

The background is a light gray gradient. It features several realistic water droplets of various sizes, some with highlights and shadows, scattered across the surface. In the upper center, there is a faint, circular, textured pattern that resembles a lens flare or a subtle watermark.

3D RECONSTRUCTION

ZHONG YU

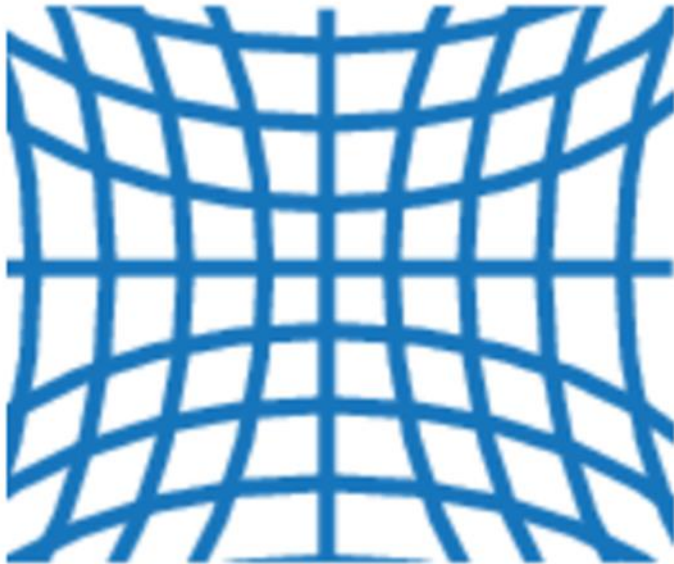
CHENG JING, ZHOU QIXIN, ZHAO YAN

19TH, FEB.

