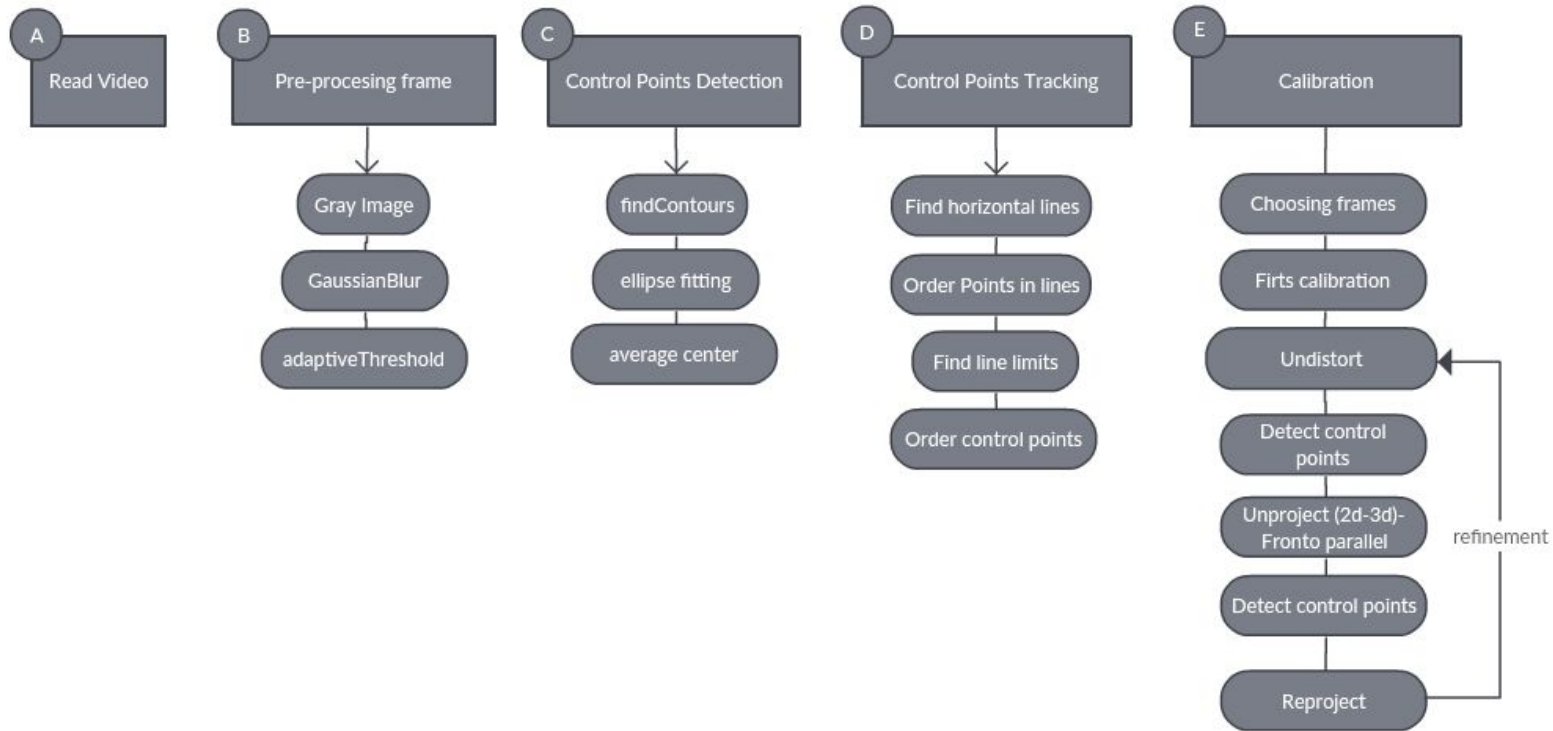


Camera Calibration using OpenCV

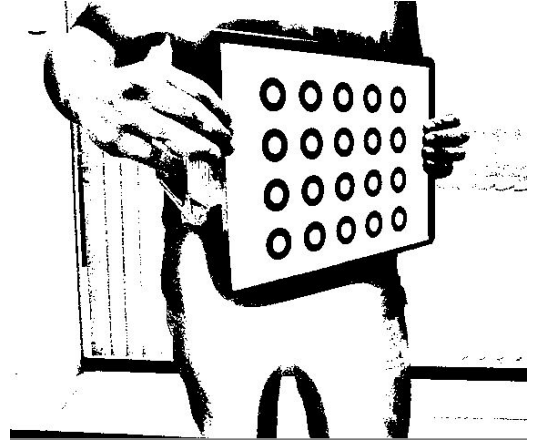
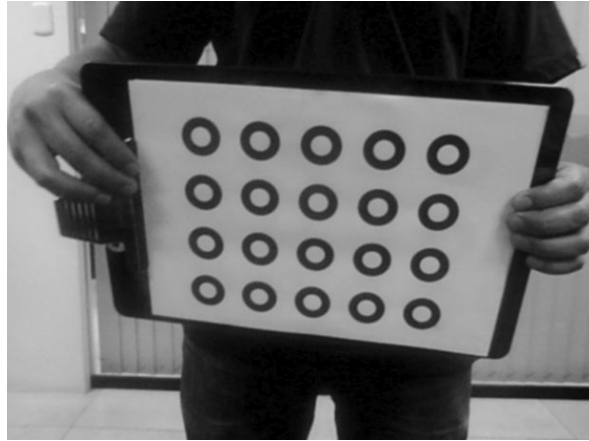
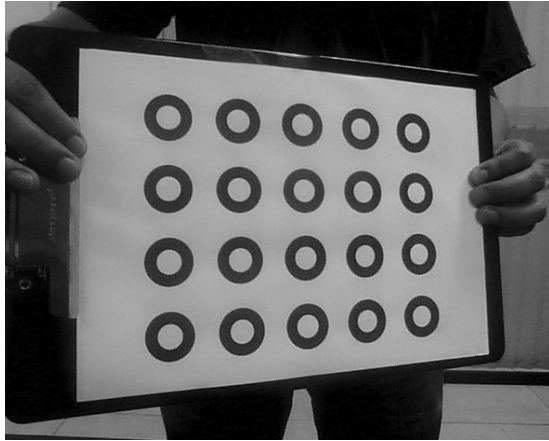
Alumnos:

