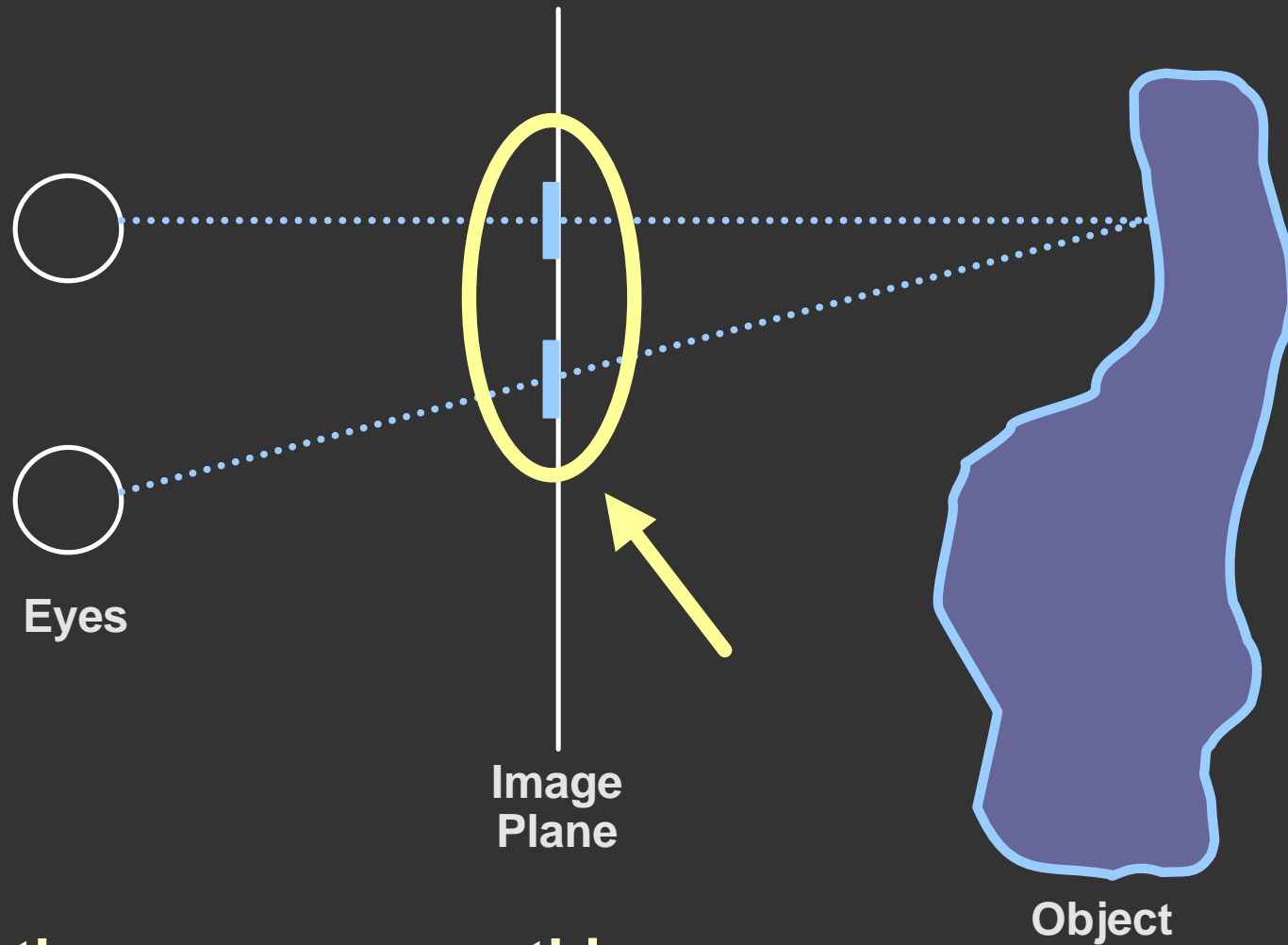


Making a hidden object



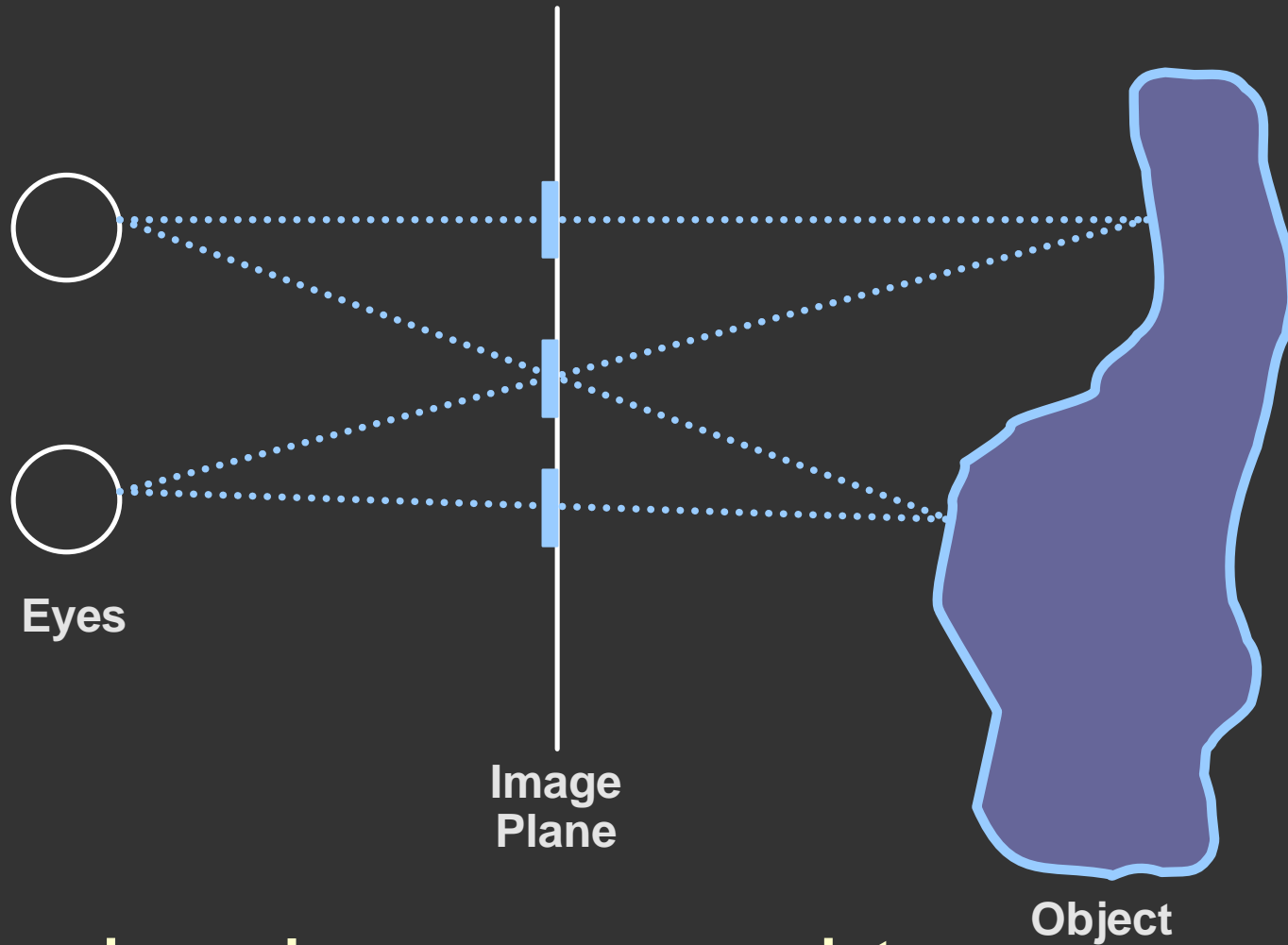
Eyes converge beyond image plane

Making a hidden object



Both eyes see same thing

A special case



Two views share a common point

Making the autostereogram



Eyes

Image
Plane

Given depth image...
For each scanline...

