

Stereo Introduction Question

Which of the 4 types of features would be useful for stereo matching in this scene?

- **Fragment:** Possible: lots of edges
- **Structure:** Possible for some objects with long edges, but not everywhere
- **Point:** probably lots of matchable points on can and textured objects
- **Patch:** probably lots of matchable points on can and textured objects

None can match in regions without texture.