Camera Calibration,

2/09/2022

This process took a couple of hard days to figure out, First I thought it wasn’t possible to calibrate the cameras as no checkerboard and looked at other methods including calculating distance from rug and angle. But no avail. After much googling with no answers, I de constructed the checkerboard method and replaced it with my own values. It worked but the accuracy is about 0.5 out. Which isn’t amazing but workable. Need to do a full write up of the maths and why its all done. But project aspect of it is finished off. The process uses open cv and takes 4 real world coordinates and 4 from the video. And makes transformation matrices to convert the 2d coordinates to 3d. process is ran each time with set values to convert them. Process is not very time consuming, but if it becomes it can be easily moved out. Process it called camera calibration, should eb able to pull old files for refs. No code to re write that isn’t labelled.