- **Choqueluque Roman David**
- **Javier Quispe Diego**

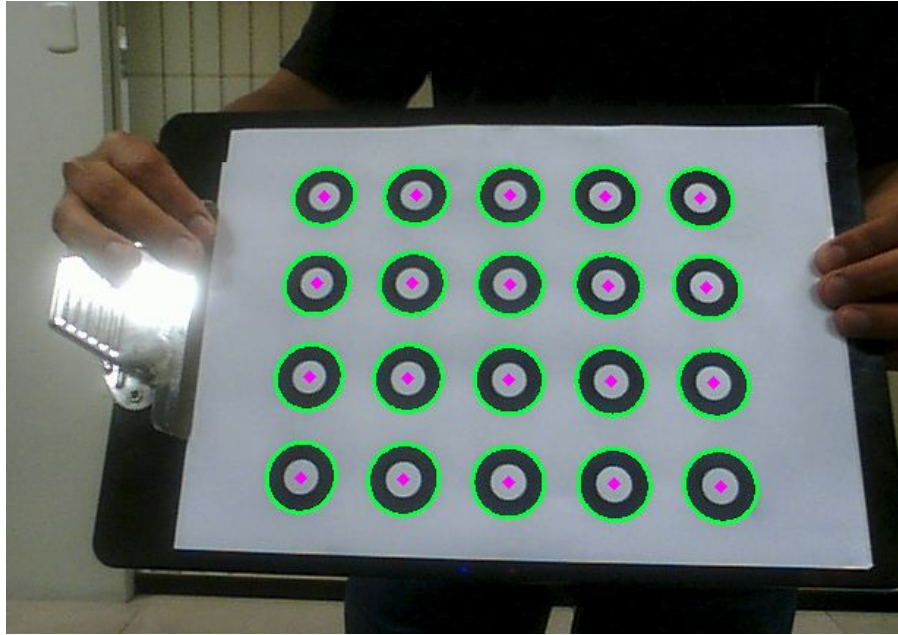
PIPELINE



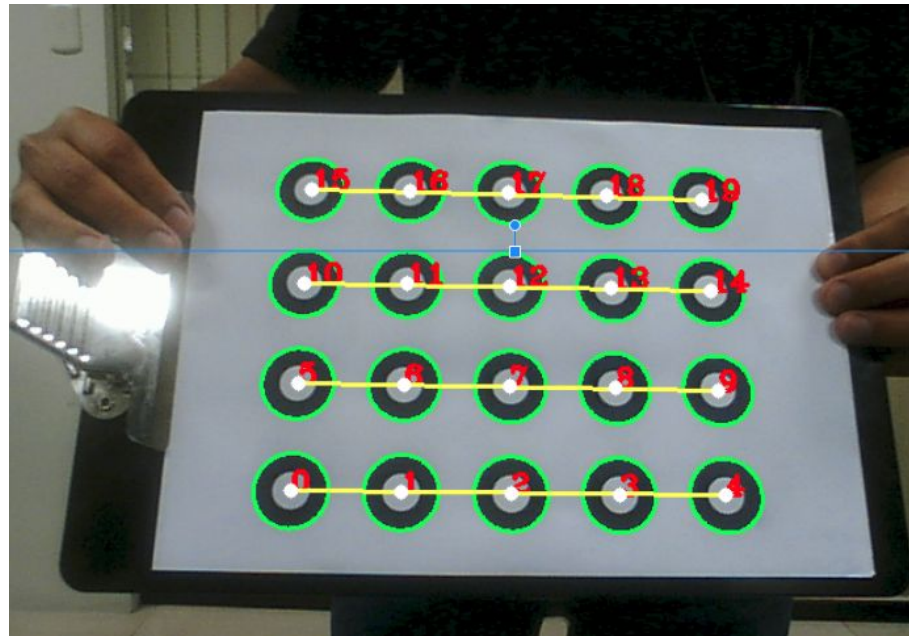