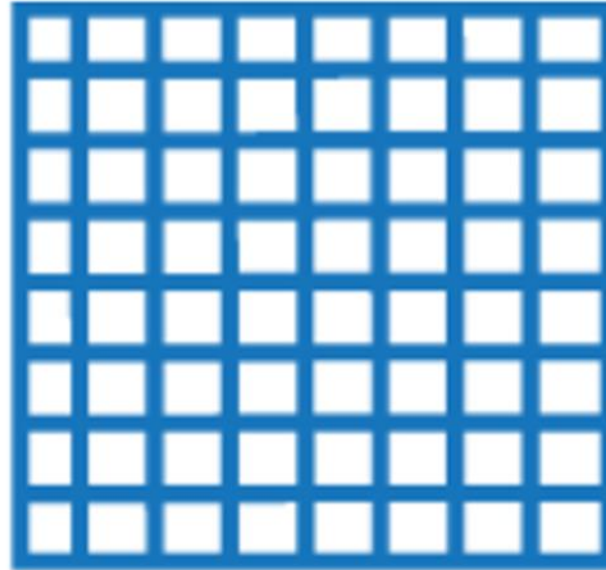
WHAT IS 3D RECONSTRUCTION

Calibration

Distortion



Negative radial distortion



No distortion



Positive radial distortion

Reconstruction

2D image to 3D model

WHAT IS 3D RECONSTRUCTION

Calibration

Distortion

Chromatic dispersion



Reconstruction

2D image to 3D model

WHAT IS 3D RECONSTRUCTION

Calibration

Distortion

Chromatic dispersion

Reconstruction



WHAT IS 3D RECONSTRUCTION

Calibration

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Chromatic dispersion

Reconstruction

2D image to 3D model

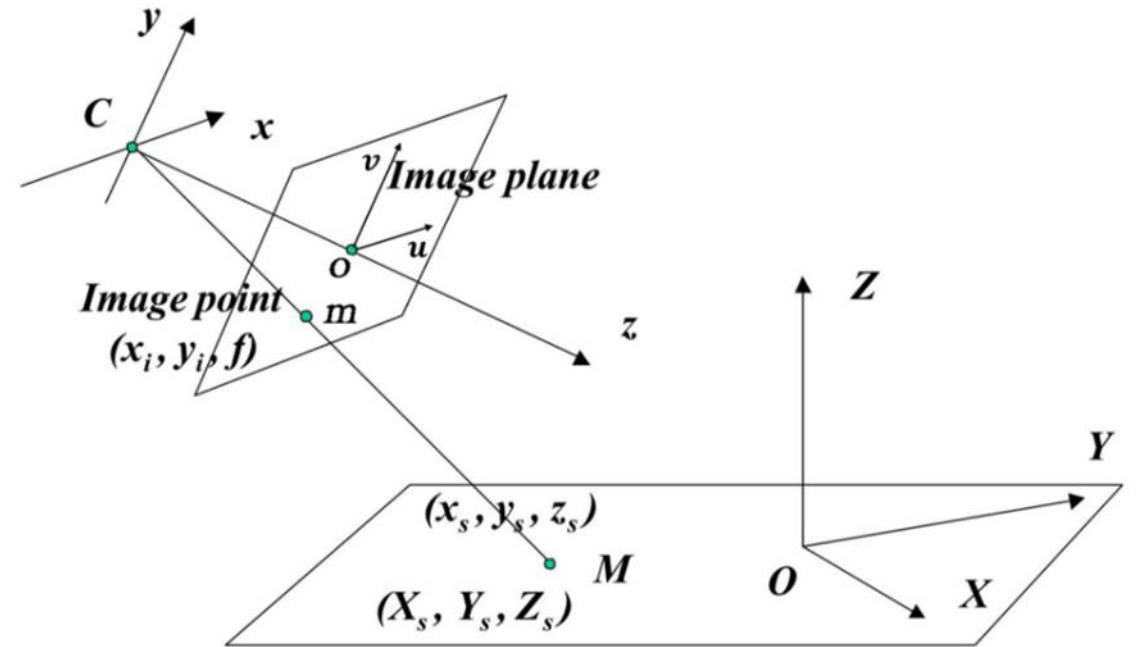


<http://www.instructables.com/file/FMAK94OG3KYBTX1/>

CALIBRATION

Pinhole Camera Model

| Symbol | Meaning |
|-------------------|--|
| C | Optical center of lens |
| o | Principal point |
| f | Focal length |
| M | the observed three-dimensional point |
| m | The image point of observed three-dimensional point |
| o-uv | Image coordinate |
| C-xyz | Image space coordinate |
| O-XYZ | Cartesian Coordinate System |
| (x_i, y_i, f) | Image point m in coordinates with respect to C, xyz in space. |
| (x_s, y_s, f_s) | The point M is the coordinate in space coordinate C- xyz. |
| (X_s, Y_s, Z_s) | The point M is in the coordinates of the object's coordinate system O-XYZ. |

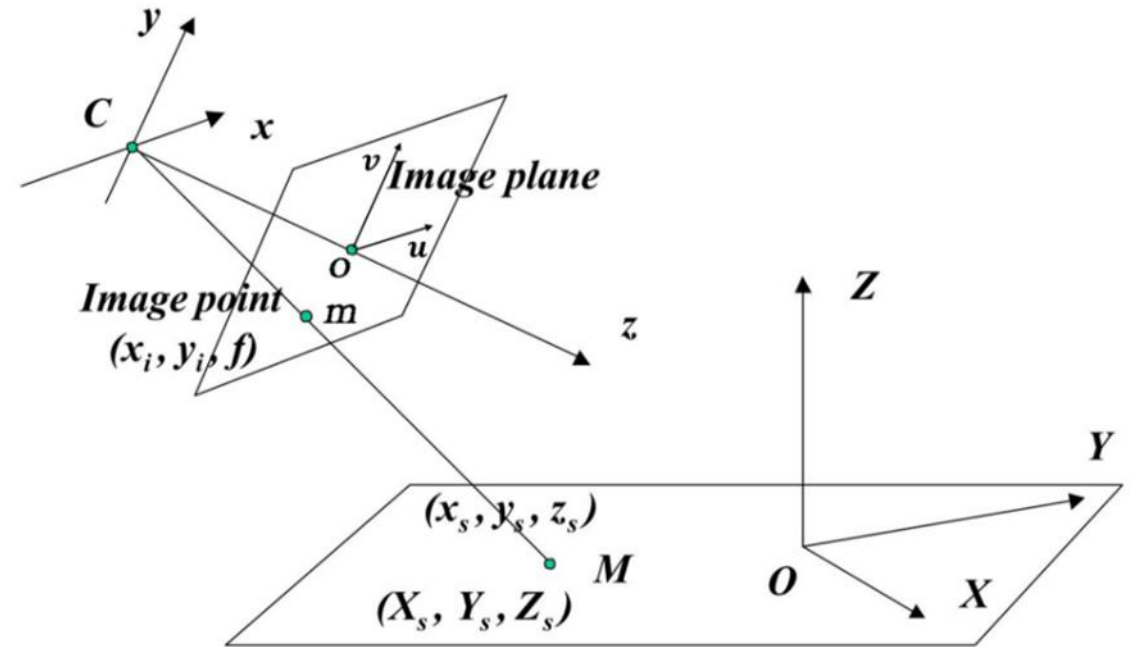


CALIBRATION

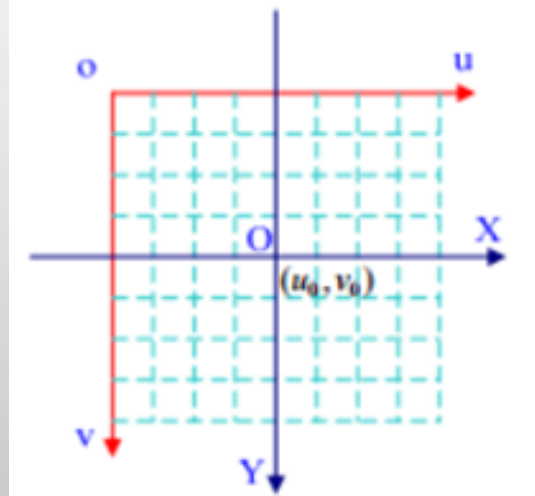
Pinhole Camera Model

World Coordinate transform to Camera Coordinate

Image Coordinate transform to Pixel Coordinate



$$\begin{bmatrix} x_c \\ y_c \\ z_c \\ 1 \end{bmatrix} = \begin{bmatrix} R & t \\ 0 & 1 \end{bmatrix} \begin{bmatrix} x_w \\ y_w \\ z_w \\ 1 \end{bmatrix}$$