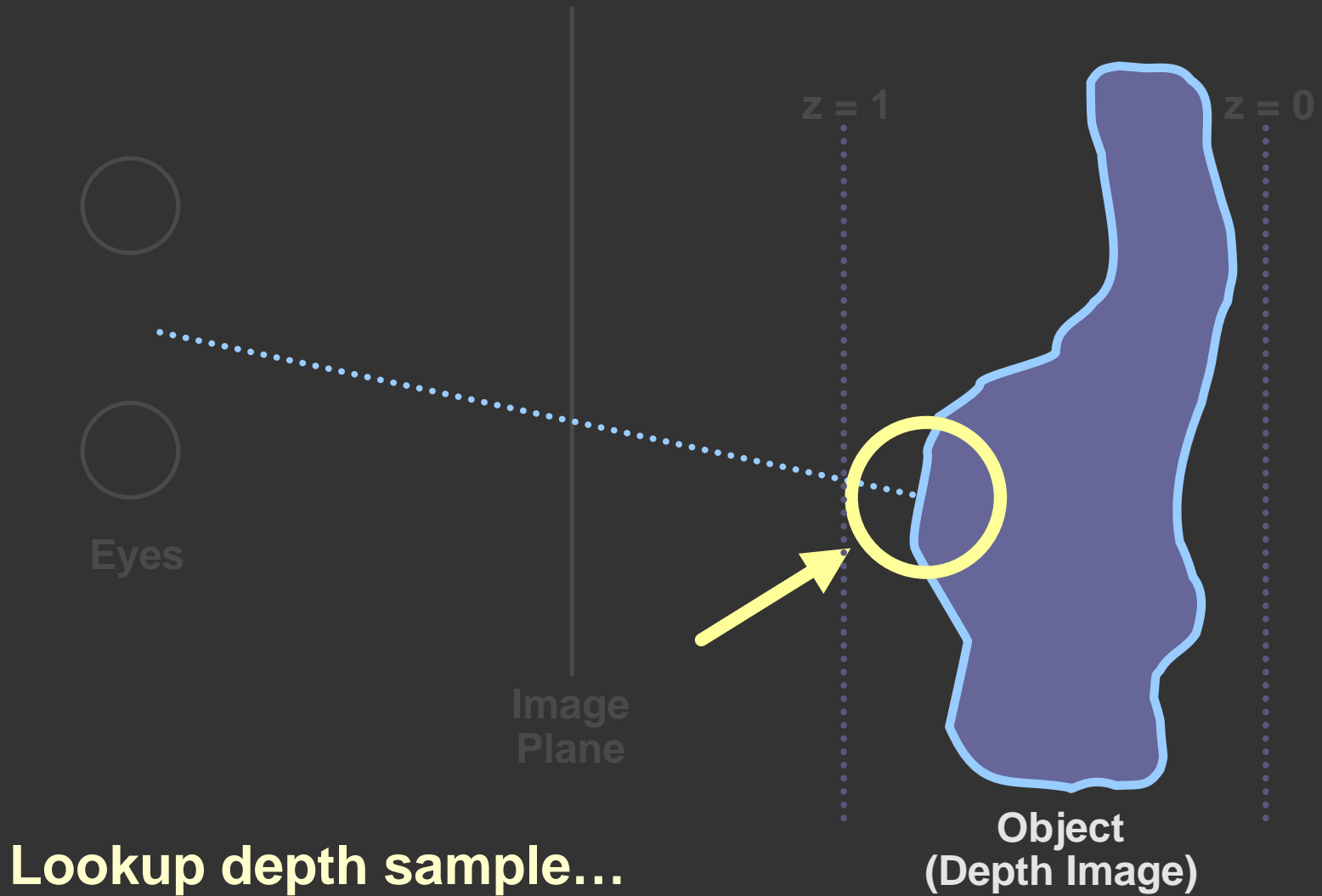
$z = 1$

$z = 0$

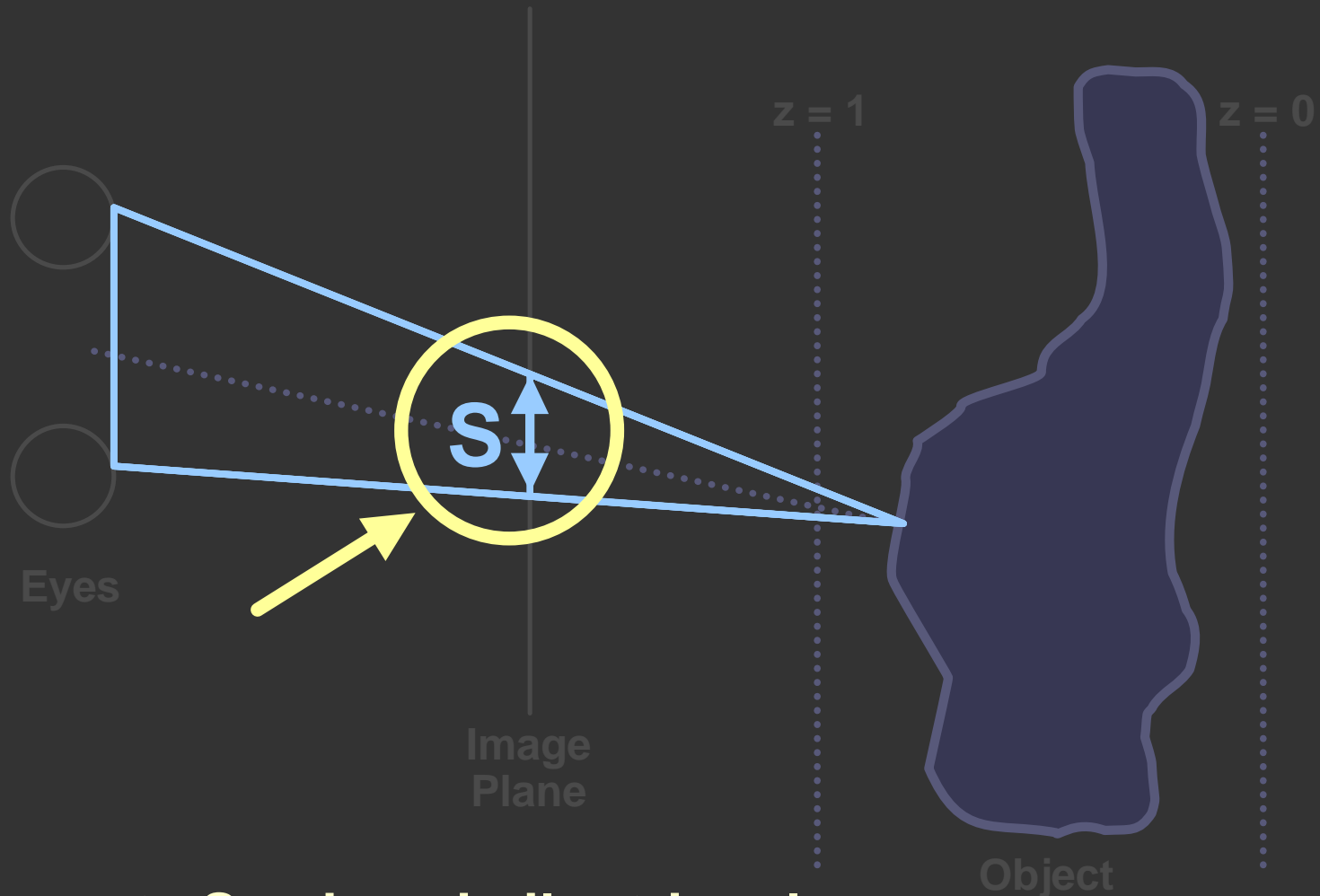


Object
(Depth Image)

