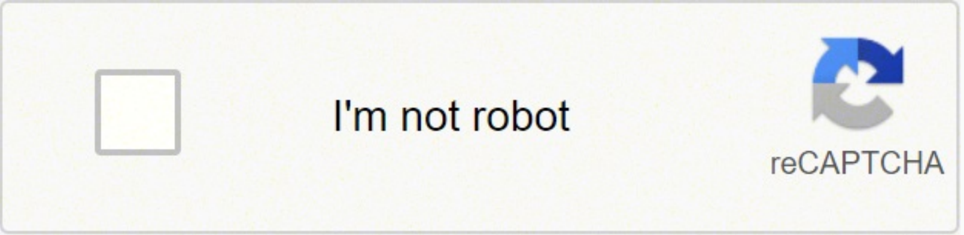
Beaumaris pier fishing report



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Spring in Brighton, England for other uses, see West Pier (disambiguation). West Pierremains of the West Pier in 2018Typeasure PierlocaleBrightonofficialÂ Namewest Perfunderwest Pier TreedCharacteristsTotal'leonglight1,115 feet (340 m) [1] HistorialDesignereugenius Birchopening 'Date 6 October 1866 Closure 1975 ° 49555 ° 49 215 €'Wi'ï »50.82083 ° Iofficial Degree Namethe West Pierdesigned9 October 1969.reference No.1381655 The West Pier is a spring in Brighton, England. It was designed by Eugenius Birch and opened in 1866. It was the first quay that I will qualify in England and Wales, but it has become increasingly abandoned since its closure to the public in 1975. From 2021 [updating] only a partial frame of metal remains. The dock was built during a boom in the pleasure boarding in the 1860s, and was designed to attract tourists to Brighton. It was the second pier of the city, joining the royal dock of the suspension chain that opened in 1823. The Pier West extended in 1893, and a concert hall was added in 1916. The dock reached its maximum assistance at this time, with 2 million visitors between 1918 and 1919. His popularity began to decline after World War II, and the concerts were replaced by a funfair and a Tearoom. A local company took over the property of the dock in 1965, but was unable to meet the highest maintenance cost and declared bankrupt. The dock closed to the public in 1975 and fell in bad shape. It gradually collapsed in the early 21st century. The main sections collapsed during the storms at the end of 2002, and two separate fires, both thought they were fires, [2] in March and May 2003 they destroyed most of the remaining structure, which led to thethe English inheritance declaring it beyond reparation. A structured demolition took place in 2010 to make way for the I360 Observation Tower; more structural structural From the storms it has happened since then. The West Pier Trust possesses the remains and has proposed several renovation plans. Local residents and the owners of the Palace dock have opposed some plans, alleging unfair competition. History 19th century The opening of the west dock in 1866 of Illustrated London News. The West Pier was built during a boom of recreational springs construction in the DÃ © each of 1860, during which 22 new docks were erected throughout Great Britain. [3] It was designed by the architect Eugenius Birch as a place for visitors to enjoy the fresh air of the sea. [4] Some wealthy residents of the nearby Plaza de la Regencia were opposed to the construction, complaining that the toll houses provided at the entrance spoil the view of the sea from their homes. It was considered that the dock would have a positive effect on the value of the properties of the city, so the dock was approved [5]. The construction began in 1863 and the pier opened the public on October 6, 1866. [3] West Pier around 1900. At that time a central band support and full-length meteorologic screens had been added. A pavilion had been inaugurated in 1893. The spring had a length of 1,115 feet (340 m) and a width of 310 feet (94 m) at the pier header. [6] It was built with threaded columns of cast iron screwed on the seabed. [7] The iron of the superstructure was manufactured by Robert Laidlaw, with a Â «Oriental.â" style, open, the pier was equipped with gas lamps with ornamental snakes, which had been directly influenced by similar examples within From the nearby Royal Pavilion. [3] The dock had ornamental homes, two toll houses and glass screens at the dock header to protect visitors from climate. [8] A New Scientist report that covered the docks of Great Britain called the Birch dock the Â «Work In 1893, the pier was extended under the supervision of Birch's nephew, Peregrine, who added a pavilion with capacity for 1400 people. [7] After the Royal Suspension Chain Pier was demolished after a storm in 1896, the West Pier became the unique in in front of the sea to the construction of the Palace Pier.[10] 20th Century The West Pier to 1920. The dock had won a new concert hall in 1916, and attracted 2 million visitors between 1918 and 1919. In April 1900, seven HMS Desperate sailors drowned due to bad weather as they approached the dock.[11] At the beginning of the 20th century, the previous priority of good sea air at the dock had been replaced by a desire for public entertainment.[13] The dock reached record levels of assistance in the early twentieth century, attracting about 1.5 million visitors between 1910 and 1911. Assistance decreased due to the beginning of World War I, but resumed later, with about 2 million visitors between 1918 and 1919.[14] The competition with the Palace Pier led to a new concert hall, designed by local architects Clayton & Black.