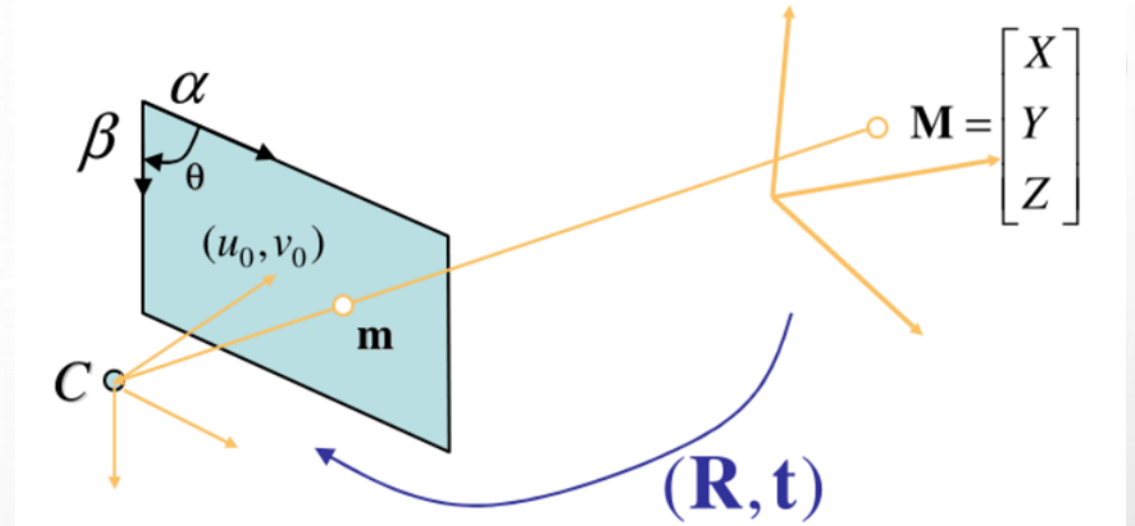
$$\begin{bmatrix} u \\ v \\ 1 \end{bmatrix} = \begin{bmatrix} 1/dX & 0 & u_0 \\ 0 & 1/dY & v_0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} X \\ Y \\ 1 \end{bmatrix}$$

CALIBRATION

Pinhole Camera Model

World Coordinate transform to Camera Coordinate

Image Coordinate transform to Pixel Coordinate



$$x - x_0 = -f \frac{\mathbf{R}_{11}(X - X_0) + \mathbf{R}_{21}(Y - Y_0) + \mathbf{R}_{31}(Z - Z_0)}{\mathbf{R}_{13}(X - X_0) + \mathbf{R}_{23}(Y - Y_0) + \mathbf{R}_{33}(Z - Z_0)}$$

$$y - y_0 = -f \frac{\mathbf{R}_{12}(X - X_0) + \mathbf{R}_{22}(Y - Y_0) + \mathbf{R}_{32}(Z - Z_0)}{\mathbf{R}_{13}(X - X_0) + \mathbf{R}_{23}(Y - Y_0) + \mathbf{R}_{33}(Z - Z_0)}$$

$$\tilde{\mathbf{m}} = [u, v, 1]^T$$

$$\tilde{\mathbf{M}} = [X, Y, Z, 1]$$

$$s\tilde{\mathbf{m}} = \mathbf{A}[\mathbf{R} \ \mathbf{t}]\tilde{\mathbf{M}} \equiv \mathbf{P}\tilde{\mathbf{M}}$$

$$\begin{bmatrix} X - X_0 \\ Y - Y_0 \\ Z - Z_0 \end{bmatrix} = \lambda \mathbf{R} \begin{bmatrix} x \\ y \\ -f \end{bmatrix}$$

$$\mathbf{A} = \begin{bmatrix} \alpha & \gamma & u_0 \\ 0 & \beta & v_0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$\mathbf{P} = \mathbf{A}[\mathbf{R} \ \mathbf{t}]$$