Making the autostereogram

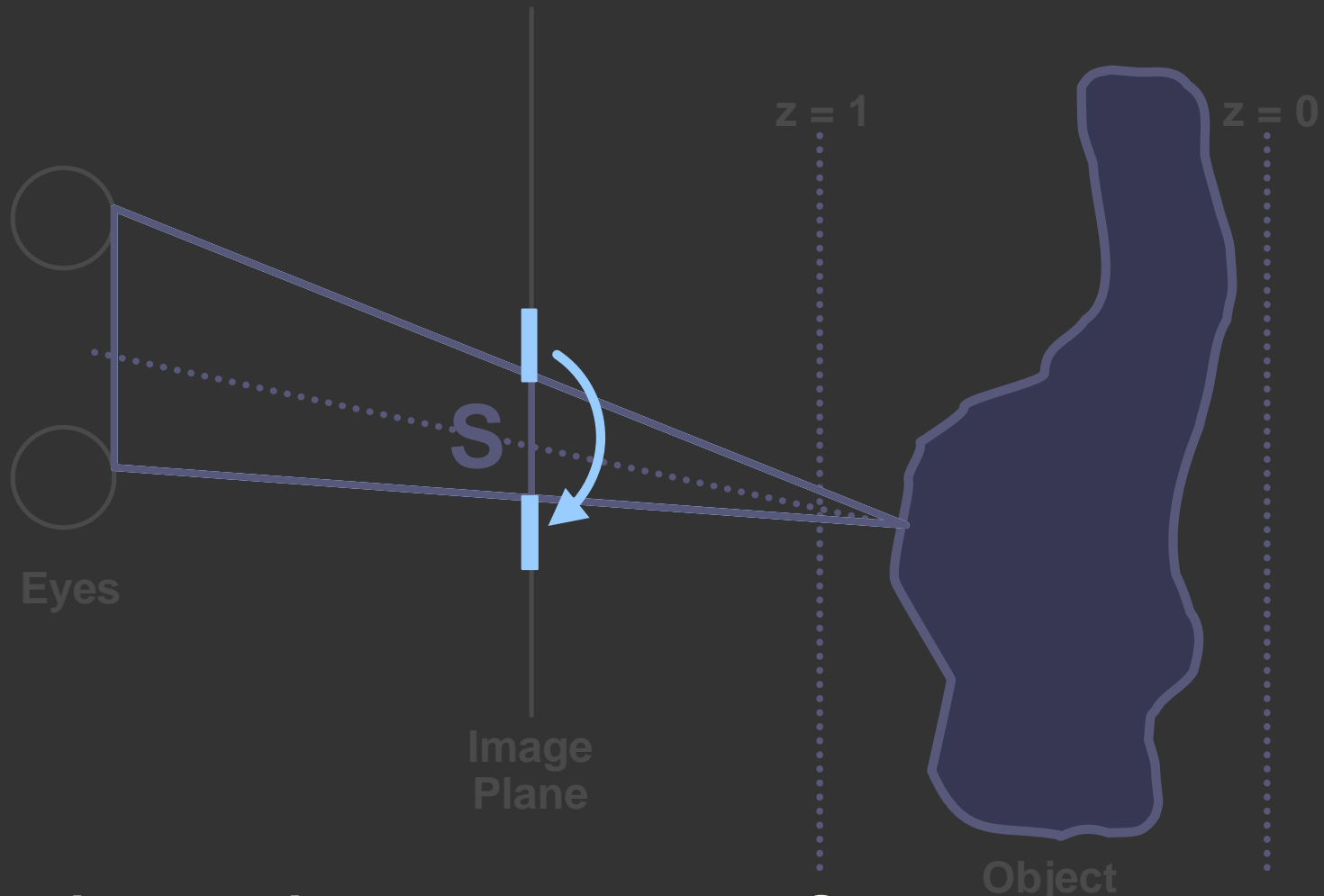


Making the autostereogram



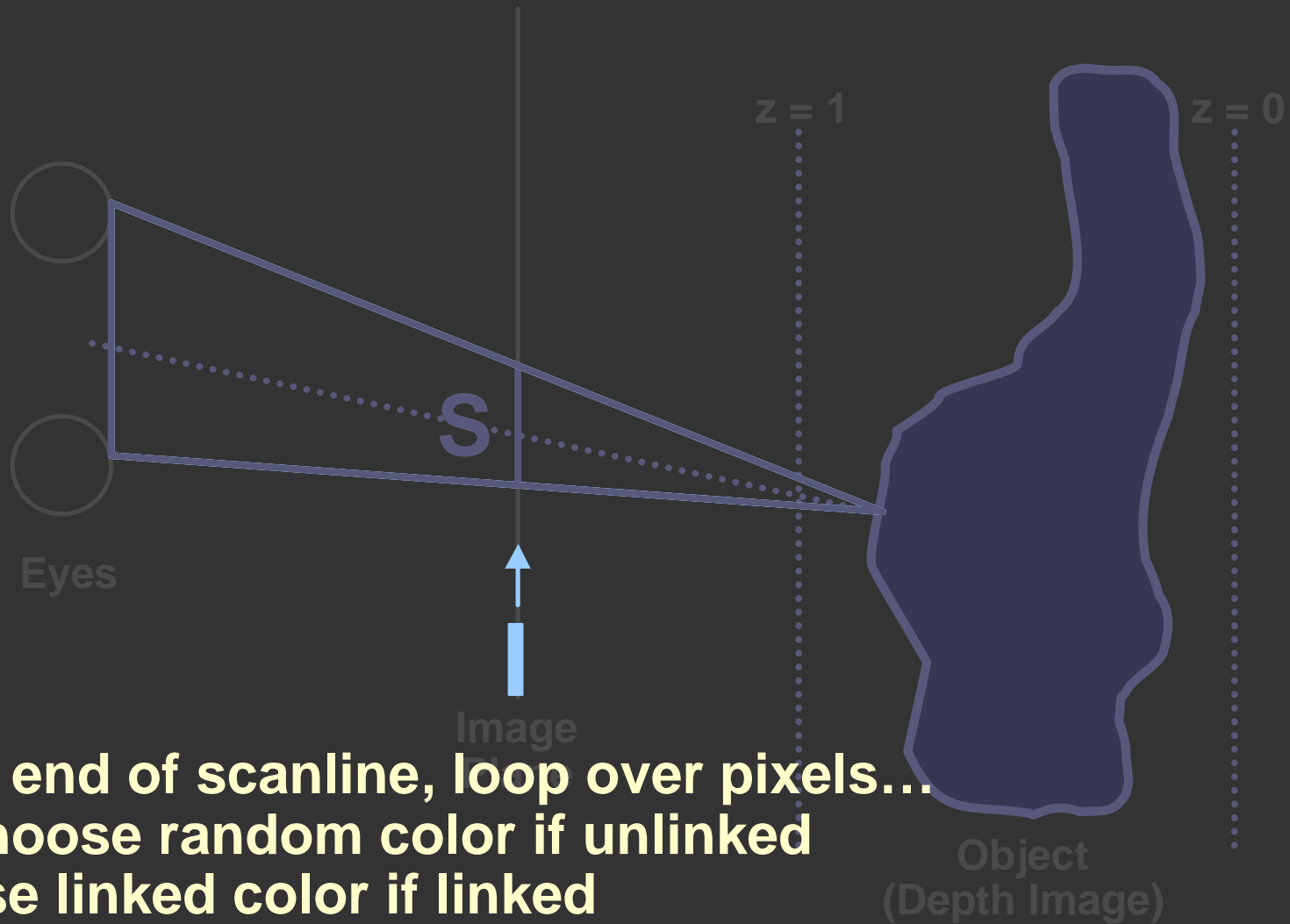
Compute S using similar triangles... (Depth Image)