[15] The 19th century kiosk was demolished between 1914 and 1916. It was replaced by a large concert hall of eight sides, built with cast iron arches. It was opened on April 20, 1916 with a concert by the King's Royal Rifles silver band, composed of war veterans.[14] The concert hall had its own orchestra in November, and the sale of concert tickets represented 43% of the dock's revenue in 1920.[14] The locals preferred the west dock, while the palace dock was more used by hikers.[13] In 1932 an entrance of the upper floor was added to the lobby.[7] The central deck of the dock was withdrawn during World War II to avoid enemy landings, and its popularity began to decline.[16] On November 26, 1944, a Hawker Typhoon fighter from the Royal Air Force crashed into the dock, crashing against the beach. The pilot suffered head injuries. The hunt was one of the four planes that escorted a VIP flight.[17] The west dock in 1973. TheIt was closed in 1970 due to security problems and the entire structure needed urgent repairs. The concert hall became a TÃ © room and the theater was redesigned as a restaurant at the beginning of the day of 1950. more or less at the same time, an amusement fair was added. [16] For for In the 1960s, the dock suffered serious financial difficulties. [16] In 1965, it was bought by a company that owned some beachfront hotels and entertainment venues. They had ambitions for the dock, but could not cope with increased maintenance costs. [7] Portions of wood and iron from the pier fell on the beach, and Pier's head was closed in 1970 due to security concerns. [9] [16] The dock was grade II as it was in 1969 [18] and the Board heeded the notices of mandatory repair, but the company could not afford them and opted for voluntary liquidation. [9] The rest of the dock was closed in 1975 when the Brighton Corporation refused to buy it, approving control to the Crown Estate Commissioners. [7] Attempts to restore the dock remain in 1995 after 1975, several attempts were made to restore the dock. Supporters complained that the Council was more interested in developing Brighton Marina. [9] In 1982, the pier became the only one in Great Britain to be granted status on the list. [16] The West Pier Trefret was formed to save the pier and bought it from the Council in 1983 for a pepper bean fee of Â£100, although the Council also demanded that Â£800,000 be required for immediate repairs before it could be opened to the public. A proposal to restore the dock with a 60-meter (200-foot) wheel failed after the sponsor went bankrupt. [9] Defining and damaging the pier suffered structural damage due to the Great Storm of 1987, and shoreline access was removed for safety reasons in 1991. [18] West Pier Frefe continued to offer regular pier tours throughout the 1990s. [13] In 1998, the National Lottery promised £14 million to restore the pier, but West Pier Trefer could not find a suitable partner to help with the restoration. The of the Polar Port, which had become financially self-sufficient under their own means, claimed unfair competition. In 2001, the English heritage identified the dock as the structure listed at the highest risk I in the United StatesIn December 2002, the pier partially collapsed during a storm, when a walkway that connected the concert hall and the pavilion fell to the sea. [19] The next month, the concert hall at the center of the pier collapsed, leaving the entire structure on the edge of the collapse. [16] The West Pier was burned in March 2003. On March 28, 2003, the pier pavilion burned down. Firemen could not save the building from the destruction because the collapsed walkway prevented them from reaching him. Given that fire researchers could not access the place for security reasons, [20] is unknown the cause of the fire, although it is believed to be a fire provoked. [21] A more severe fire, also intentional, was burned during May 11 and 12, 2003, consuming most of what was left of the concert hall. [16] On June 23, 2004, strong winds caused the collapse of the center of the dock the collapse of the dock. Completely. The following month, English Heritage declared the irreparable dock. [16] The West Pier Trust remained firm in that soon the complete restoration works would begin. The Removal Boxer and Local Resident Chris Eubank criticized the delays, saying that he could raise the money himself in six months. [25] In December 2004, the Trust confirmed that the restoration would not be carried out after its plans were rejected by Heritage Lottery Fund [26]. The pier was partially demolished in February 2010, in part to give way to the projected I360 observation tower. In February 2014, due to the storms, the pier parted in half and much of the center fell to the sea. [28] The waves swept the oriental side of the damaged metal skeleton, which remained after the 2003 fire. In the Brighton Fisheries Museum, a selection of rescued artifacts from the pier is exhibited. [30] Another section of the dock collapsed in 2016. [31] The construction of the I360 has The interest to build a new west dock on the site where the original