RECONSTRUCTION

$$u_1 = f \frac{x_p}{z_p}$$

$$u_2 = f \frac{x_p - b}{z_p}$$

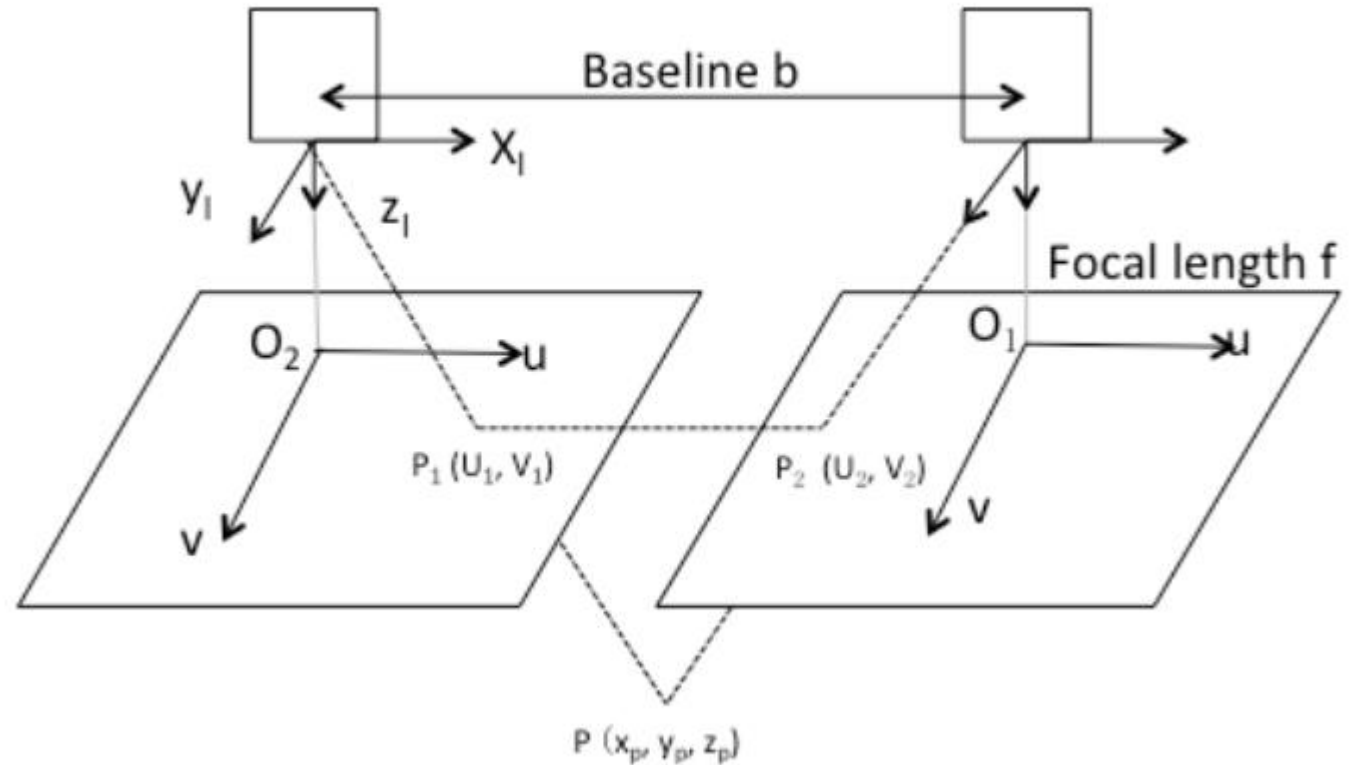
$$v_1 = v_2 = f \frac{y_p}{z_p}$$

$$x_p = \frac{bu_1}{d}$$

$$y_p = \frac{bv_1}{d}$$

$$z_p = \frac{bf}{d}$$

$$d = u_1 - u_2 = f \frac{b}{z_p}$$



CALIBRATION

CameraParameters1&2:

[1 × 1 cameraParameters]

Inter-camera Geometry

Rotation of Camera2: [3 × 3
double]

Translation of Camera2:

[194.5060 -4.8902 82.0959]

FundamentalMatrix: [3 × 3
double]

EssentialMatrix: [3 × 3 double]

Accuracy of Estimation

MeanReprojectionError:
1.2897

Calibration Settings

NumPatterns: 8

WorldPoints: [77 × 2 double]

WorldUnits: 'millimeters'