PRE-PROCESSING



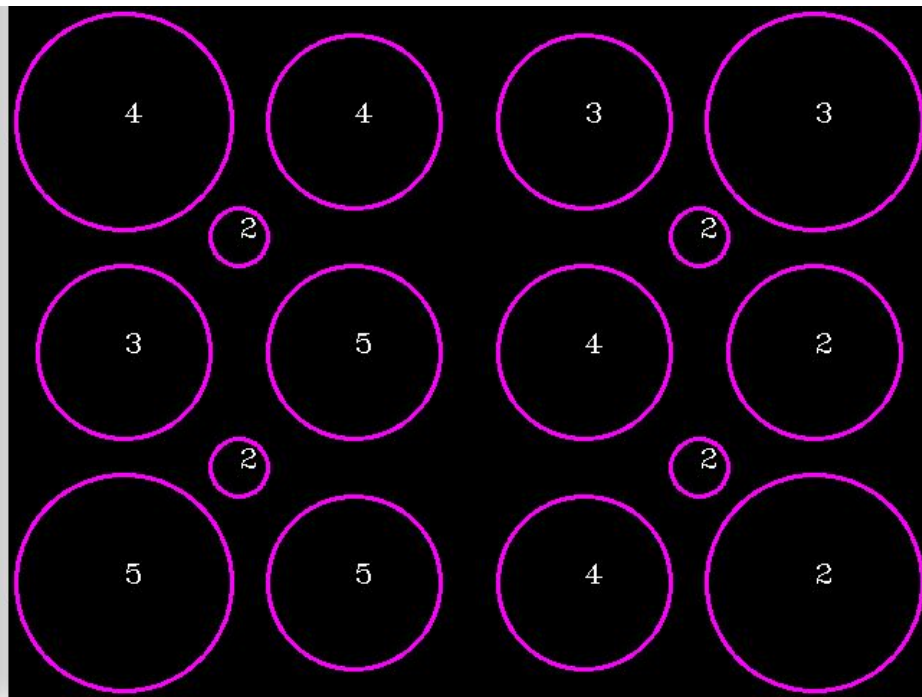
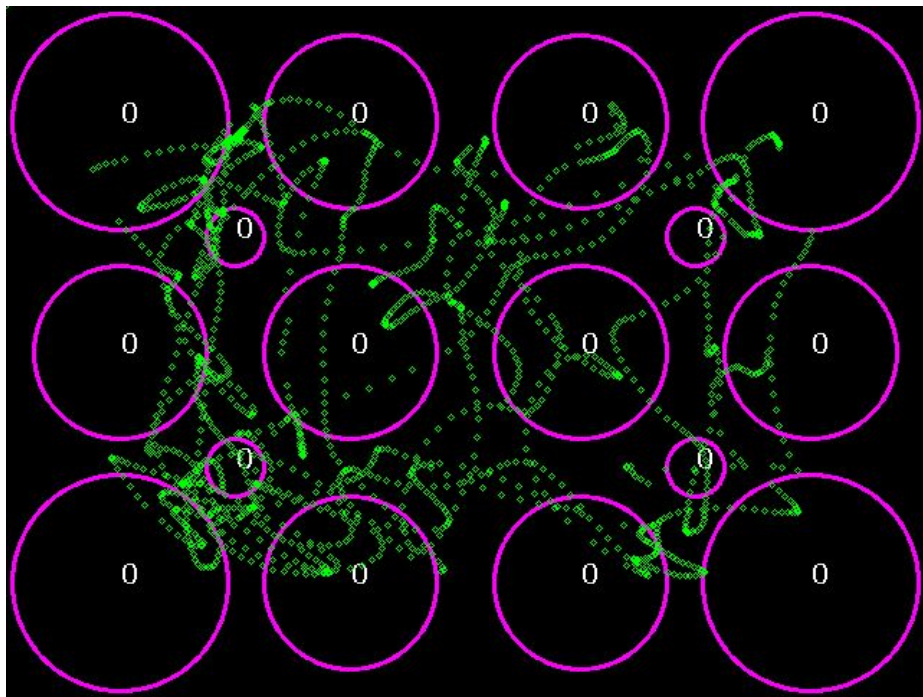
CONTROL POINT DETECTION



