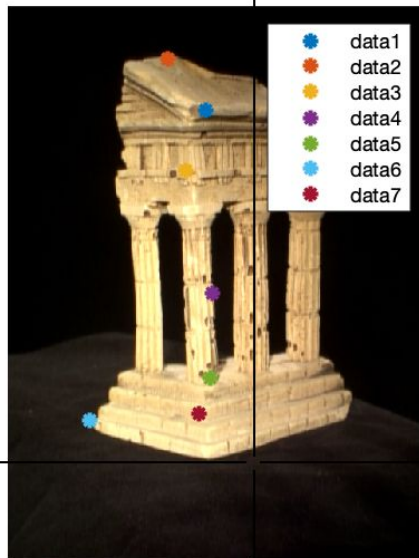


3.1.1 Implement the eight point algorithm

F:

-1.08375815130976e-09	1.75438948702935e-07	-1.17061202991406e-05
8.02952179369438e-08	5.43989454126549e-09	-0.00152201102745318
-1.45035302667240e-05	0.00146039564192221	0.00640087473418170

Epipolar Lines:



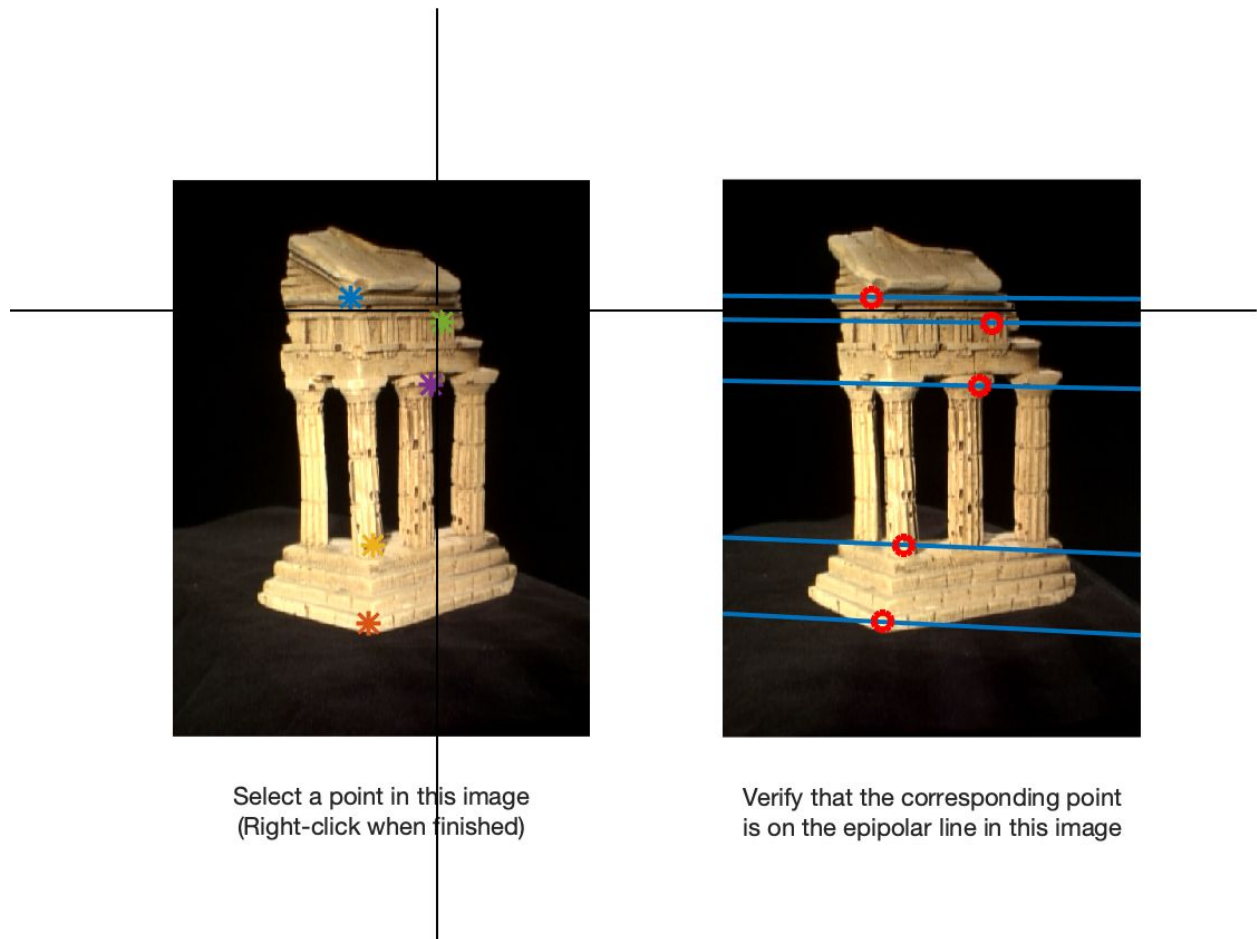
Select a point in this image
(Right-click when finished)



Verify that the corresponding point
is on the epipolar line in this image

3.1.2 Find epipolar correspondences

EpipolarMatchGui:



Similarity metric:

I used Euclidean distance between sub-images.

