

HW3 Problem 1(a), 1(c) and extra credit

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Dear all

For problem 1(a), you won't get any penalty if you find there are some "lines" along the edges of the filling images after you applied all the necessary geometric modifications. You will get extra credit if you can come up with a solution to remove those "lines".

For problem 1(c), you can safely use equation 1 for generating the undistorted image without knowing its inverse function. You will get full credit if you can come up a solution along this line. However, you will find this solution gives you aliasing artifacts.

Any solution using an inverse function or equation 1 with anti-aliasing solutions will get extra credits.

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