Assignment 3: Affine and metric rectification

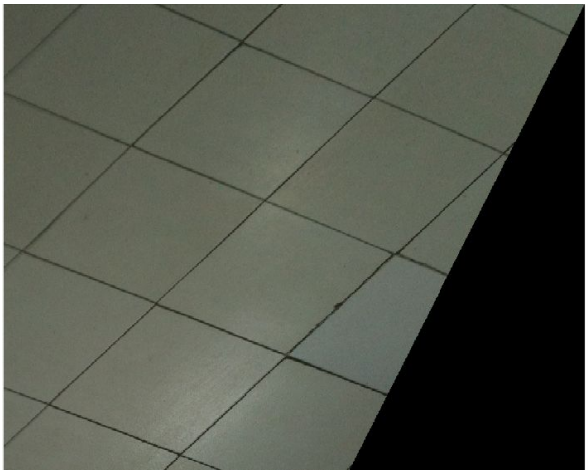
Problem :

To implement affine and metric rectification on tiles

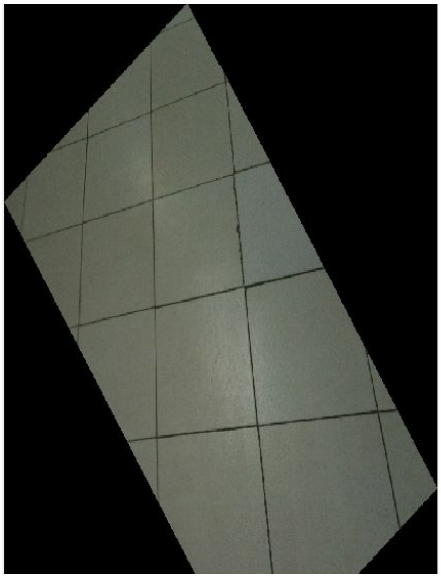
Result:

Projective image:

Affine image:



Euclidean:



Observation:

1.Transformation from projective to affine can be done by shifting the vanishing line in the projective image to (0,0,1).This gives affine transformation.

2.Transformation from projective to similarity can be done in two ways

1.projective → affine → similarity

2.projective → similarity

3.From affine to similaity, we have to shift two circular points to (0,-i,0) and (0,i,0)

4.From projective to similarity,we need to two pairs of orthogonal lines to determine absolute conic.