2: l-2.jpg & r-2.jpg



3: l-3.jpg & r-3.jpg



4: l-4.jpg & r-4.jpg



5: l-6.jpg & r-6.jpg



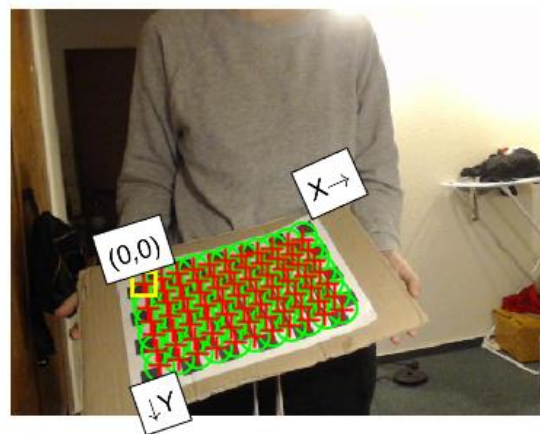
6: l-7.jpg & r-7.jpg



7: l-8.jpg & r-8.jpg

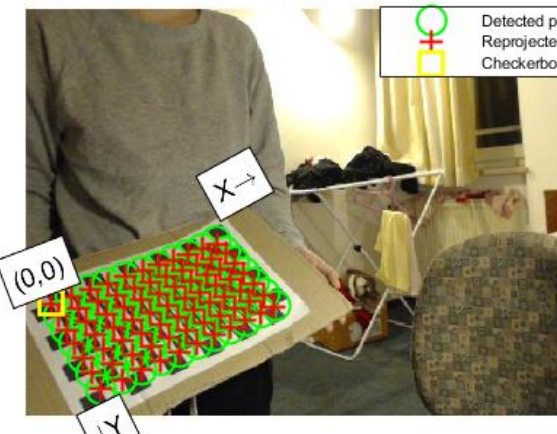


8: l-9.jpg & r-9.jpg



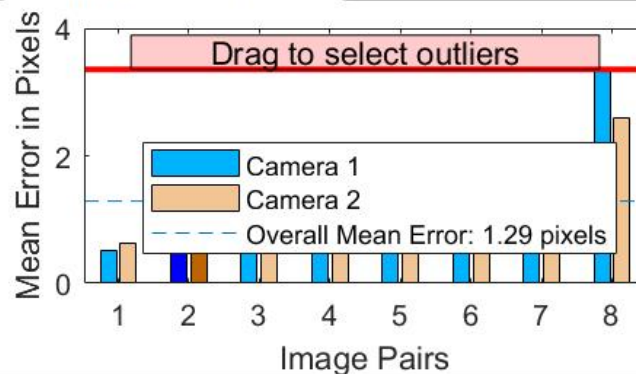
Show rectified

Camera 1

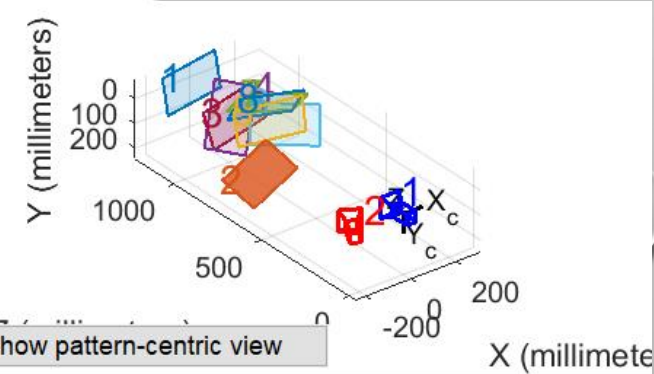


Camera 2

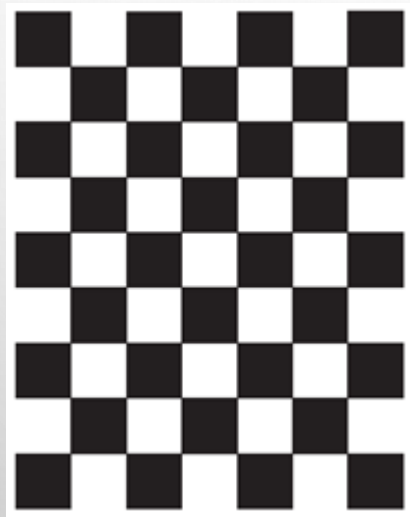
Reprojection Errors