was. The West Pier Trust had the hope that it could be running by 2026 in for the 160th anniversary of the pier. [32] By October 2016, confidence had come to the conclusion that the restoration of the original Western Pier was beyond any practical means. [33] Beginning in 2019, the Trust is looking to restore an octagonal Victorian-era kiosk that was rescued from the pier in 1996 and plans to raise the estimated cost by around £750,000 using a crowdfunding campaign among other ways. [34] Periodic auctioning of various remains and fragments of the pier has also begun to fund a new learning center by the sea on the site of the original kiosk. [35] Another Brighton-based organization, City Partnerships, has proposed the construction of a new pier at the original location, which would be free to enter as the original and complement the nearby Brighton Palace pier, but has been opposed by the West Pier Trust as unrealistic. [34] Art Laser Illumination in 2010 In 2010, the Western Pier was illuminated with 3D mapping lasers as part of a series of artworks by Josef O'Connor to celebrate the Chinese New Year of the Tiger.[36][37] The dock was illuminated by computer-controlled laser drawings to make it appear and disappear on the horizon, giving the appearance of reconnecting it to the shore. [38] Media appearances The pier can be seen in several movies, including Oh! QuÃ© guerra belle (1968),[13] Villain (1971) and Carry On Girls (1973) which was filmed on the dock and in locations near Brighton. [39] He was also featured in the French comedy La Course Ã l'Échalote (1975), starring Pierre Richard and Jane Birkin. [40] In Nick Cave's novel The Death of the Rabbit Munro, Bunny's son speculates about a reason for the 2003 fires. [41] The James Band filmed the video for "Just Like Fred Astaire" in and around the West Pier. [39] Mark Haddon's title in the 2016 collection The Pier Falls refers to fictitious collapse of the quay in 1970. [42] See also List of docks of the National Piers Society in the UK References Notes ^ "Brighton West". National Piers Society. Retrieved 52017. â † '"West Pier Arson Probe". Brighton Argus. March 28, 2003. Consulted on August 20, 2016. ^ a B Cobraszczyk 2014, p. 143. ^ Arscott 2012, pink. 116. Â â † 'Dobraszczyk 2014, Pags. 137, 144. â † '"Brighton West Pier". Engineering lines. 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Please help update this article to reflect recent events or newly available information. (October 2019) 3D reconstruction of the general anatomy of the right side view of a small marine spleen Pseudunela viatoris. In computer vision and computer graphics, 3D reconstruction is the process of capturing the shape and appearance of real objects. This process can be achieved either by active or passive methods. [1] If the model is allowed to change its shape over time, this is called a non-rigid or temporal reconstruction of spatio. [2] Motivation and Applications Researching 3D reconstruction has always been a difficult goal. Using 3D reconstruction you can determine the 3D profile of any object, as well as know the 3D coordination of any point in the profile. 3D reconstruction of objects is a generally scientific problem and technology central to a wide variety of fields, such as Design Computer Aided (CAGD), computer graphics, computer animation, computer vision, medical image, computer science, virtual reality, digital media, etc. [3] For example, injuryof patients can be presented in 3D on the computer, which offers a new and accurate approach to diagnosis and therefore has a vital clinical value. [4] Digital lifting models can be reconstructed using methods such as air laser altimeter[5] or synthetic aperture radar. [6] Active methods 3D sound echo map of a submarine cannon Active methods, i.e., range data methods, given the depth map, rebuild the 3D profile by numerical approach and build the model-based stage object. These methods actively interfere with the reconstructed object, whether mechanically or radiometrically using rangefinders, in order to acquire the depth map, such as structured light, laser range search engine and other active detection techniques. A simple example of a mechanical method would use a depth gauge to measure a distance to a rotating object placed on a rotating table. The most applicable radiometric methods emit radiation to the object and then measure its reflected part. Examples range from mobile light sources, visible color light, flight time lasers [7] to microwave or ultrasound 3D. See the 3D scan for more details. Passive Methods 3D passive reconstruction methods do not interfere with the reconstructed object; they only use a sensor to measure the glow reflected or emitted by the surface of the object to infer its 3D structure through image understanding. [8] Typically, the sensor is an image sensor in a visible light-sensitive camera and the entry to the method is a set of digital images (one, two or more) or video. In this case we talk about