Failed cases:

- 1 When repeated patterns exist, it fails. Specially when patterns repeated multiple times along epipolar line. It is reasonable, because repeated pattern always have similar distance score, and it mislead the algorithm.
- 2 When image have areas with pure color, it fails. Because there is no pattern exist in these color area. If its all back, any point can be similar point.

3.1.3 Write a function to compute the essential matrix

E:

-0.00250523285609937	0.407014564491960	0.0475533245688117
0.186283168025193	0.0126660916593609	-2.28334643026901
0.00758878532338782	2.31139866934321	0.00258506045181384

3.1.4 Implement triangulation

Re-projection Error (test_script_2.m):

```
test_script_2
0.8503
```

Determined which extrinsic matrices is correct:

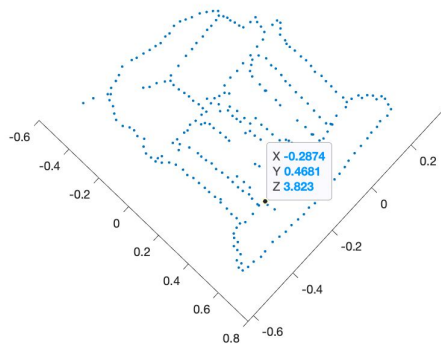
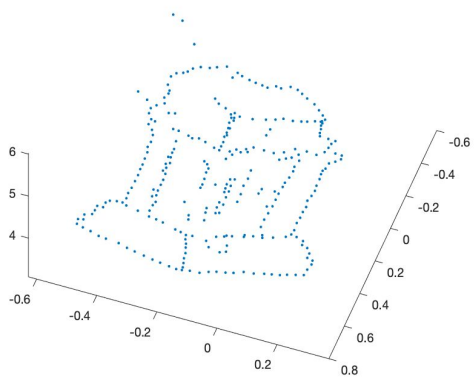
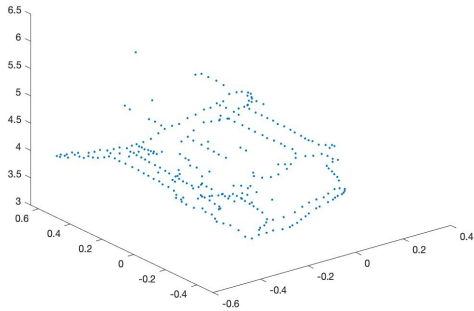
Briefly speaking: positive depth test.

In testTempleCoords.m, after I get 4 matrices from camera2.m, I compute Projection matrix (P2) with each of them, and triangulate 3D points based on those P2. Then use 3D points multiplied by projection matrix, and see if third value of outcome > 0. If > 0, vote for that matrix.

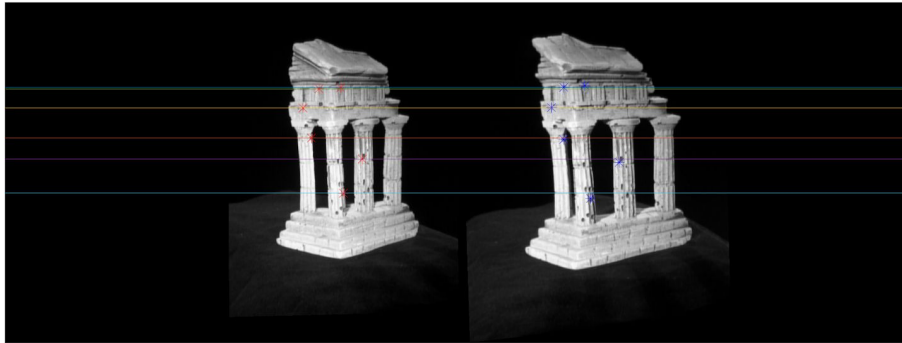
```
>> testTempleCoords
      0      288      274      14
```

Here is the votes of 4 matrices, so I pick second matrix as my Extrinsic

3.1.5 Write a test script that uses templeCoords

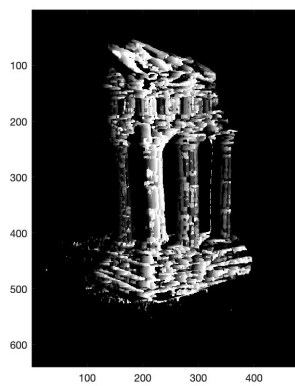


3.2.1 Image rectification



3.2.2 Dense window matching to find per pixel density

Disparity Map:



3.2.3 Depth map

Depth Map:

