


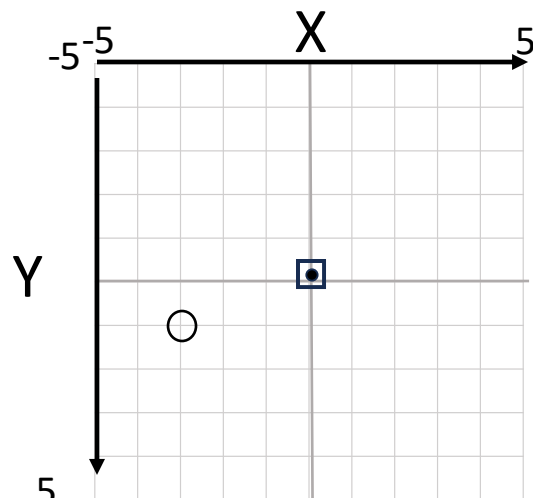
Camera Model

Name	Dharini Baskaran
Identity Key	dhba5060

	Level	Completed	Goal	
	Beginner	13	4722	16
	Intermediate	6	5722	18
	Advanced	1	Total Completed	
	Expert	0	20	

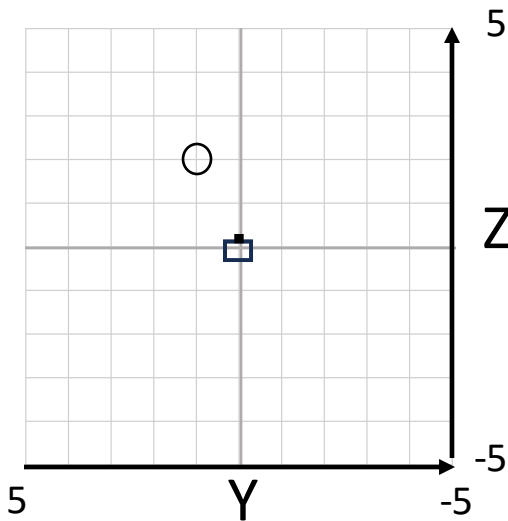
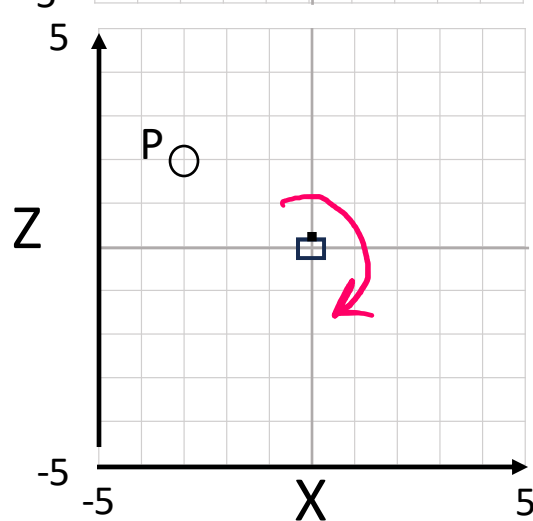
1 Draw ${}^C P$ (Geometry only)