Making the autostereogram



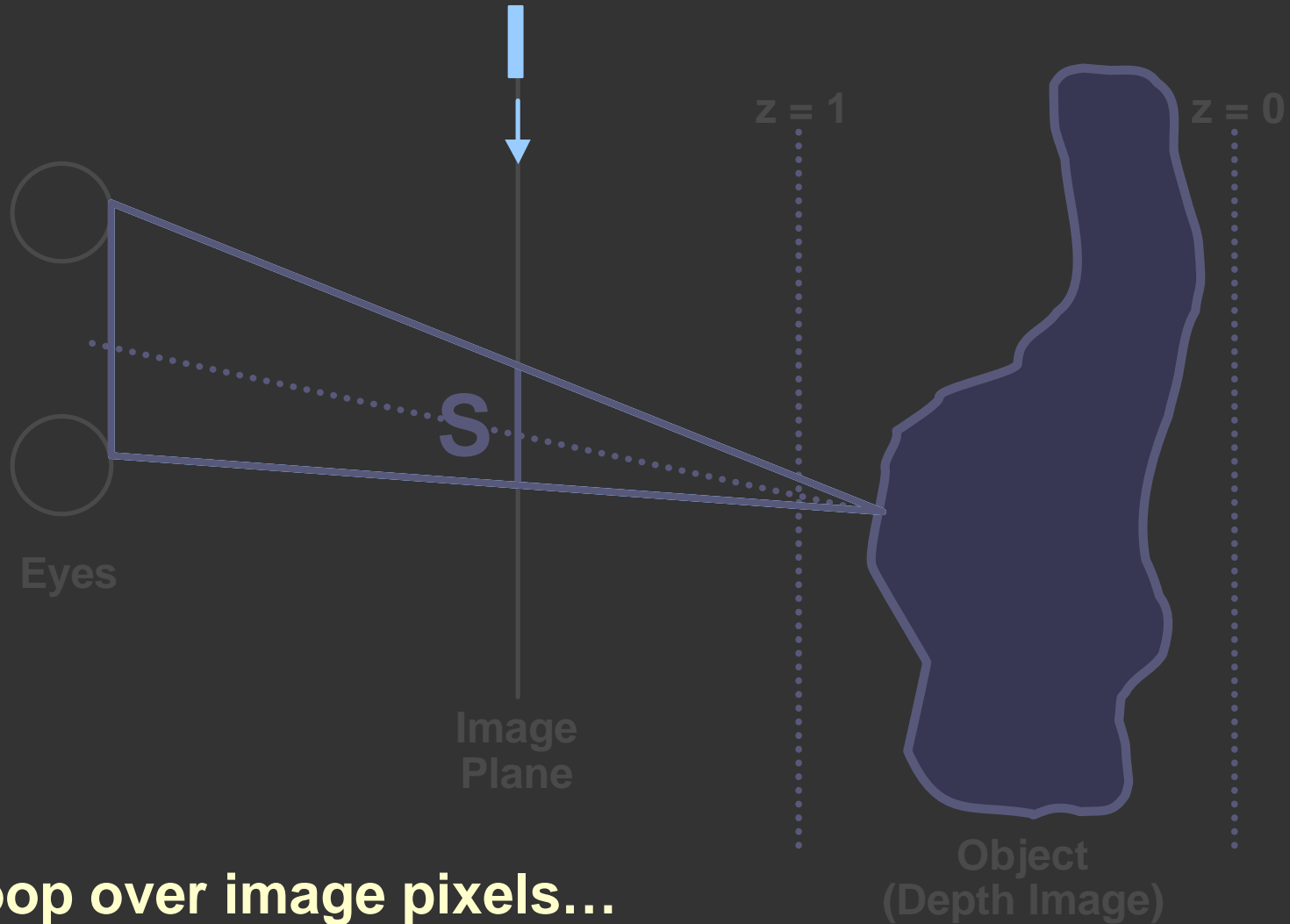
Link image pixels separated by S to be the same

Making the autostereogram



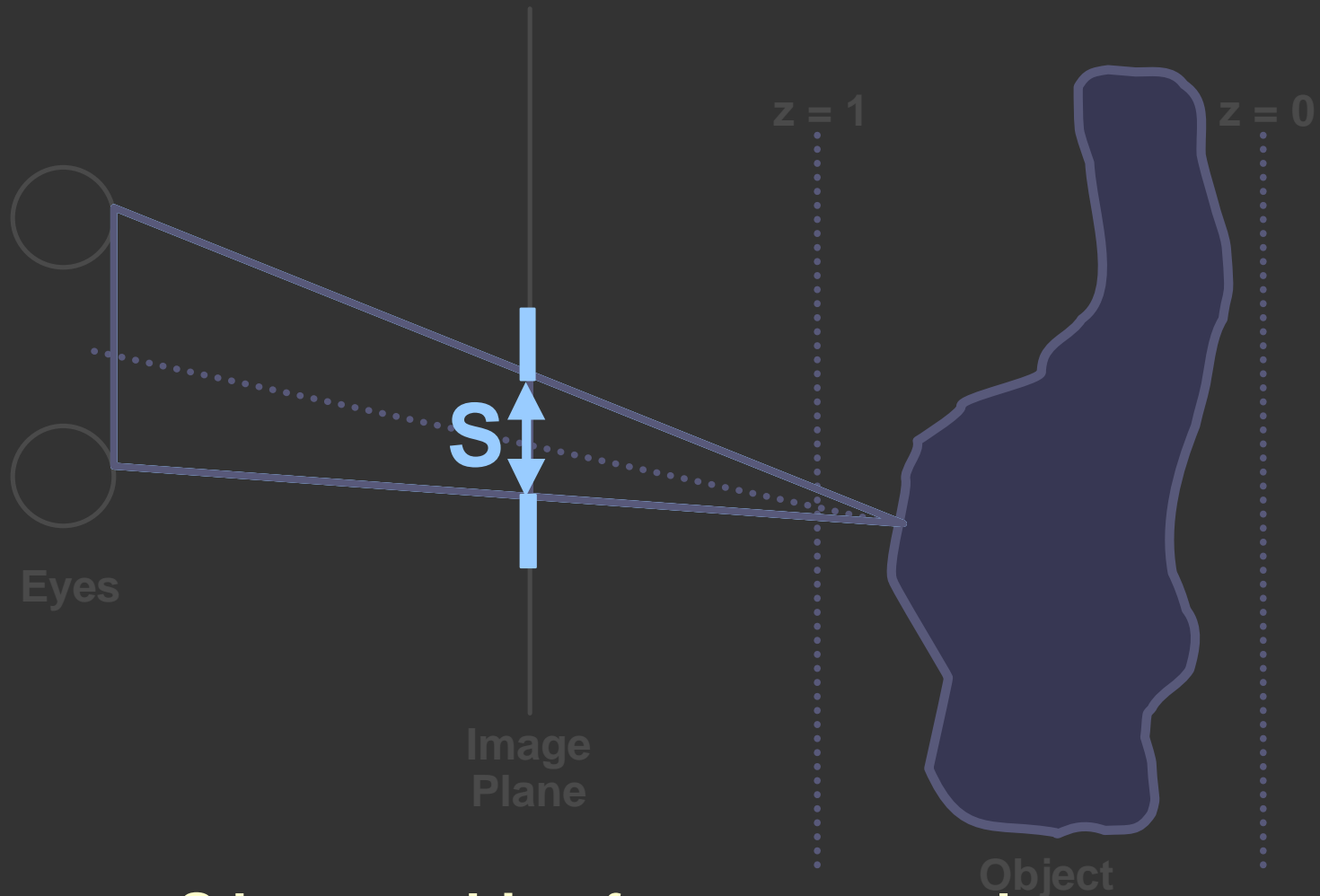
At end of scanline, loop over pixels...
Choose random color if unlinked
Use linked color if linked