Extrinsics



RECONSTRUCTION OF CHECKERBOARD



25mmX25mm



l-1



l-2



l-3



l-4



l-5



l-6



l-7



l-8



l-9



l-10



r-1



r-2



r-3



r-4



r-5



r-6



r-7



r-8



r-9



r-10

RECONSTRUCTION OF CHECKERBOARD

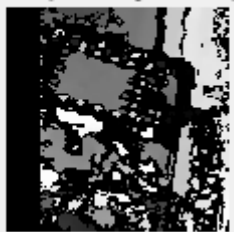
Before Rectification



After Rectification



Disparity Map



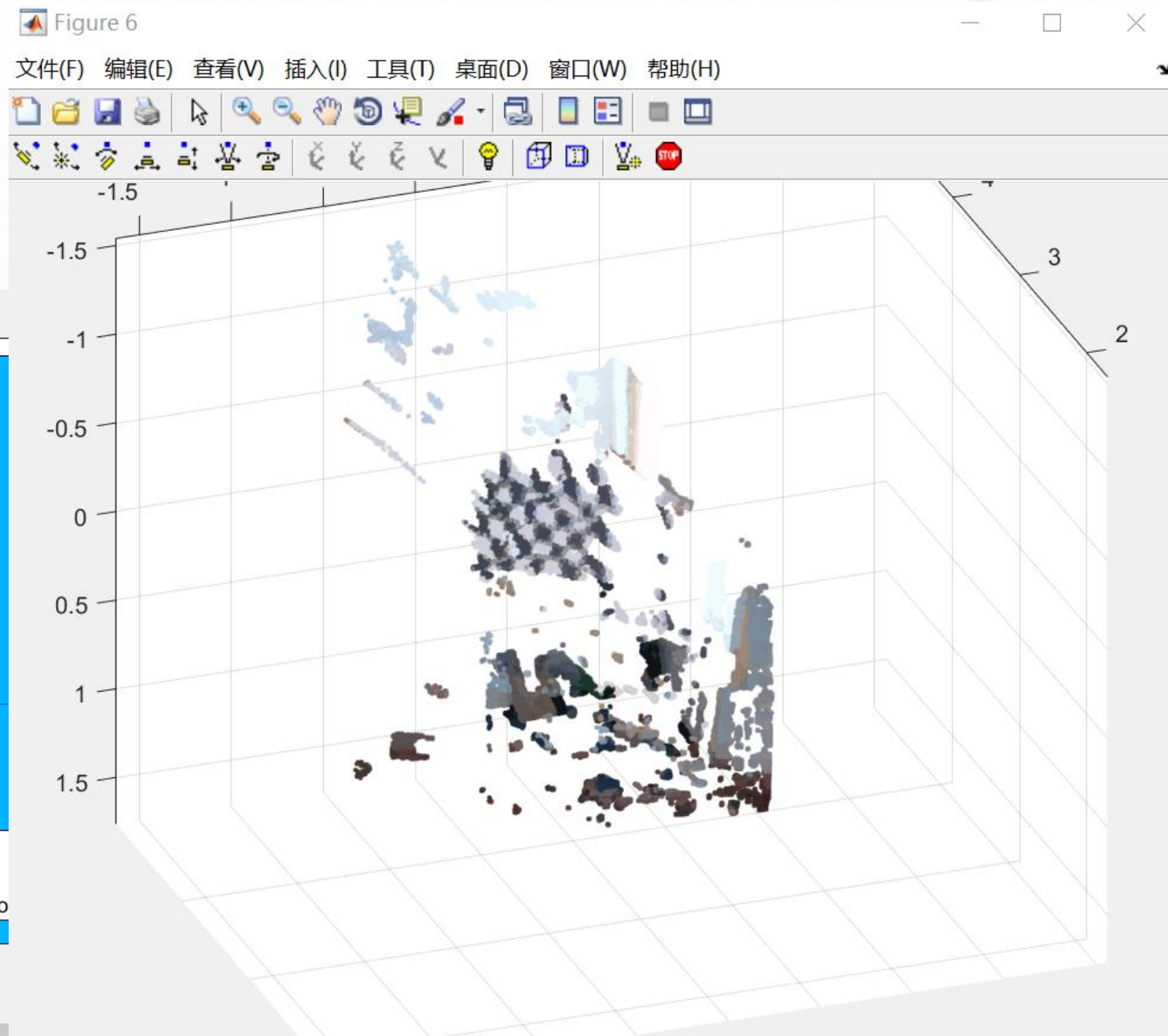
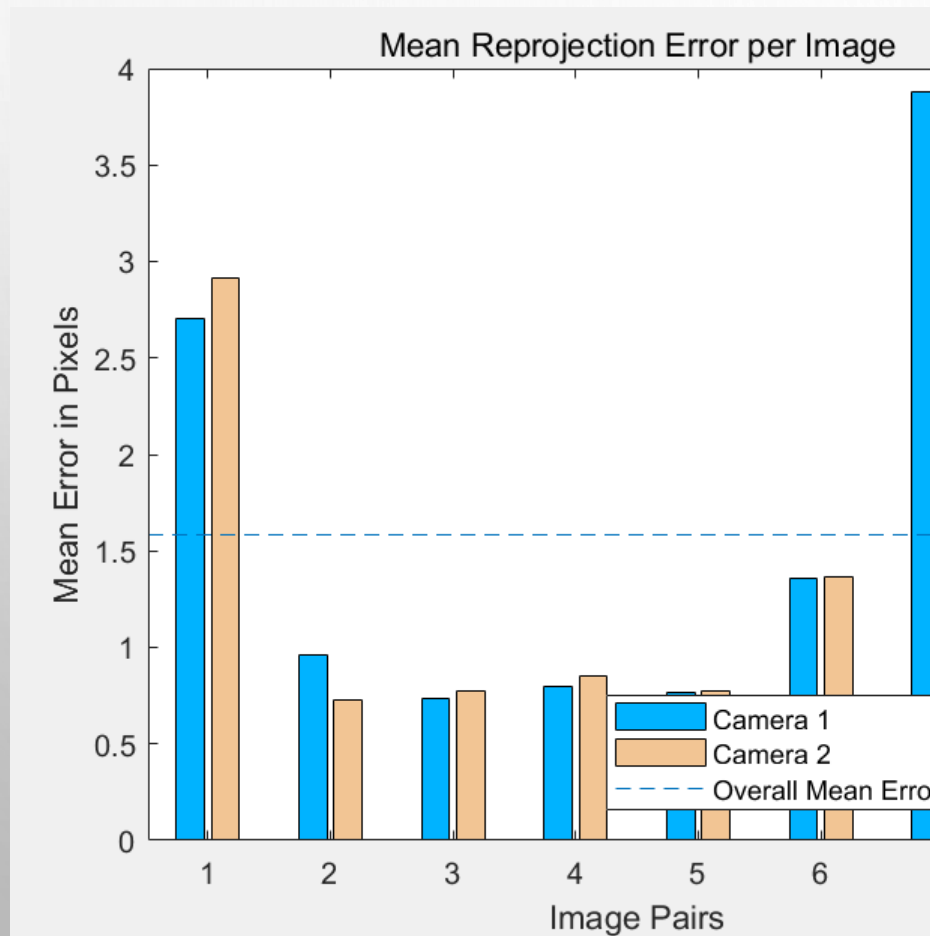
50

