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(54) **FLICKER REDUCTION IN 3D IMAGING**

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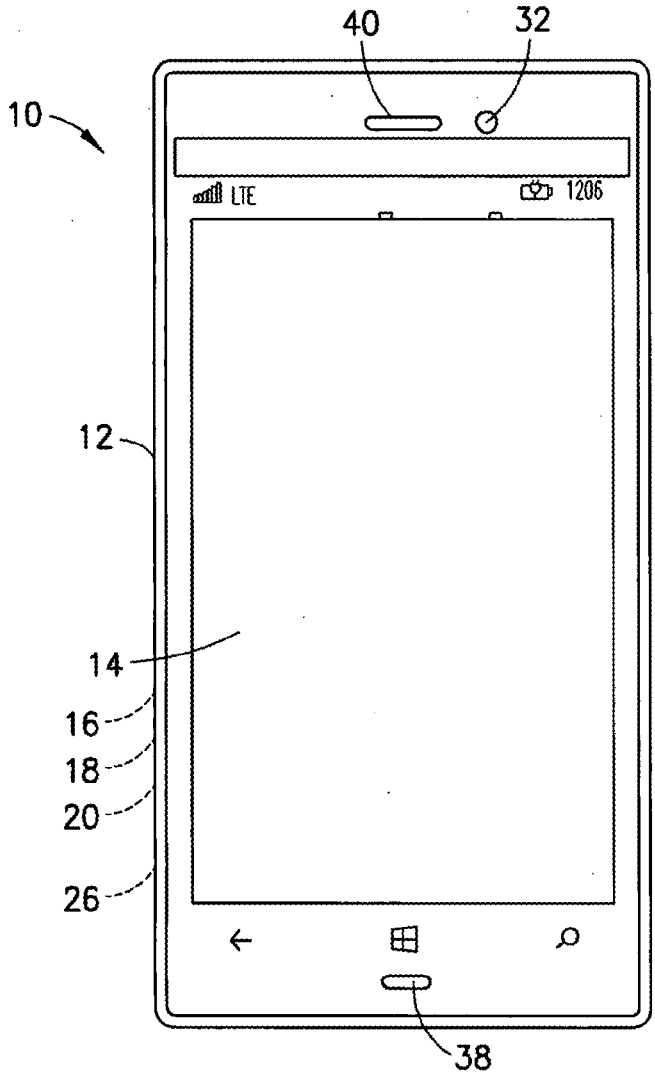
(57) **ABSTRACT**

A method including determining an aggregate cost for pixels in a frame under construction; applying a disparity computation for the pixels in the frame under construction; and storing the frame in a memory. Determining the aggregate cost for the pixels in a frame under construction includes use of at least one previous aggregate cost for the pixels in a previous frame, where the aggregate cost is determined with use of edge-aware filtering and a minimum spanning tree (MST). The disparity computation includes use of a confidence based temporal filtering of disparities at least partially using a disparity computation for the pixels in the previous frame.