Decoding the autostereogram



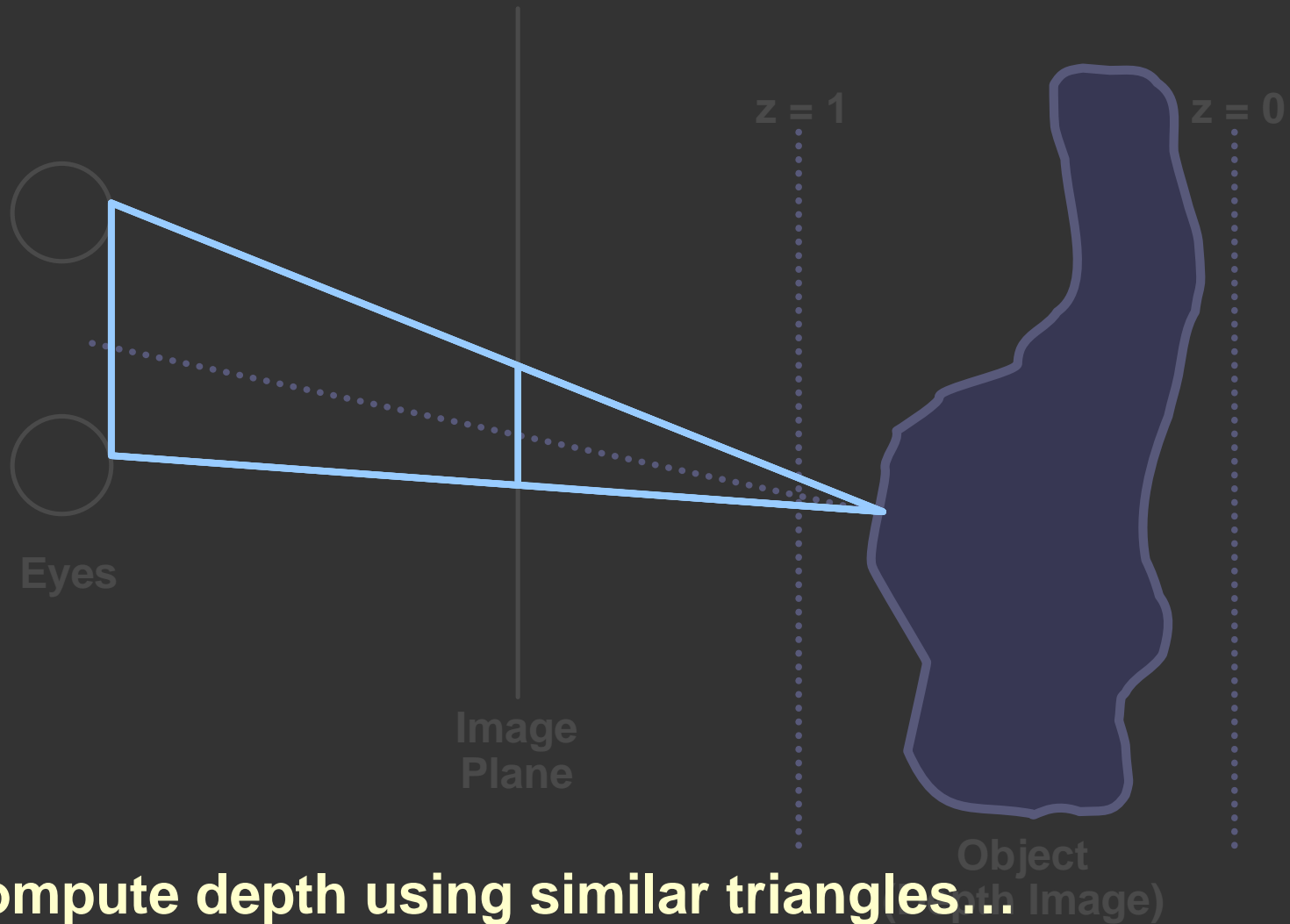
Loop over image pixels...