0

Camera 1



RECONSTRUCTION OF CHECKERBOARD



RECONSTRUCTION OF OBJECT

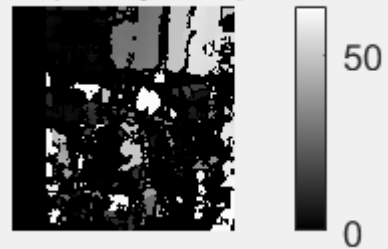
Before Rectification



After Rectification



Disparity Map



Mean Reprojection Error per Image

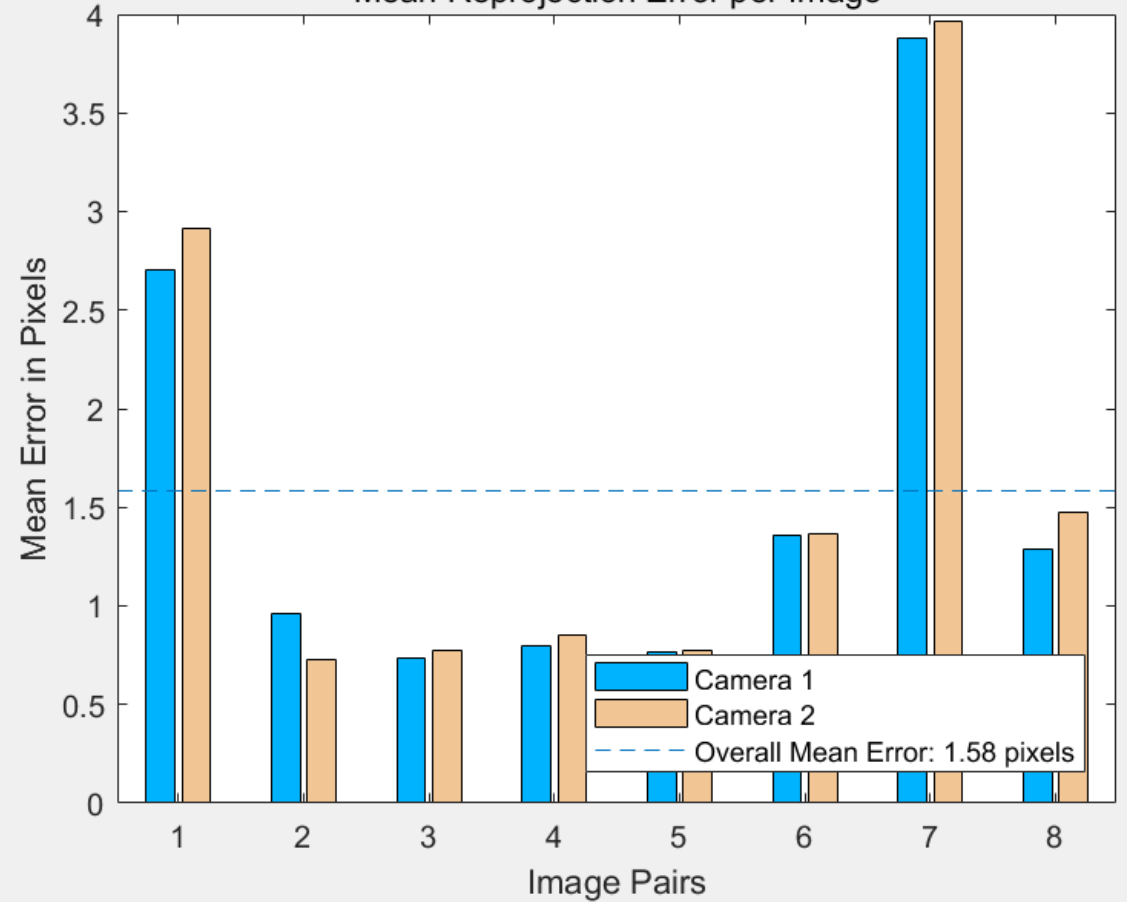
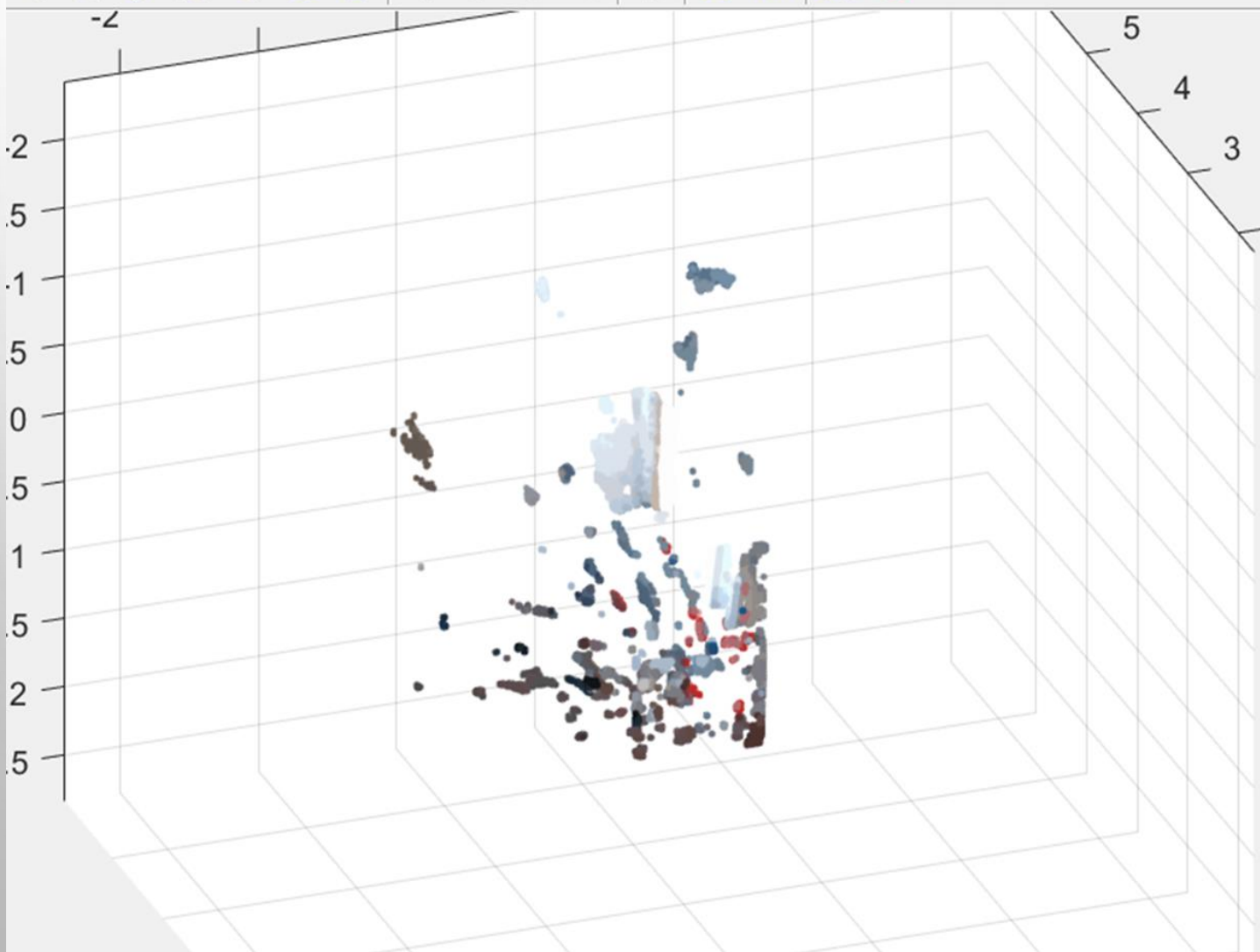
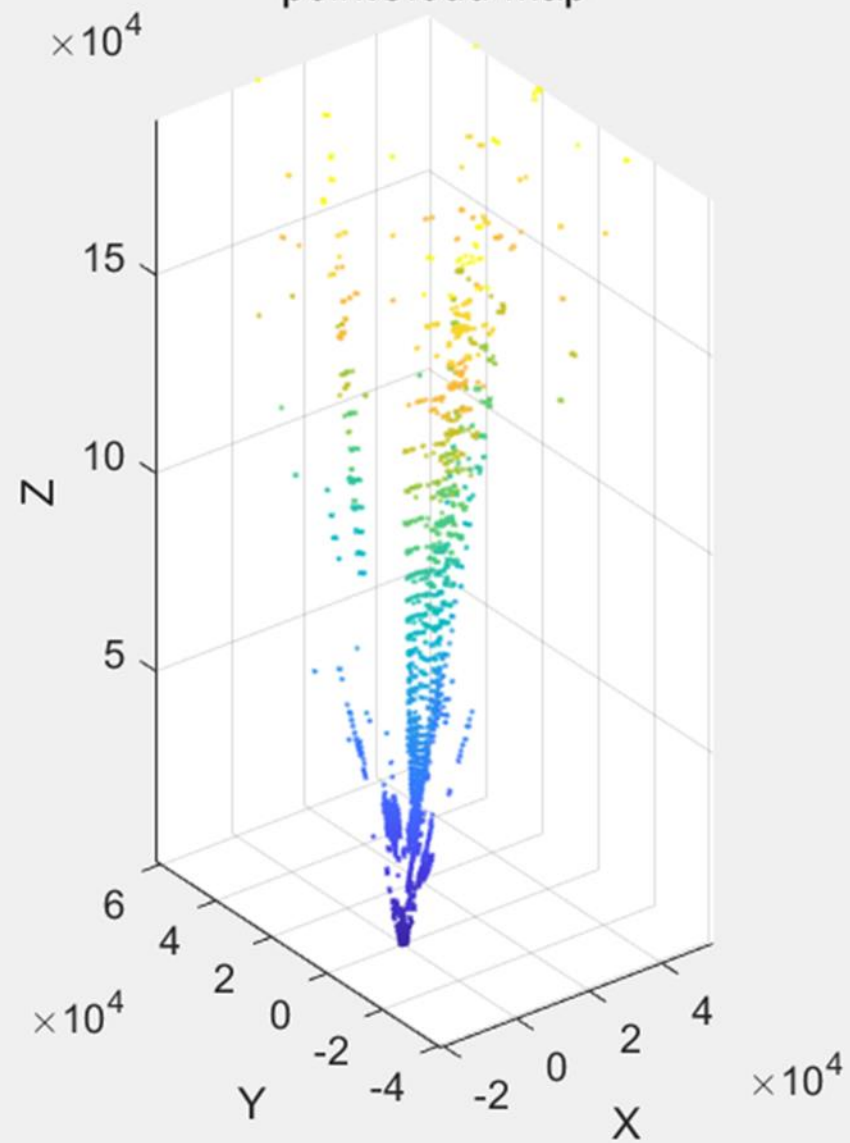


