

Poster Presentation

## [3DSAp2/3Dp2]3D and Hyper-realistic Displays and Applications 2

Thu. Nov 28, 2019 2:30 PM - 5:00 PM Main Hall (1F)

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### [3DSAp2/3Dp2-11]Texture-based Depth Frame Interpolation for Precise 2D to 3D Conversion

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Keywords:2D-to-3D video, Depth Estimation, Depth Interpolation

A texture-based depth interpolation system was proposed. It can interpolate two depth keyframes, by combining depth estimation, error compensation, noise elimination, and forward/backward depth merging. Results confirmed that errors in the estimated depth are few. The bi-directional propagation can overcome the occlusion of objects and handle the zoom in/out circumstance.