World Coordinate System

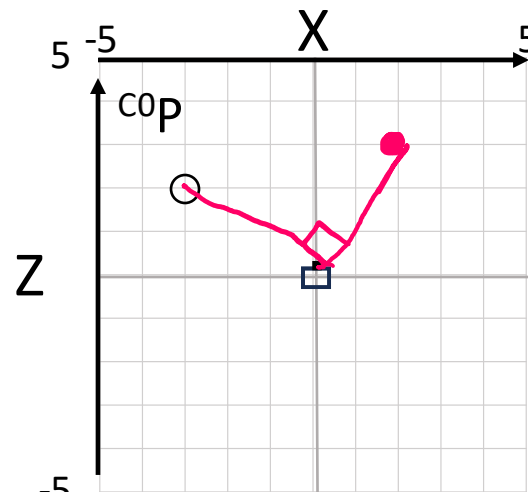


$${}^W P = (-3, 1, 2)$$

Camera rotates along Y
from Z to X by 90 degrees

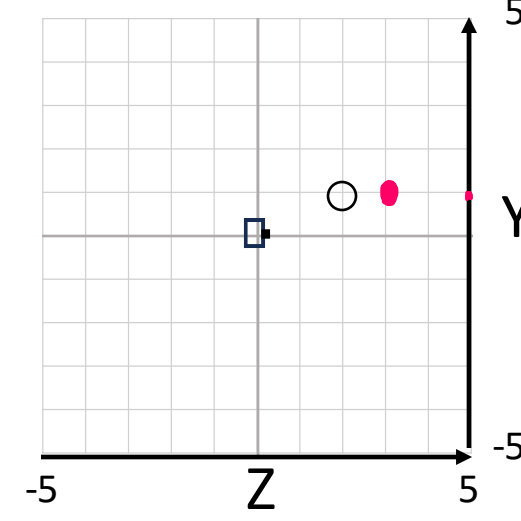
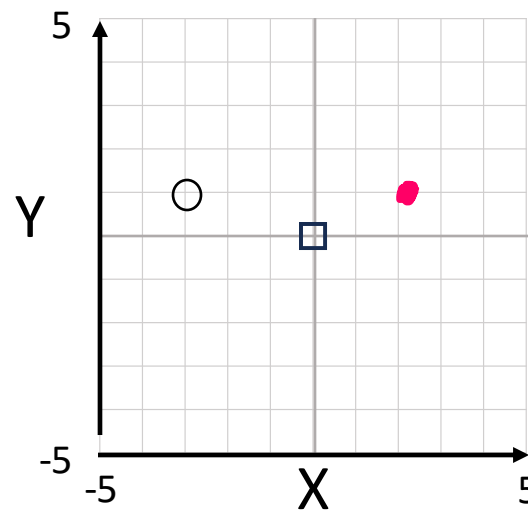