image-based reconstruction and output is a 3D model. Compared to active methods, passive methods can be applied to a wider variety of situations. [9] Monocular Methods Cues Monocular Methods refer to the use of one or more images from aview (camera) to proceed to the 3D construction. It uses 2D characteristics (e.g.: Silhouettes, shave and texture) to measure the 3D shape, and that's why it's also Shape-de-X, where x can be silhouettes, shaded, texture, etc. 3D reconstruction through monocular signals is simple and fast, and only an appropriate digital image is needed, so only one camera is adequate. Technically, avoid stereo correspondence, which is quite complex. [10] Generation and reconstruction of 3D forms of depth maps or silhouettes or individual silhouettes or several views [11] Shape of shading due to the analysis of the shadow information in the image, by using the lambertine reflectance, the depth of the normal information of the surface of the object is restored to rebuild. [12] Photometric Stereo This approach is more sophisticated than the shading method. Images taken in different lighting conditions are used to solve the information of the depth. It is worth mentioning that this approach is required more than one image. [13] The shape of the texture represents an object of this type with a smooth surface covered by replicated texture units, and its 3D to 2D projection causes distortion and perspective. The distortion and perspective measurements in 2D images provide the suggestion to reverse the depth of normal information on the surface of the object. [14] Main article of the Strategic Vision: Computer stereo Vision It has been suggested that this section be divided into another article entitled Computer STEREO VISION. (Discover) (December 2020) The Stereo Vision obtains the three-dimensional geometric information of a multi-image object based on the research of the human visual system. [15] The results are presented in the form of depth maps. The images of an object acquired by two cameras simultaneously at different angles of viewing, or by a single camera at different moments at different angles of viewing, are used to restore your geometric information in 3D and rebuild yourand 3D location. This is more straightforward than monocular methods, such as the shape of shading. The binocular stereo vision method requires two identical cameras with parallel optical axis to observe the same object, acquiring two images of different of view. In terms of trigonometry relationships, depth information can be calculated from the disparity. The binocular stereoscopic vision method is well developed and contributes stablely to favorable 3D reconstruction, leading to better performance compared to other 3D constructions. Unfortunately, it is computer-intensive, plus it works pretty badly when the base distance is large. Declaration of the problem and foundations The approach to using the binocular stereo vision to acquire the 3D geometric information of the object is based on the visual disparity.[16] The following image provides a simple schematic diagram of binocular stereo vision horizontal view, where b is the base line between the projective centers of two chambers. Geometry of a stereoscopic system The origin of the chamber's coordinate system is in the optical center of the camera's objective, as shown in the figure. Actually, the camera image plane is behind the optical center of the camera target. However, to simplify the calculation, the images are drawn in front of the optical center of the lens by f. The axis u and axis v of the coordinate system of the image O 1 u v {\displaystyle O_{1}uv} are in the same direction with the axis x and axis and the coordinate system of the camera respectively. The origin of the image coordinate system is found in the intersection of the image plane and the optical axis. Suppose such a world-wide point P {\displaystyle P} whose corresponding image points are P 1 (u 1 , v 1) {\displaystyle P_{1} (u_{1},v_{1}) } and P 2 (u 2 , v 2) {\displaystyle P_{2} (u_{2},v_{2}) } } respectively to the left and flat. Suppose two cameras are on the same plane, then the coordinates and P 1 {\displaystyle P_{1}} and P 2 {\displaystyle P_{2}}} are identical, that is, v 1 = v 2v_{1}=v_{2}} . according to the relationships of wheatnometry, u 1 = f x p z {\displaystyle u_{1}=f{\frac {x_{p}}}}}{z_{p}}}}} u 2 = f x p {displaystyle u_{2}=f{\frac {xdisc}{x1⁄2}}}}{y {}} {Z_}}} where (XP, YP, ZP) {\ DisplayStyle (x_}, Y_}, Z } In the coordinate system of the left camera, f {\ DisplayStyle F} is the focal distance of the camera. The visual disparity is defined as the difference in the location of the point of the image of a certain point of the world acquired by two cameras, d = U 1 Ã ¢ Âf U 2 = FBZP {\ DisplayStyle D = U1 -U 2 = F {\ Frac {B} {Z_ {}}}} From which the coordinates of P {\ DisplayStyle P functionulated can be obtained. Therefore, once the coordinates of the image points are known, in addition