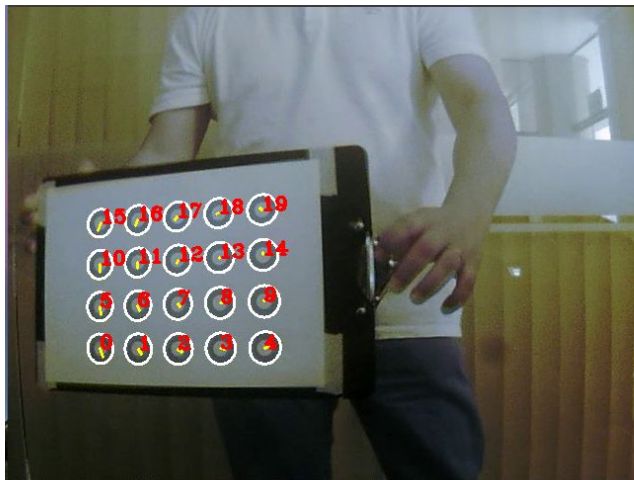
CONTROL POINT TRACKING



CHOOSING FRAMES



CAMERA 1: UNDISORT + REMAP



(a) Distorted image



(b) Correct image

CAMERA 2: UNDISORT + REMAP

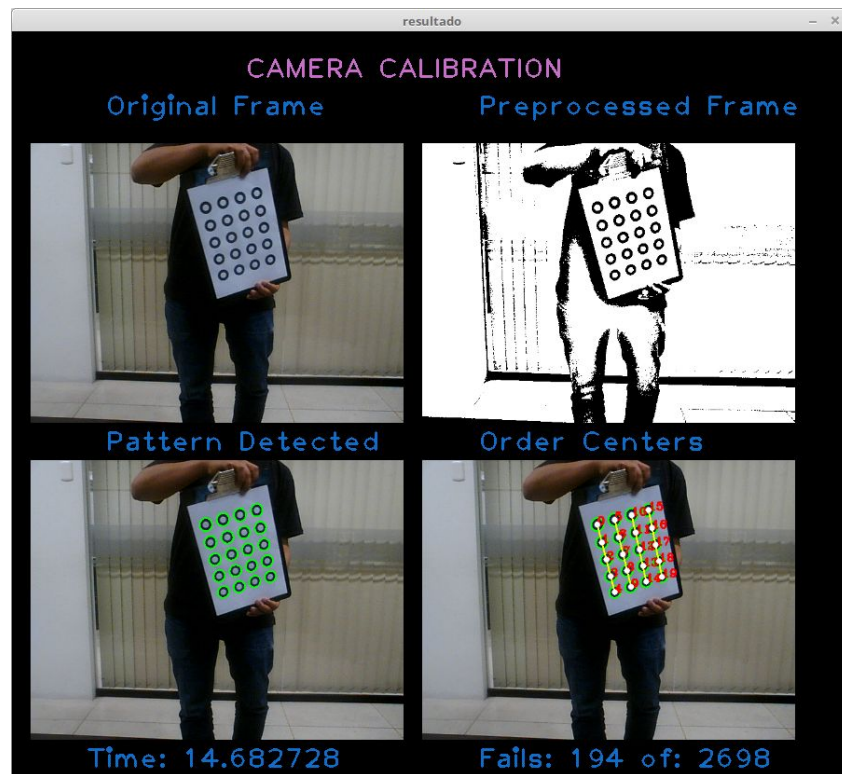


(a) Distorted image



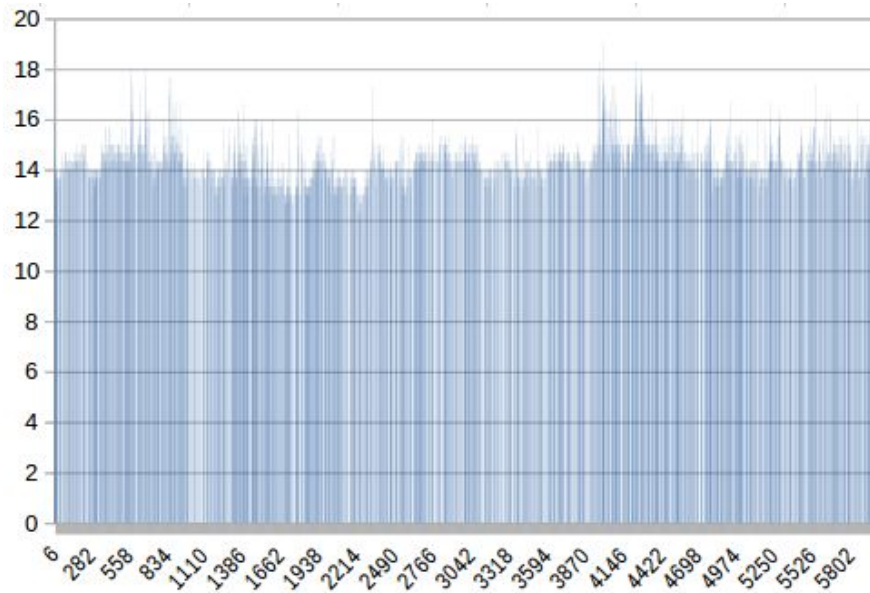
(b) Correct image

