



UNIVERSITAT POLITÈCNICA DE CATALUNYA  
BARCELONATECH

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**Centre de la Imatge i la Tecnologia Multimèdia**



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# Central Perspective Imaging Model

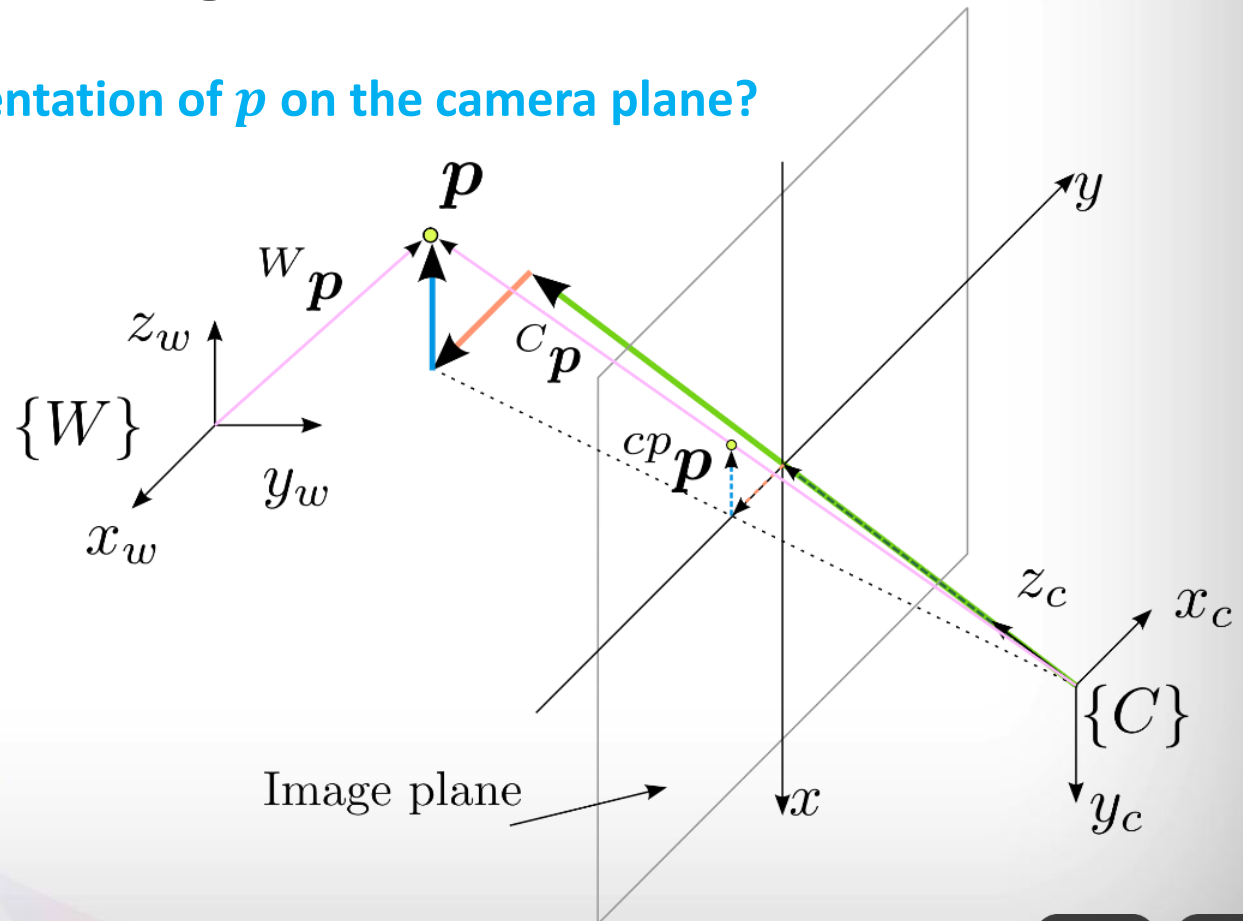
Julen Cayero

Terrassa, May 20th, 2016



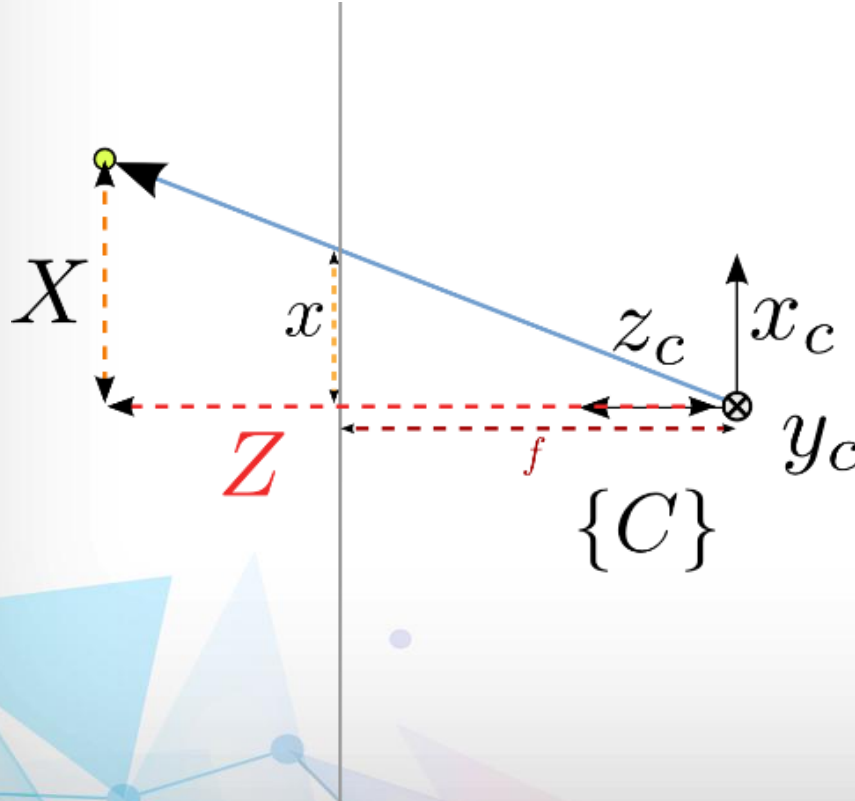
# Simple camera model

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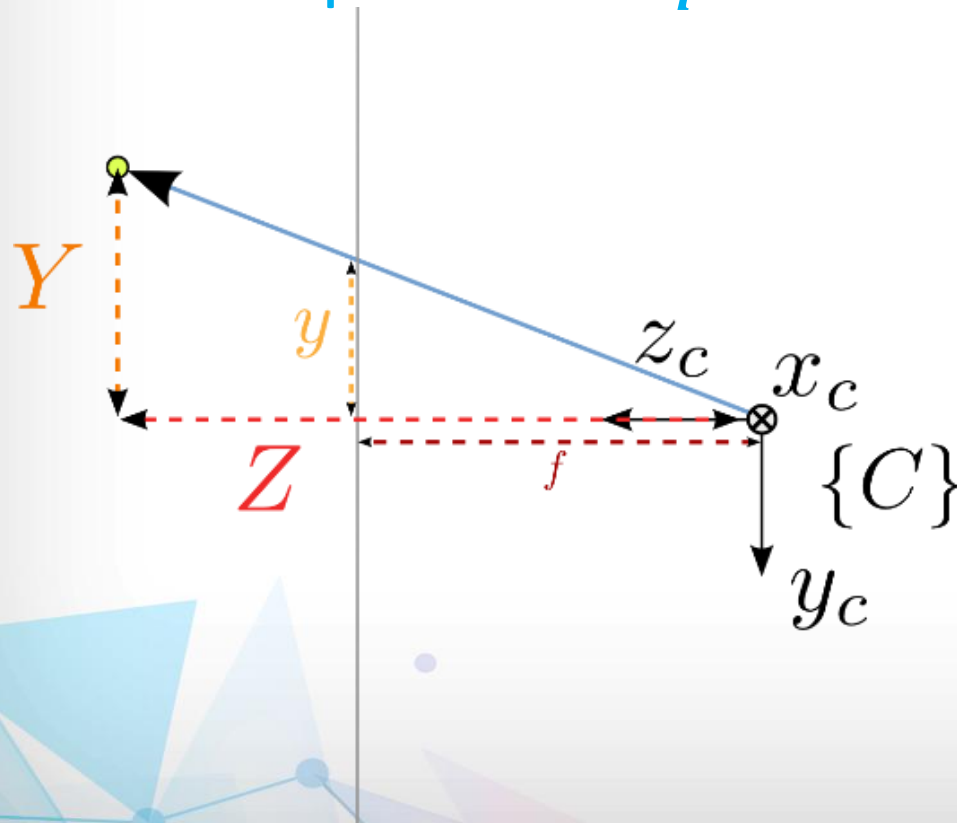


