linear triang

$P = K(R|t)$

Intrinsic: K

Rotation: R

Translation: t

P_1, P_2, P_3, P_4

$P_i = K_i(R_i|t_i)$

$u_i(P_{i,3}X) - P_{i,1}X = 0$

$u_i(P_{i,3}X - P_{i,2}X) = 0$ for $i = 1, 2, 3, 4$

$$AX = 0 \rightarrow \begin{bmatrix} u_i P_{i3} - P_{i1} \\ v_i P_{i3} - P_{i2} \end{bmatrix} X = 0$$

$$IP = \begin{bmatrix} u_1 v_1 \\ u_2 v_2 \\ u_3 v_3 \\ u_4 v_4 \end{bmatrix} \rightarrow X = [X_w, Y_w, Z_w, I]^T$$

$x_i = (x_i, y_i, 1)^T$

$u_i(P_{i,3}X) - (P_{i,1}X) = 0$

$v_i(P_{i,3}X) - (P_{i,2}X) = 0$

3D Rasterization work