to the parameters of two chambers, the 3D coordinate of the point can be determined. XP = BU 1 D {\ DisplayStyle X = {d}}} YP = BV 1 D {\ DisplayStyle Y_ {} = {BV_ {11}} {d}} } ZP = BFD {\ DisplayStyle Z_ {} = {\ Frac {BF} {D}}} The 3D reconstruction consists of the following sections: Acquisition of images Digital 3D acquisition is the information source of 3D reconstruction. The 3D reconstruction commonly used is based on two or more images, although it can use a single image in some cases. There are several types of methods for the acquisition of images that depend on the occasions and the purposes of the specific application. The requirements of the application should not be fulfilled, but also the visual disparity, the illumination, the performance of the chamber and the characteristics of the scenario should also be taken into account. Calibracon of the camera Main article: geometric calibration of the chamber The calibration of the chamber in Binocular Stereo Vision refers to the determination of the relative of mapping between the PM 1 (U 1, v 1) {\ DisplayStyle P1, V1)} and P 2 (U 2, V 2) {\ DisplayStyle P2 (U 2, V 2)}, and spatial coordinates P (XP, YP, ZP) {\ DisplayStyle p (X}, Y}, Z_} in the 3D Scenario. The calibration of the chamber is a basic and essential part in the 3D through Binocular Stereo Vision. Extraction of characteristics Main article: Extraction of characteristics The aim of extraction of characteristics is to obtain the characteristics of the images, by means of: the stereo correspondence processes. As a result, the characteristics of the images are closely linked to the choice of methods of coincidence. There is no such universally applicable theory for the extraction of characteristics, which leads to a great diversity of stereo correspondence in the investigation of the binocular stereo vision. Stereo Correction Main article: Recording of images Stereo's correspondence is to establish the correspondence between the primitive factors in the images, i.e. to coincide with P 1 (or 1 , v 1) {\displaystyle P_{1},v_{1},v_{1} and P 2 (or 2 , v 2) {\displaystyle P_{2(u_{2},v_{2}{2}{2}{2}{2}{2}{2}{2}. Certain interference factors in the scenario should be noted, for example lighting, noise, surface physical characteristics, etc. Restoration According to precise correspondence, combined with camera location parameters, 3D geometric information can be retrieved without difficulty. Because the accuracy of the 3D reconstruction depends on the accuracy of the correspondence, the error of the location parameters of the camera and so on, the previous procedures must be done carefully to achieve a relatively accurate 3D reconstruction. 3D reconstruction of medical images The clinical routine of diagnosis, patient follow-up, computer assisted surgery, surgical planning, etc. is facilitated by accurate 3D models from the desired part of human anatomy. The main motivation behind the 3D reconstruction includes improved precision due to the aggregation of multiple views. Detailed surface estimates. It can be used to plan, simulate, guide or otherwise assist a surgeon in performing a medical procedure. The precise position and orientation of the patient's anatomy can be determined. Help in several clinical areas, such as radiation therapy planning and verificationspinal surgery, hip replacement, neurointerventions and artic stent. Applications: 3D reconstruction has applications in many fields. They are: Paving Engineering[7][17 Medicine[4] Reconstruction of video from a free point of view[18] Robotic mapping[19] Planning of the city[20] city[20] reconstruction[21] Gaming[22] Virtual environments and virtual tourism[22] Earth observation archeology[23] Augmented Reality[24] Engineering Investment[25] Motion capture[26] Recognition of 3D objects,[27] recognition of gestures and hand-held tracking[28] Trouble statement: Most algorithms available for 3D reconstruction are extremely slow and cannot be used in real time. Although the algorithms presented are still in childhood, but they have the potential of fast computing. Existing Approaches: Triangulation delaunay (25 points) Delaunay and Alpha Forms The Delaunay method involves the extraction of tetraedron surfaces from the initial point cloud. The idea of 'form' for a set of points in space is given as alpha forms. Given a finite point S, and the actual alpha parameter, the alpha form of S is a polytopo (the generalization to any dimension of a two-dimensional polygon and a three-dimensional polyhedron) that is neither convex nor necessarily connected. [29] For great value, the alpha form is identical to the convexa-hull of S. The algorithm proposed by Edelsbrunner and Mucke[30] eliminates all tetrahedra that are bound by a smaller surrounding sphere than α. The surface is obtained with the external triangles of the resulting tetrahedron. [30] Another algorithm called Tight Cocone[31] labels the initial tetraedros as interior and exterior. The triangles found inside and