Decoding the autostereogram



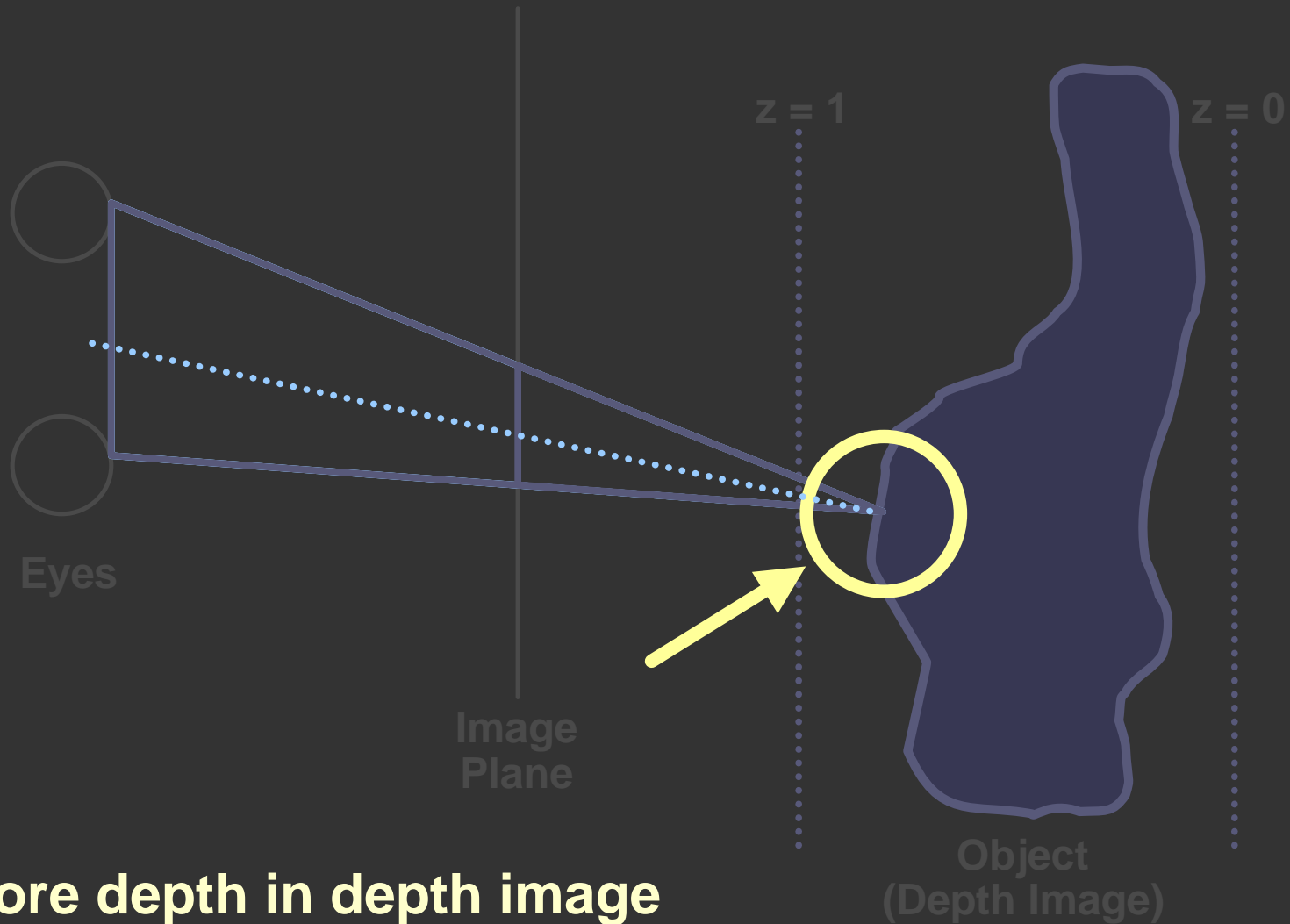
Recover S by searching for correspondence...

Decoding the autostereogram

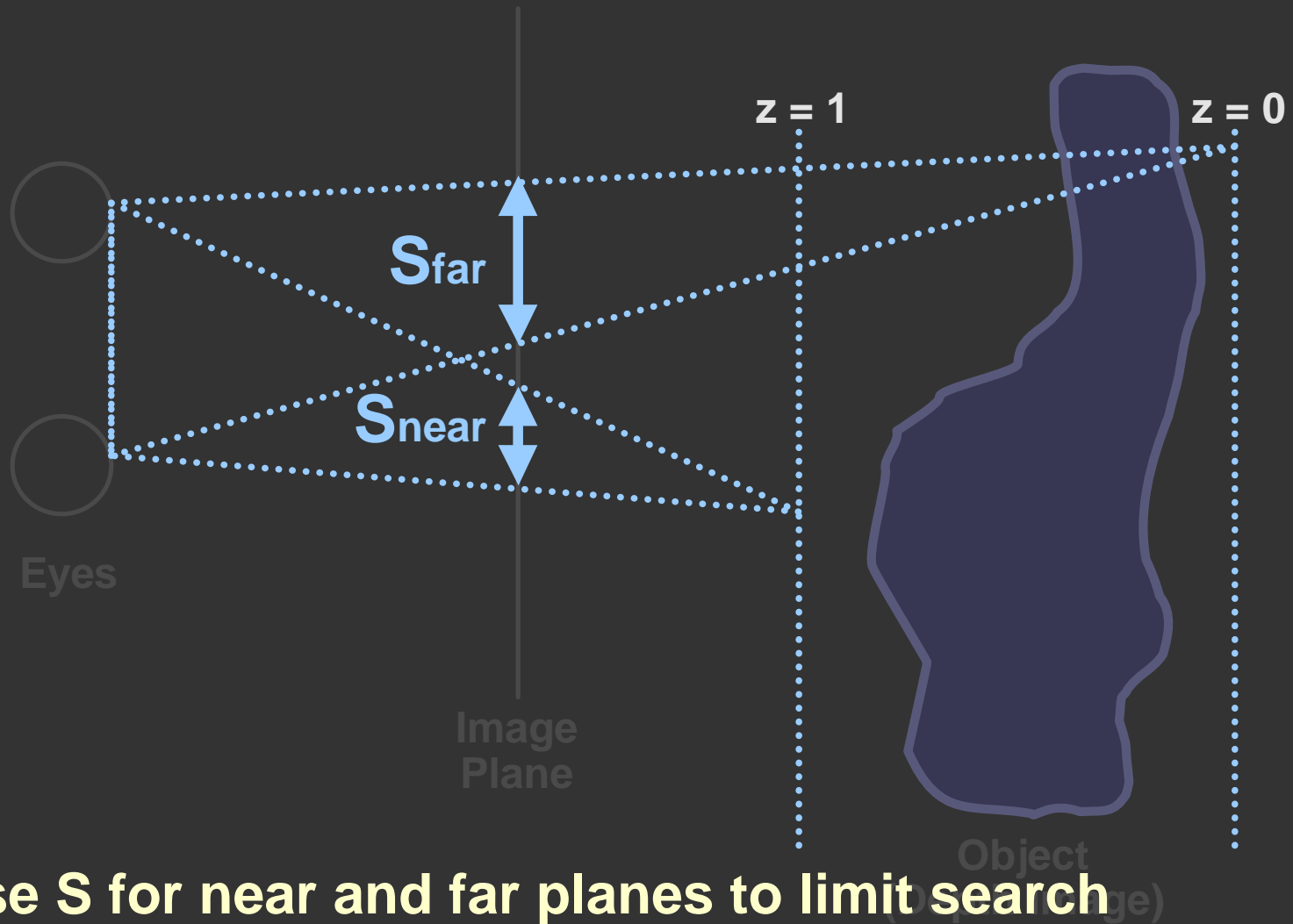


Compute depth using similar triangles...

