

Title (en)

METHOD FOR CREATING AND/OR UPDATING TEXTURES OF BACKGROUND OBJECT MODELS, VIDEO MONITORING SYSTEM FOR CARRYING OUT THE METHOD, AND COMPUTER PROGRAM

Title (de)

VERFAHREN ZUR ERZEUGUNG UND AKTUALISIERUNG VON TEXTUREN VON DREI-DIMENSIONALEN AUS MEHREREN BILDERN REKONSTRUIEREN HINTERGRUNDMODELLEN FÜR EIN VIDEOÜBERWACHUNGSSYSTEM

Title (fr)

PROCÉDÉ POUR CRÉER ET/OU ACTUALISER DES TEXTURES DE MODÈLES D'OBJETS D'ARRIÈRE-PLAN, SYSTÈME DE VIDÉOSURVEILLANCE POUR LA MISE EN UVRE DU PROCÉDÉ, ET PROGRAMME INFORMATIQUE

Publication

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Application

**EP 08804058 A 20080911**

Priority

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Abstract (en)

[origin: WO2009049973A2] Video monitoring systems are used for camera-supported monitoring of relevant areas, and usually comprise a plurality of monitoring cameras placed in the relevant areas for recording monitoring scenes. The monitoring scenes may be, for example, parking lots, intersections, streets, plazas, but also regions within buildings, plants, hospitals, or the like. In order to simplify the analysis of the monitoring scenes by monitoring personnel, the invention proposes displaying at least the background of the monitoring scene on a monitor as a virtual reality in the form of a three-dimensional scene model using background object models. The invention proposes a method for creating and/or updating textures of background object models in the three-dimensional scene model, wherein a background image of the monitoring scene is formed from one or more camera images 1 of the monitoring scene, wherein the background image is projected onto the scene model, and wherein textures of the background object models are created and/or updated based on the projected background image.

IPC 8 full level

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CPC (source: EP US)

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Citation (search report)

See references of WO 2009049973A2

Citation (examination)

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