$${}^C p = \begin{pmatrix} X \\ Y \\ Z \end{pmatrix}$$

$${}^{cp} p = \begin{pmatrix} x \\ y \end{pmatrix}$$

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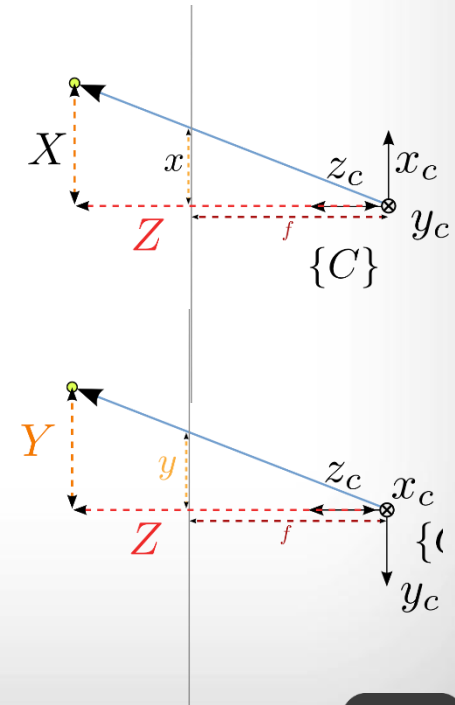
What is the representation of  $p$  on the camera plane?

Thales theorem or similar triangles says that

$$\frac{X}{Z} = \frac{x}{f}; \quad \frac{Y}{Z} = \frac{y}{f}$$

Which implies that

$${}^{cp}p = \begin{pmatrix} \frac{X}{Z}f \\ \frac{Y}{Z}f \\ Z \end{pmatrix}$$



# Perspective transformation

${}^{cp}\mathbf{p} = \begin{pmatrix} \frac{X}{Z}f \\ \frac{Y}{Z}f \end{pmatrix}$  is a transformation, known as perspective transformation which has the next properties:

- Is a mapping from 3-dimensional space to 2-dimensional space
- Straight lines in the world are projected to straight lines in the camera plane
- Parallel lines in the world are translated to lines that intersect at a vanishing point\*
- Conics (circles, ellipses, parabolas and hyperbolas) are translated to other conics.
- The transformation does not preserve angles between lines\*
- The mapping in general has not a unique inverse. Since any point in the form  ${}^c\mathbf{p} = \begin{pmatrix} \lambda X \\ \lambda Y \\ \lambda Z \end{pmatrix}$  with different lambdas is mapped to the same  ${}^{cp}\mathbf{p}$







# Exercises

## Mock Exam

- Exercise 4

## Re-evaluation Exam

- Exercise 5

