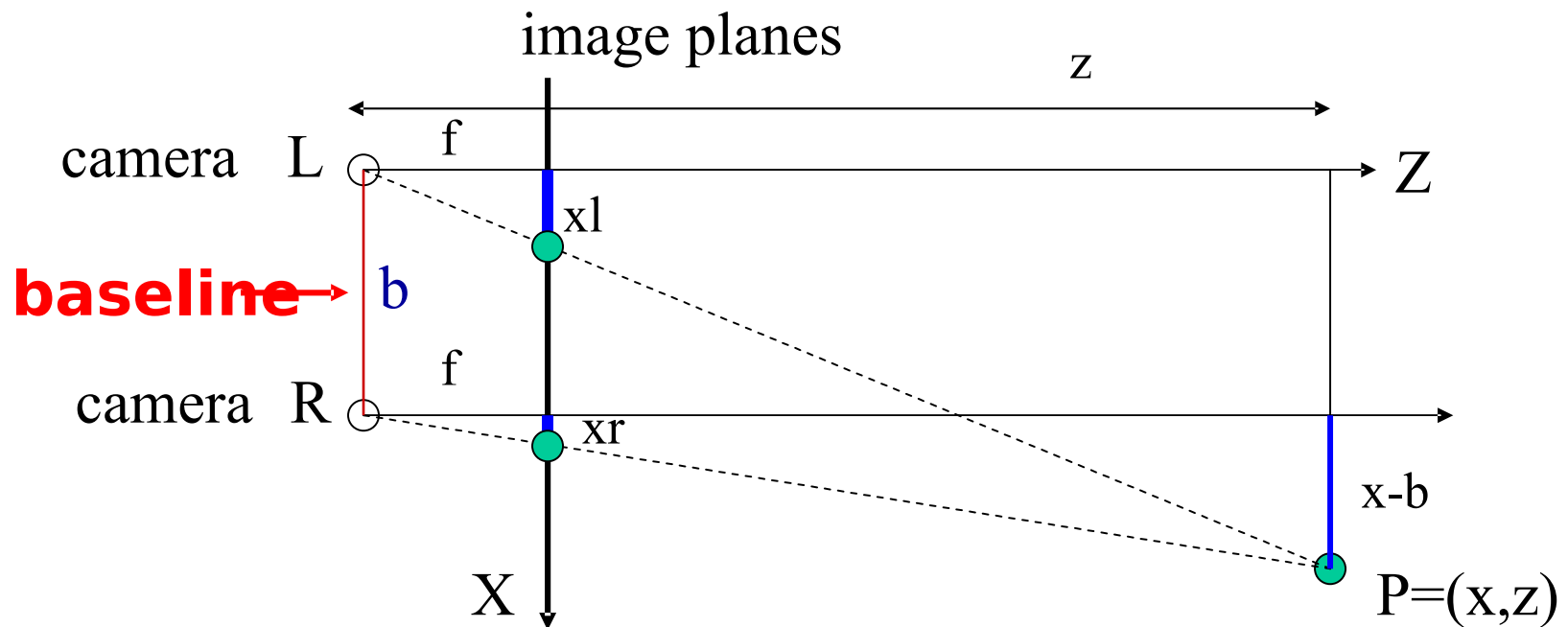


Projection for Stereo Images

Simple Model: Optic axes of 2 cameras are parallel



$$\frac{z}{f} = \frac{x}{x_l}$$

$$\frac{z}{f} = \frac{x-b}{x_r}$$

$$\frac{z}{f} = \frac{y}{y_l} = \frac{y}{y_r}$$

Y-axis is
perpendicular
to the page.

(from similar triangles)