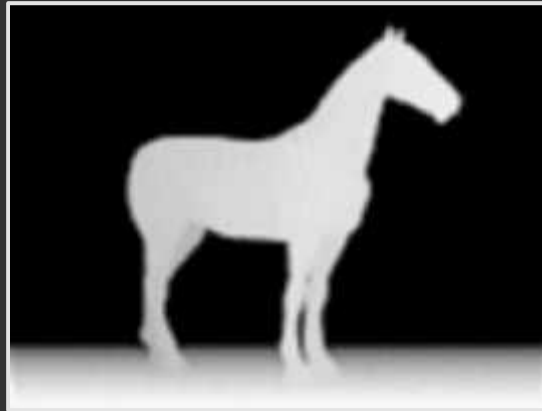
Decoding the autostereogram



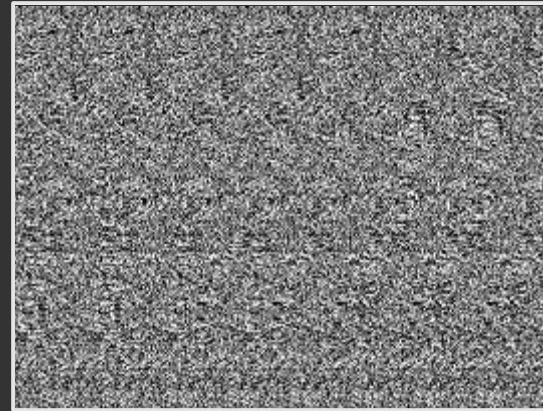
Limiting the search



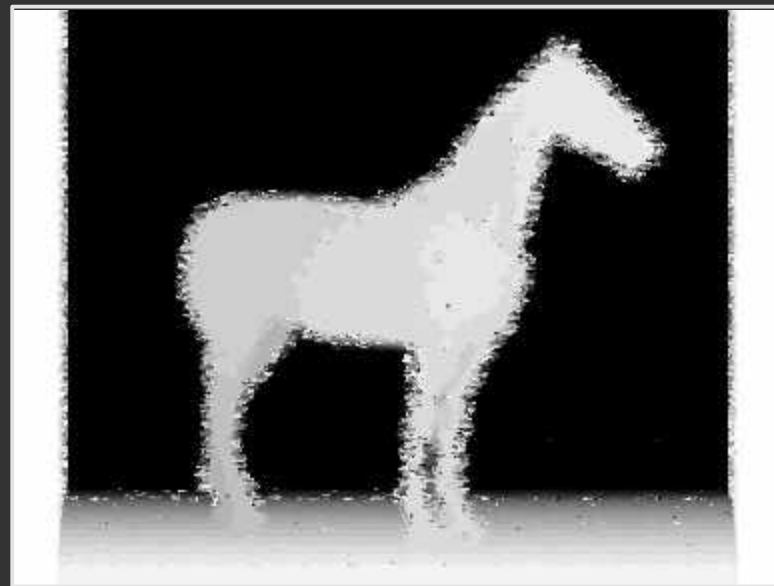
Results



Original depth image

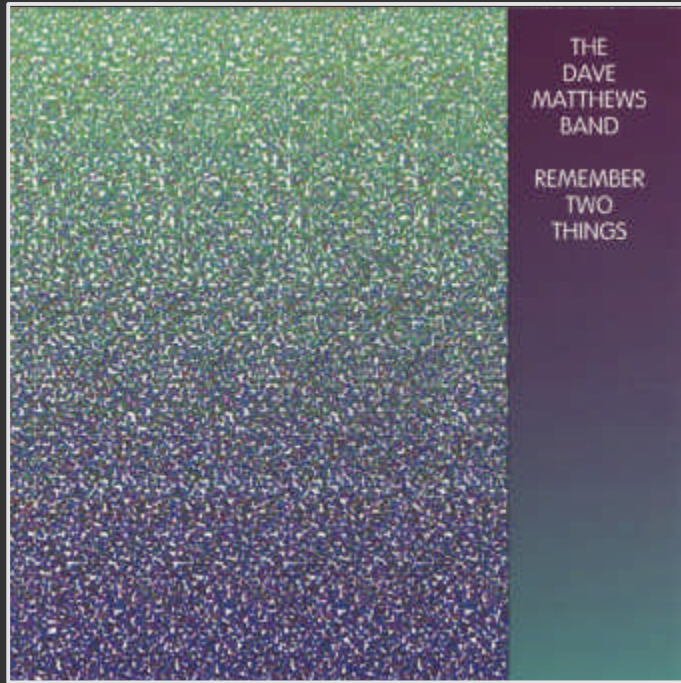


Autostereogram

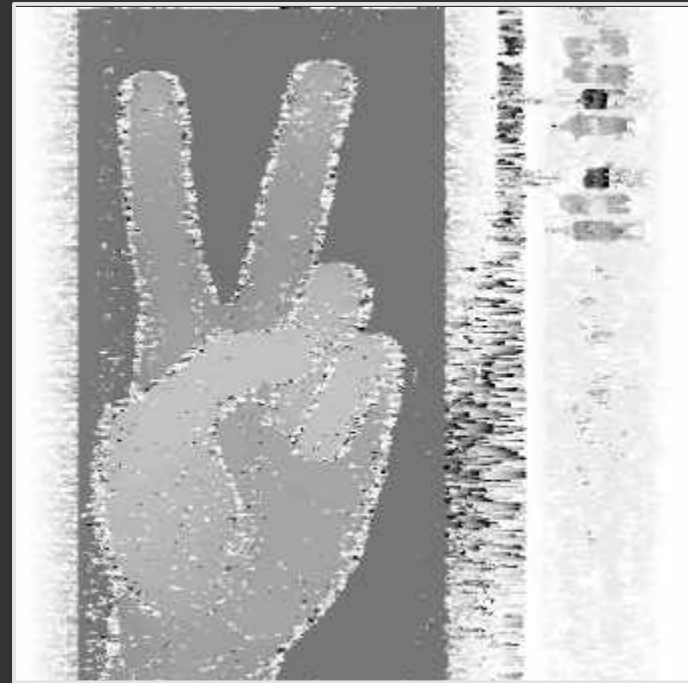


Decoded depth image

Results

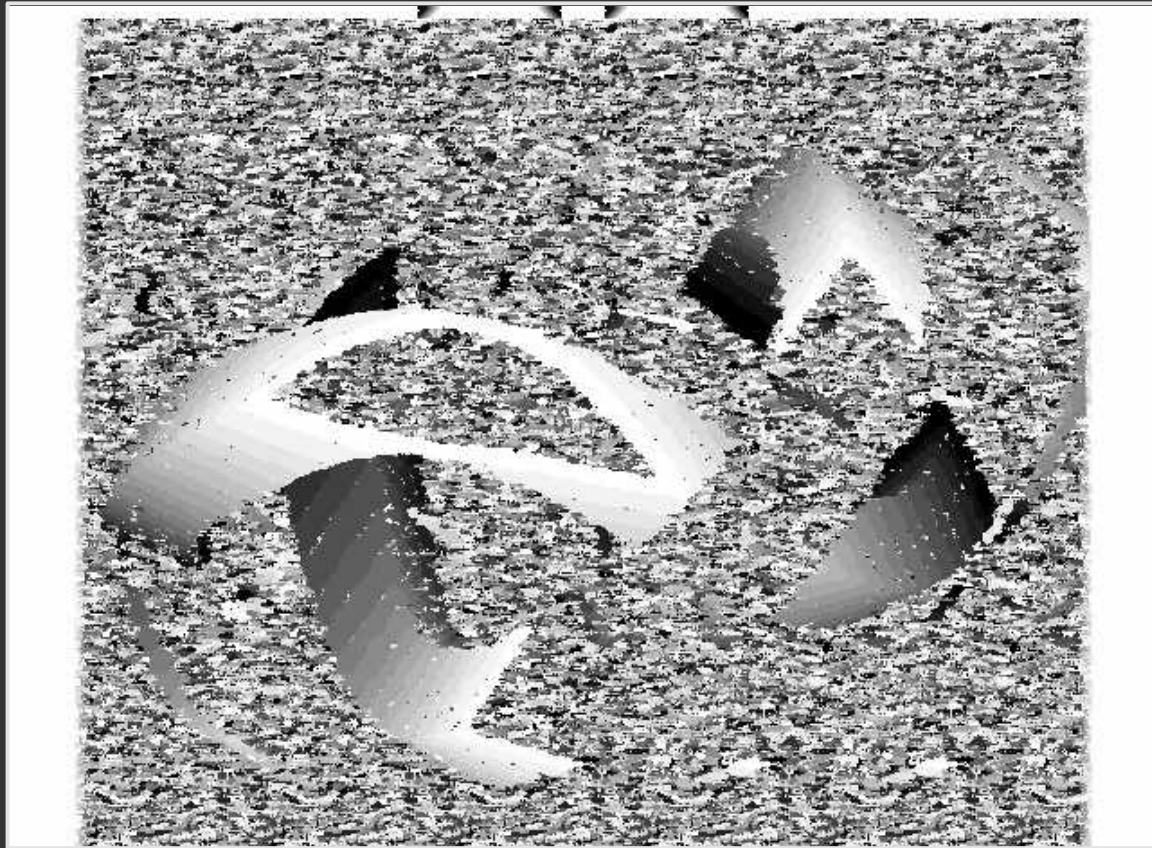


Album cover



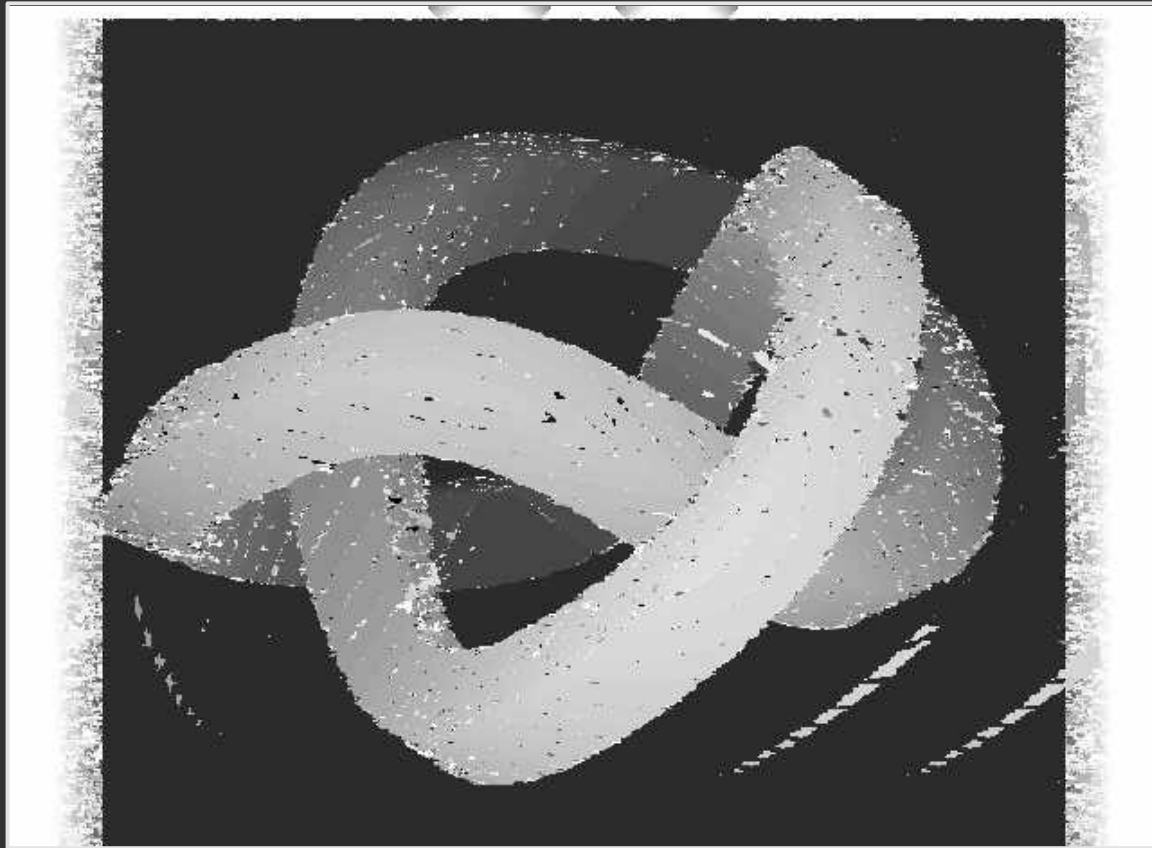