GENERAL VIEW APPLICATION

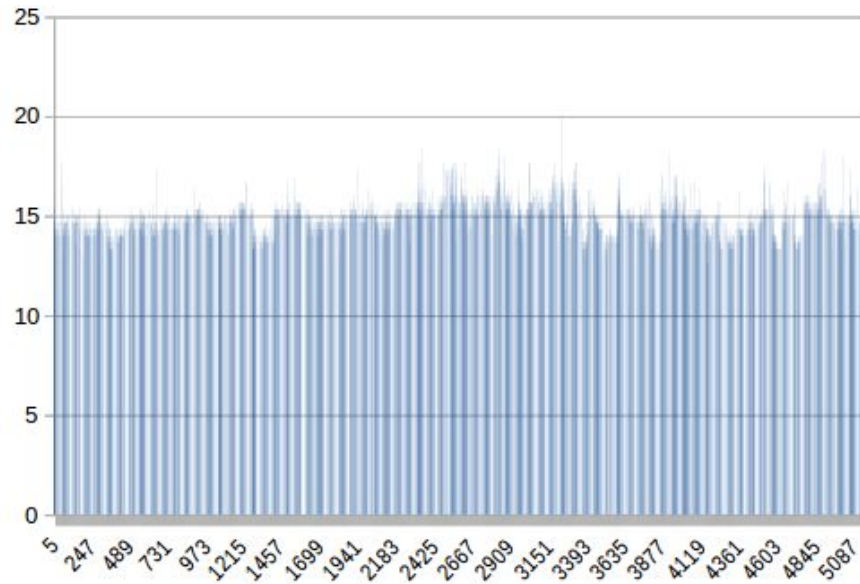


RESULTS

PATTERN 1: FRAME VS TIME



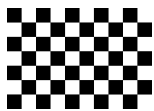
PATTERN 2: FRAME VS TIME



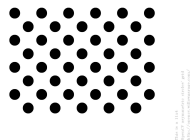
RESULTS: TRACKING

	Patrón 1	Patrón 2
Time	5.01ms	5.06ms
Frames	Fail 467 of 5972	Fail 413 of 5144
Accuracy	92.18	91.97