outside generate the resulting surface. Both methods have recently been expanded to rebuild clouds of points with noise. [31] In this method the quality of the points determines the feasibility of the method. For precise triangulation as we are using the whole set of point clouds, the points on the surface with the error above the threshold will be explicitly represented in reconstructed geometry. [29] Marching Cubes Zero set Methods Reconstruction of theIt is done through a distance function that assigns to each point of the space a signed distance to surface S. an outline contour It is used to extract a set of zero that is used to obtain the polygonal representation of the object. Therefore, the problem of reconstructing a surface of a disorganized point cloud is reduced to the definition of the proper function F with a zero value for the sampled points and different from the value zero for the rest. An algorithm called ride cubes established the use of such methods. [32] There are different variants for the given algorithm, some use a discrete function F, while others use a radial-based polyatonic function is used to adjust the initial set set. [33] [34] Functions such as moving squares, basic functions with local support, have also been used [35] in function of the Poisson equation. The loss of the precision of geometry in areas with extreme curvature, that is, corners, the edges are one of the main problems encountered. In addition, the previous treatment of information, when applying some type of filtering technique, also affects the definition of the corners when softening them. There are several studies related to post-processing techniques used in reconstruction for the detection and refinement of the corners, but these methods increase the complexity of the solution. [36] Siluted geometry with imaging image of Patrick's courtesy Chris Fragile Ph.D., UC Santa Barbara VR Technique Total volume The transparency of the object is displayed using the VR technique. The images will be carried out by projecting rays through volume data. Throughout each ray, opacity and color should be calculated at each Voxel. Then, the information calculated along each beam will be added to a pixl in flat. This technique helps us to integrately see a compact structure of the object. Since the technique needs a huge amount of catcles, it requires that the solid configuration computers are appropriate low contrast data. Two main methods for the projection of the rays can be considered as follows: Method of object order: The beams of projection pass by volume from back to front (from volume to picture plane). picture).o Broadcasting method: The projection rays pass through volume from face to back (from the image plane to volume). There are other methods to compose the image, methods appropriate depending on the user's purposes. Some usual methods in medical image are MIP (maximum intensity projection), minip (minimum intensity projection), AC (compound alpha) and NPVR (non-phototorealistic volume rendex). Bringing a ray through a Voxel network. Voxels that are traversed in addition to those selected using a standard algorithm of 8 connections are trapped. VOXEL GRID In this entry space of the filtering technique is displayed using a 3D voxel quadre to reduce the number number. [37] For each Voxel, a centroid is chosen as a representative of all points. There are two approaches, the selection of the Voxel Centid or select the centroid of the points that are within the Voxel. To obtain average internal points, it has a higher computational cost, but it offers better results. Thus, a subset is obtained from the entry space that represents approximately the underlying surface. The entire Voxel Grid presents the same problems as other filtering techniques: Impossibility to define the final number of points that represent the surface, loss of geometric information due to the reduction of the points within a voxel and sensitivity to noisy entry spaces. See 3D 3D Modeling Data Acquisition and Reconstruction Reconstruction 3D Reconstruction 3D Multiples 3D School RECONSTRATION RECONSTRATION 3D Reconstruction 4D Reconstruction Depth Map Kinect Photogrammetry Stereoscopy Movement Structure References ^ Lunas, Theo, Luc Van Gool And Maarten Vergauwen. "The 3D reconstruction of multiple images Part 1: Principles". Foundations and trends in Informatic Graphs and Vision 4.4 (2010 :) 287-404. ^ ZollhÃ¶fer, Michael, et al. Real-time norigid with an RGB-D camera." ACM graphics transactions 33.4 (2014:) 156. ^ "The future of 3D modeling". GarageFarm. 2017-05-27. Retrieved 2017-05-27. 2017-05-27.Guangyao Li; Jing SHA (2007). Â «The study of the reconstruction of medical imaging in 3D.Â» Fifth International Conference of Photonica and Image in Biology and Medicine. Proceedings of SPIE. 6534, pp. 65 342KÃ ¢ Â »65 342kÃ Â» 6. Doi: 10,1117 / 12.741 321. S2CidÃ, 62 548 928. â † 'Vosselman, George and Sander Dijkman. 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