

registration of spherical images

Source: <http://sci.tech-archive.net/Archive/sci.image.processing/2008-04/msg00137.html>

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 - *Date:* Wed, 30 Apr 2008 02:21:11 -0700 (PDT)
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Are there techniques to register spherical images? Panning and tilting of the original images would actually correspond to simple shifts on the sphere, but what about roll?

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