Aantekeningen

Draw.py

Coordinates (voor1.png) 2,5 meter distance from camera

1 Length

input: 183cm

Afbeelding met vloer, binnen

Automatisch gegenereerde beschrijving

324, 31

324, 641

641 – 31 = 610 pixels

610 pixels = 183 cm

610 / 183 = 3.3 pixels

3,3 pixels = 1 cm

2 chest

263, 186

390, 186

390 – 263 = 127 pixels wide

127 / 3.3 = 38 cm

3 waist

272, 298

380, 298

380 – 272 = 108 pixels wide

108 / 3.3 = 32.7 cm

4 hip

260, 327

387, 327

387 – 260 = 127 pixels wide

127 / 3.3 = 38.4 cm

3D image tracking and augmented reality

What is it?

It is the process of continually updating an estimate of an object’s pose in a #d spage, typically, in terms of sic variables: three variables to represent the object’s 3D translation (that is, position) and the other three variables to represent its 3D Rotation.

A more technical term for 3D tracking is 6DOF tracking – that is, tracking with 6 degrees of freedom, meaning the 6 variables we just mentioned.

1. Tx : This is the object’s translation along the X axis
2. Ty : This is the object’s translation along the Y axis
3. Tz : This is the object’s translation along the Z axis
4. Rx :This is the first element of the object’s Rodrigues rotation vector
5. Ry :This is the second element of the object’s Rodrigues rotation vector
6. Rz :This is the third element of the object’s Rodrigues rotation vector