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Date : 09/09/2024

Roll No. : 21BEC027

Experiment...5 – Camera Calibration

Objective : Calibrate camera and extract intrinsic and extrinsic parameters of the camera.

Import necessary libraries...

```
'''
```

```
Created on 9 September 2024 Mon 3:06:44 pm
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```
'''
```

```
import cv2
```

```
import numpy as np
```

```
import os
```

```
import glob
```

```
CHECKERBOARD = (6,9)
```

```
criteria = (cv2.TERM_CRITERIA_EPS + cv2.TERM_CRITERIA_MAX_ITER,30,0.001)
```

```
objpts = []
```

```
imgpts = []
```

```
#World coordinates
```

```
objp3d = np.zeros((1,CHECKERBOARD[0]*CHECKERBOARD[1],3),np.float32)
```

```
objp3d[0,:,2] = np.mgrid[0:CHECKERBOARD[0],0:CHECKERBOARD[1]].T.reshape(-1,2)
```

```
prev_img_shape = None
```

```
images = glob.glob('*.jpg')
```

```
for filename in images:
```

```
    image = cv2.imread(filename)
```

```
    Ig = cv2.cvtColor(image, cv2.COLOR_BGR2GRAY)
```

```
    ret, corners = cv2.findChessboardCorners(Ig, CHECKERBOARD, None)
```

```
    if ret == True:
```

```
        objpts.append(objp3d)
```

```
        corners2 = cv2.cornerSubPix(Ig, corners, (11,11), (-1,-1), criteria)
```

```
        imgpts.append(corners2)
```

```
        image = cv2.drawChessboardCorners(image, CHECKERBOARD, corners2, ret)
```

```
cv2.imshow('img', image)
```

```

    cv2.waitKey(1000)
cv2.destroyAllWindows()

h, w = image.shape[:2]
ret,mtx,dist,r_vecs,t_vecs = cv2.calibrateCamera(objpts,imgpts,Ig.shape[:-1],None,None)

print("Camera matrix:")
print(mtx)
print("\nDistortion coefficient:")
print(dist)
print("\nRotation Vectors:")
print(r_vecs)
print("\n Translation Vectors:")
print(t_vecs)

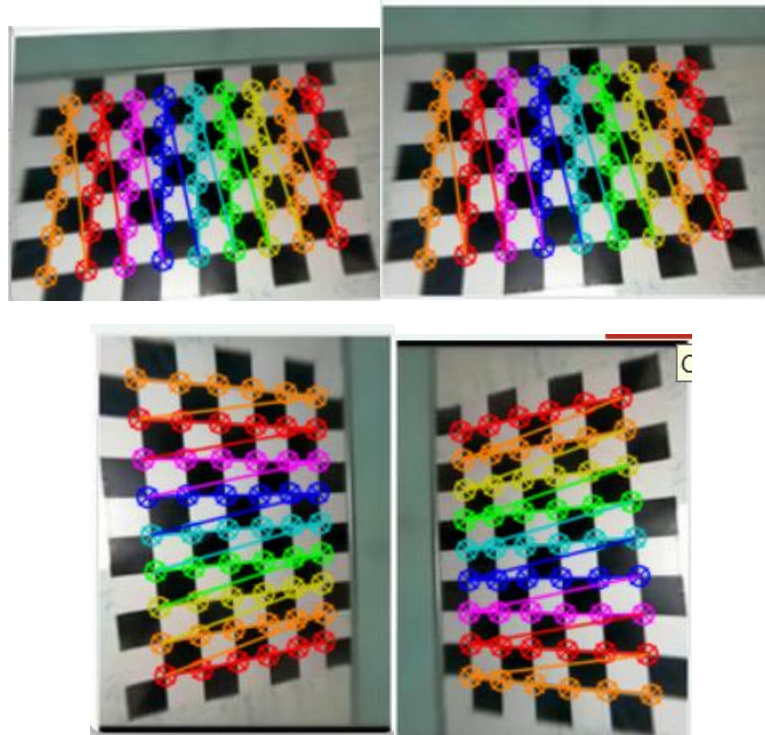
image = cv2.imread(r"D:\Nirma Files\Computer Vision\Experiments\img1.jpg")
h,w = image.shape[:2]

newcamtx,roi = cv2.getOptimalNewCameraMatrix(mtx,dist,(w,h),1,(w,h))
dst = cv2.undistort(image,mtx,dist,None,newcamtx)

x,y,w,h = roi
dst = dst[y:y+h,x:x+w]
cv2.imwrite("CalibratedResult.jpg",dst)
cv2.imshow("Chess Board",dst)
cv2.waitKey()
cv2.destroyAllWindows()

```

Output



Observation :

- The images of chessboard pattern for different cameras resulted in different camera calibration matrices.
- The circles marked are chessboard corners.
- Rotation vector, translation vector and distortion coefficient obtained were different for different cameras.

Conclusion:-

As the experiment performed,

- Calibration matrix was calculated by taking images of chessboard pattern using camera.
- different images of chessboard pattern were taken from different angle maintaining constant distance between camera and chessboard pattern.

Libraries and functions used are matplotlib, OpenCV, numpy, warpPerspective().