Figure 7

文件(F) 编辑(E) 查看(V) 插入(I) 工具(T) 桌面(D) 窗口(W) 帮助(H)



pointCloud Map



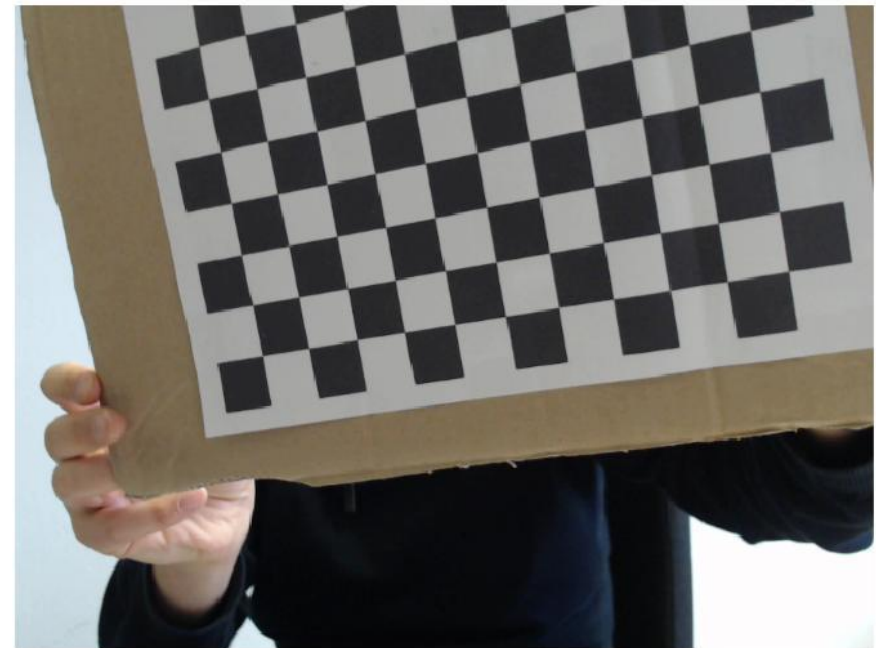
WHAT IS GOOD FOR RECONSTRUC TION?

Characteristic point

No strong reflection



WHAT IS GOOD FOR RECONSTRUCTION?



EQUIPMENTS



- - TWO CAMERAS (LOGITECH C920 HD PRO HD-WEBCAM)
- - MATLAB (ABOVE 2016)
- - A HARDBOARD
- - TRIPOD ROLLEI 5020797



COMPARISON OF TWO CAMERA

| Webcam Specifications A | |
|-------------------------|---------------------------------------|
| Connection Type | USB |
| USB Protocol | USB 2.0 |
| USB VID_PID | 082D |
| UVC Support | Yes |
| Microphone | Yes |
| Microphone Type | Stereo |
| Lens and Sensor Type | Glass |
| Focus Type | Auto |
| Optical Resolution | True:3MP Software Enhanced:15MP |

| Webcam Specifications B | |
|------------------------------|---------------------------------|
| Diagonal Field of View (FOV) | 78° |
| Focal Length | 3.67 mm |
| Image Capture (4:3 SD) | N/A |
| Image Capture (16:9 W) | 2.0 MP, 3 MP*, 6 MP*, 15 MP* |
| Video Capture (4:3 SD) | N/A |
| Video Capture (16:9 W) | 360p, 480p, 720p, 1080p |
| Frame Rate (max) | 1080p@30fps |
| Right Light | RightLight 2 |
| Video Effects (VFX) | N/A |
| Buttons | N/A |
| Indicator Lights (LED) | Yes |
| Privacy Shade | No |
| Tripod Mounting Option | Yes |



Thank You