Camera Coordinate System



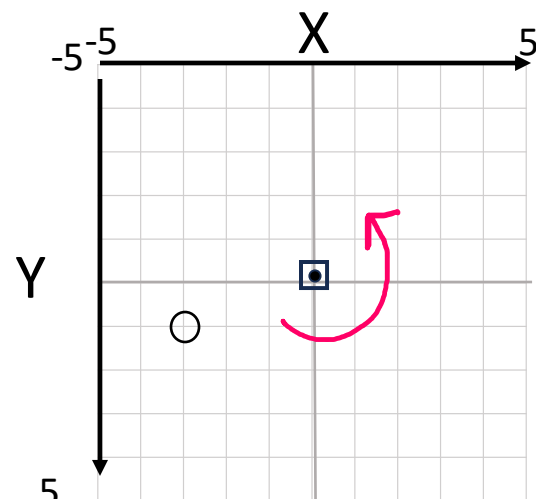
$${}^C {}^0 P = (-3, 1, 2)$$

$${}^C P = (\underline{2}, \underline{1}, \underline{3})$$



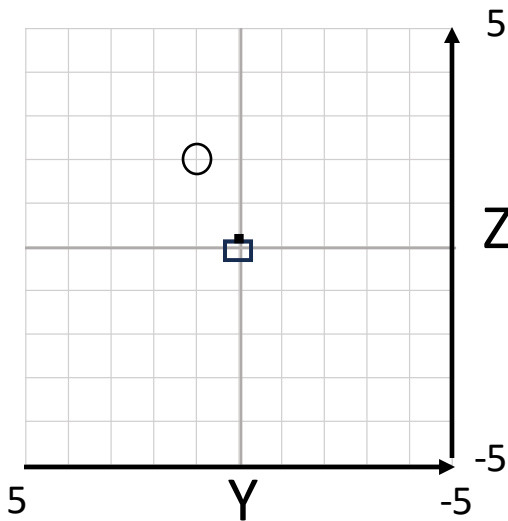
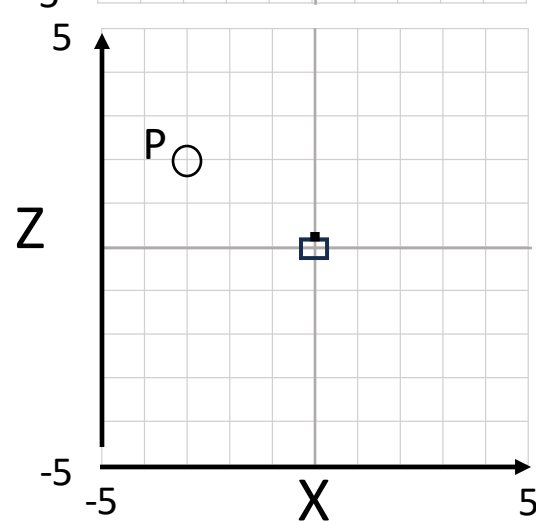
2 ☒ ☐ Draw ${}^C P$ (Geometry only)

World Coordinate System

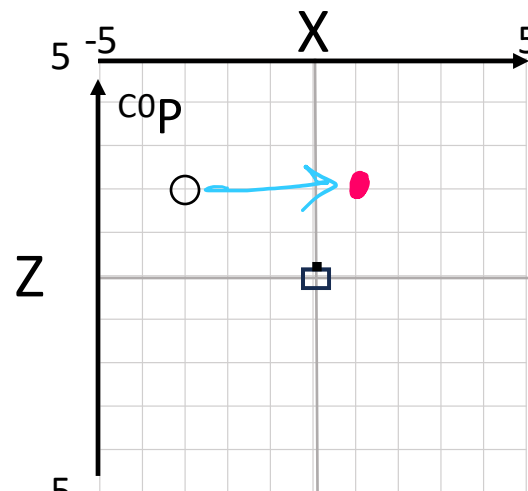


$${}^W P = (-3, 1, 2)$$

Camera rotates along Z
from Y to X by 90 degrees

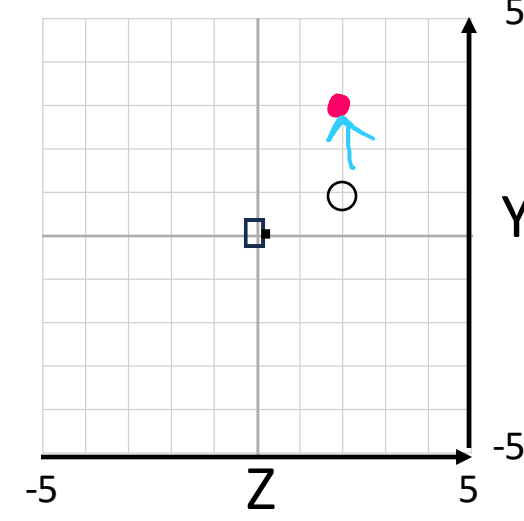
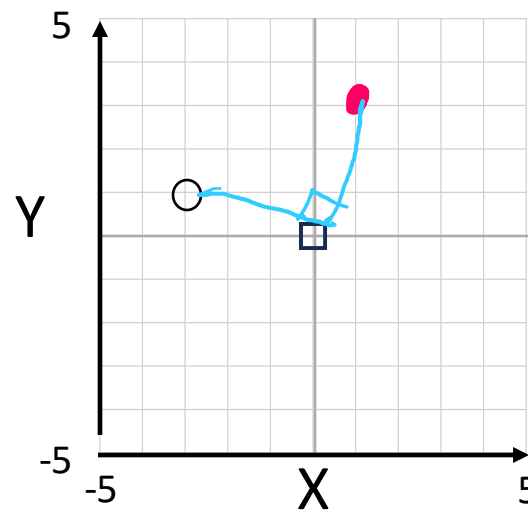


