

# REVIEW OF POPULAR SKELETON CONCEPTION OF 3D IMAGES

Summary – The skeleton of images is the technique simplifying visual representation of object to collection joined, thin (thickness of one pixel) arcs and segments. In case of 3D images, the skeleton can contains surfaces too. Over some dozen years of the skeleton methods investigations, many solutions were worked out. It was possible to accept them to three basic categories: thinings algorithms, algorithms leaning on Voronoi diagram, as well as conceptions built on base of distance transformation.