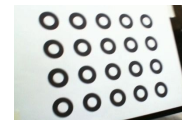
CALIBRATION: CAMERA 1



OpenCv implementation (ChessBoard)(rms=0.5972)		
674.10767	0	309.26380
0	67345705	262.5772
0	0	1

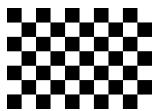


OpenCv implementation (Assymetric)(rms=0.7987)		
751.7648	0	348.8548
0	755.7854	263.02961
0	0	1

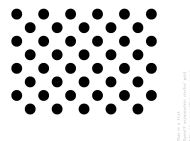


Our implementation (rms=0.2918)		
705.0014	0	351.4085
0	701.6671	258.9697
0	0	1

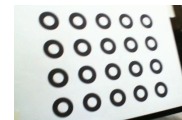
CALIBRATION CAMERA 2



OpenCv implementation (ChessBoard)(rms=0.5308)		
514.5797	0	335.1768
0	514.8973	181.4782
0	0	1



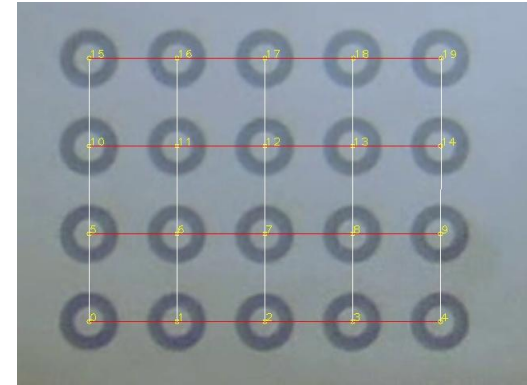
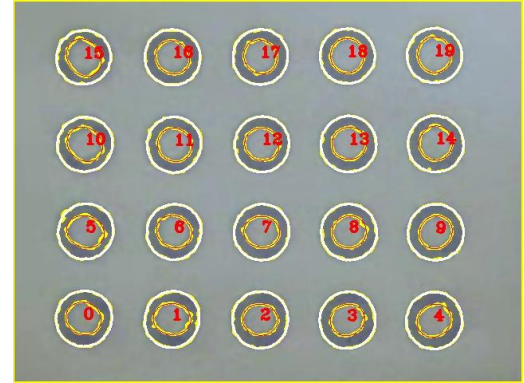
OpenCv implementation (Assymetric)(rms=0.2783)		
492.4746	0	328.70143
0	493.9645	175.3383
0	0	1



Our implementation (rms=0.3781)		
508.94199	0	300.25258
0	509.63553	184.21757
0	0	1

ITERATIVE REFINEMENT

1. First Calibration
2. Undistort and Unproject
3. Localize control points
4. Unproject (Fronto Parallel)
5. Localize control points
6. Reproject
7. Control points Refinement



REFINEMENT

NORMAL



1 POINTS:
(REPROJECTED) RED

AVERAGE



2 POINTS:
(REPROJECTED) RED,
(ORIGINAL) GREEN

BARICENTER

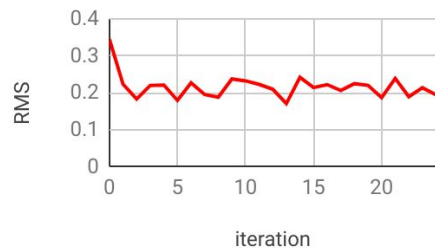


3 POINTS:
(REPROJECTED) RED,
(INTERSECTION) WHITE,
(ORIGINAL) GREEN

REFINEMENT - CAMERA 1

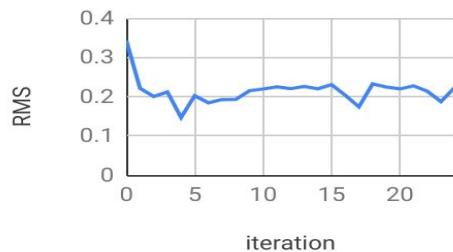
NORMAL

RMS vs. iteration



AVERAGE

RMS vs. iteration



BARICENTER

RMS vs. iteration

