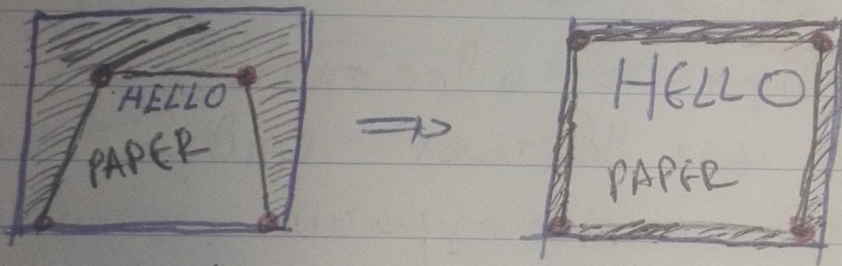


## Perspective Transformation

It applies on images that are like a piece of paper, that are not horizontally aligned with the camera. You pick 4 points that you want to stretch.

Example:



# original 4 points:

```
pointsA = np.float32([[x1, y1], [x2, y2], [x3, y3], [x4, y4]])
```

# where to move these 4 points:

```
pointsB = np.float32([[x1n, y1n], [x2n, y2n], [x3n, y3n], [x4n, y4n]])
```

# again, we create a matrix and then we warp it.

```
matrix = cv2.getPerspectiveTransform(pointsA, pointsB)
```

```
result = cv2.warpPerspective(img, matrix, (cols, rows))
```

(19)

(cols, rows of  
image)