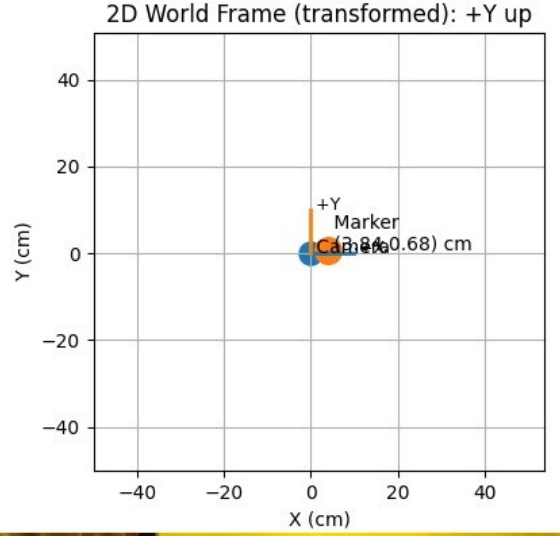
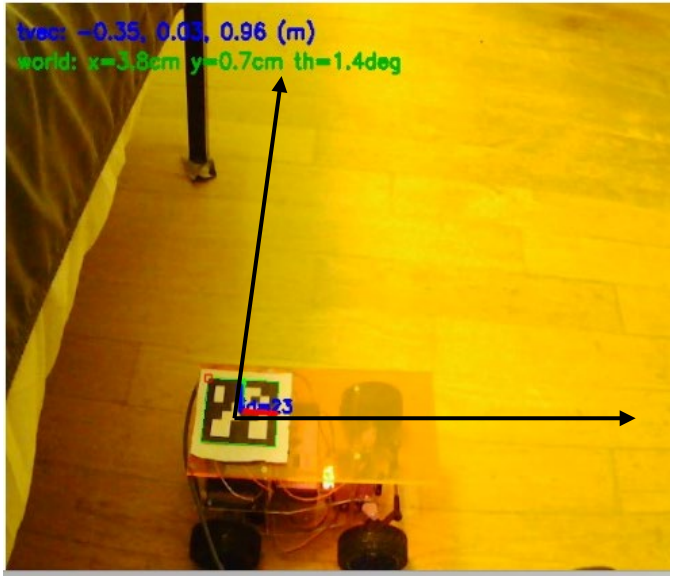
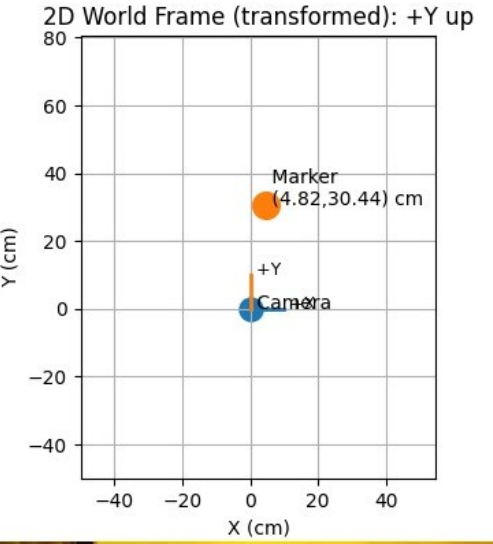
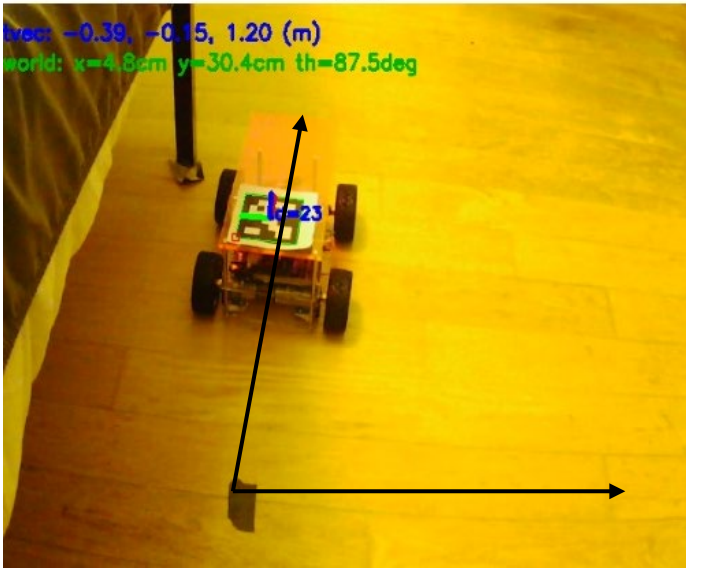

2D World Frame (transformed): +Y up
Y (cm)
X (cm)
+Y
Marker
Camera


tvec: -0.35, 0.03, 0.96 (m)
world: x=3.8cm y=0.7cm th=1.4deg

(a)


2D World Frame (transformed): +Y up
Y (cm)
X (cm)
Marker
(4.82,30.44) cm
+Y
Camera


tvec: -0.39, -0.15, 1.20 (m)
world: x=4.8cm y=30.4cm th=87.5deg

(b)