Peace sign

Problems



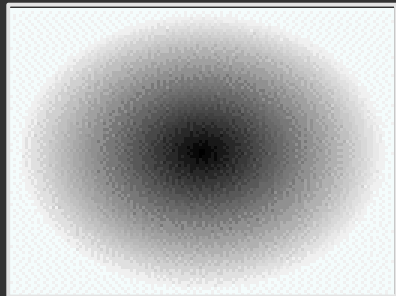
Insufficient search for
corrsponding points

Problems

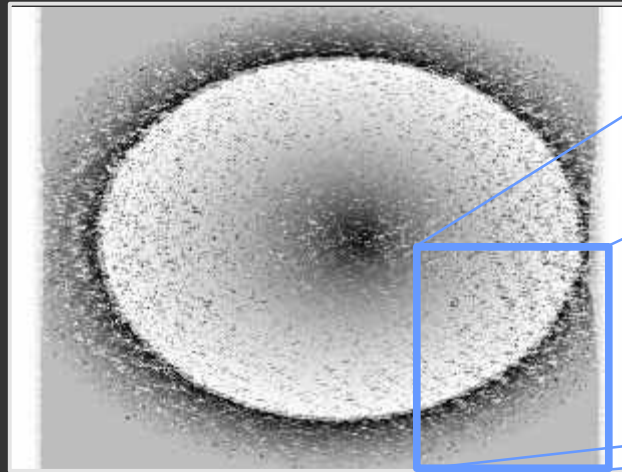


Searching nearer and farther
fixes depth image

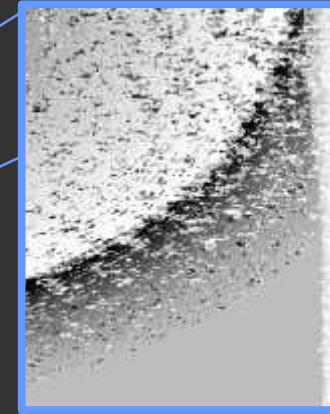
Problems



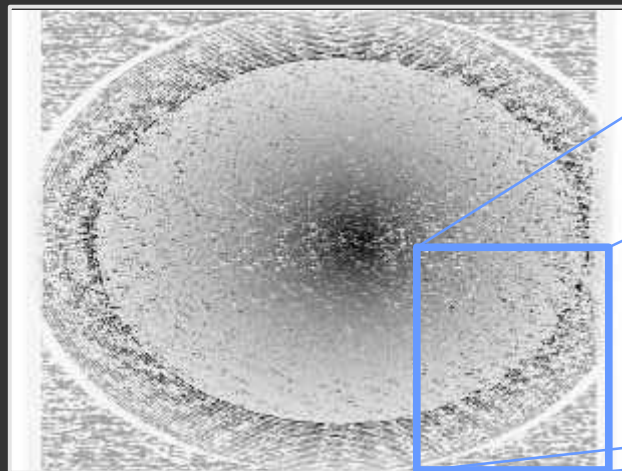
Correct depth image



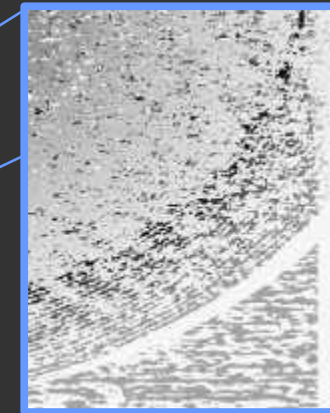
Near = 70



Wrong depths



Near = 40



Noisy background