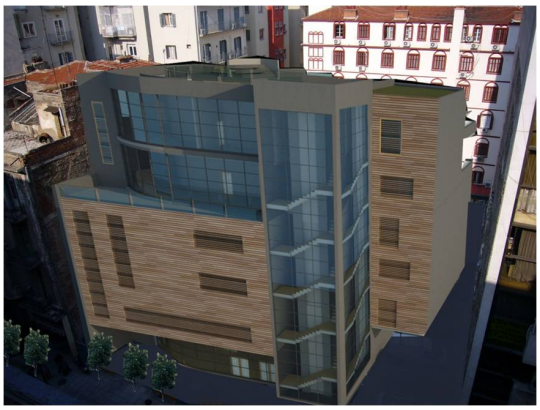

The realistic representation of pictures and scenes constitutes her absolute objective technology of depiction, that will benefit a big breadth of applications of information technology, education, medicine and entertainment. The representation in two dimensions has been developed marginal, and the next reasonable step is the use of three dimensions, offering his natural sense depth that is integral component of human sight. Thanks to her rapid increase calculating force and the progress of optical systems, the interest of inquiring community it was turned in the past few year in the growth of applications of three-dimensional picture.