

# Corrigenda

Yusuke Maeda, Takahito Nakamura and Takumi Watanabe:  
View-Based Teaching/Playback for Grasp and Graspless Manipulation,  
Proc. of Int. Conf. on Advanced Mechatronics 2010 (ICAM 2010), pp. 75-80, 2010.

- Equation (4)  
(error)

$$p(x, y) \leftarrow \begin{cases} 1 \text{ (white pixel)} & \text{when } r(x, y) > \theta \\ 0 \text{ (black pixel)} & \text{when } r(x, y) < -\theta \\ p(x, y) & \text{otherwise,} \end{cases} \quad (4)$$

(corrected)

$$p(x, y) \leftarrow \begin{cases} 1 \text{ (white pixel)} & \text{when } r(x, y) > 1 - \theta \\ 0 \text{ (black pixel)} & \text{when } r(x, y) < -(1 - \theta) \\ p(x, y) & \text{otherwise,} \end{cases} \quad (4)$$