Camera Coordinate System



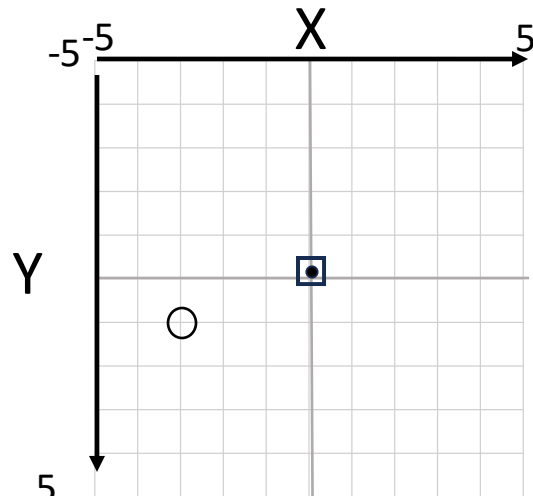
$${}^{C_0} P = (-3, 1, 2)$$

$${}^C P = (\underline{1}, \underline{3}, \underline{2})$$



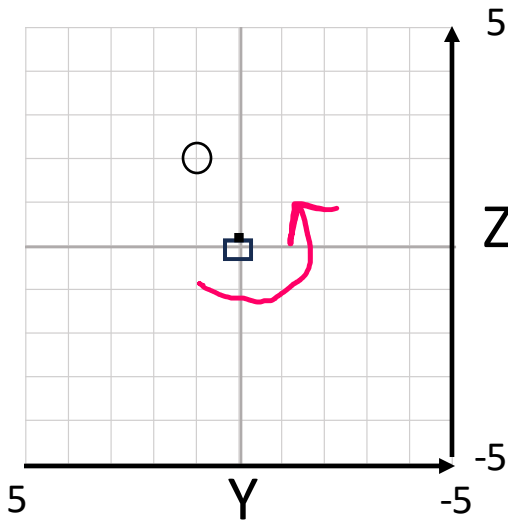
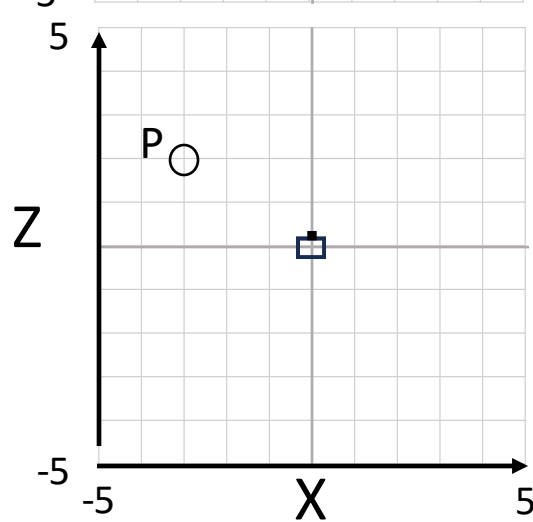
3 Draw ${}^C P$ (Geometry only)

World Coordinate System

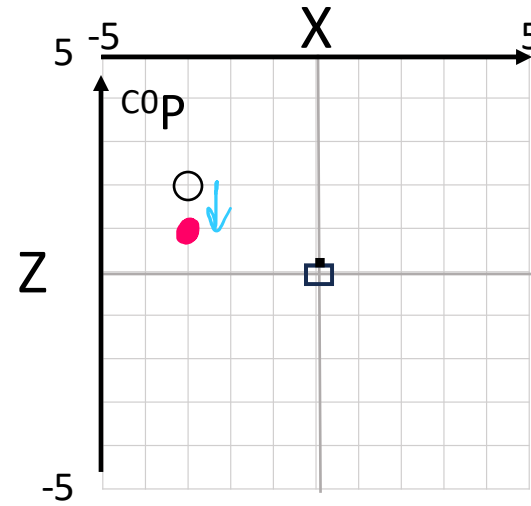


$${}^W P = (-3, 1, 2)$$

Camera rotates along X
from Y to Z by 90 degrees

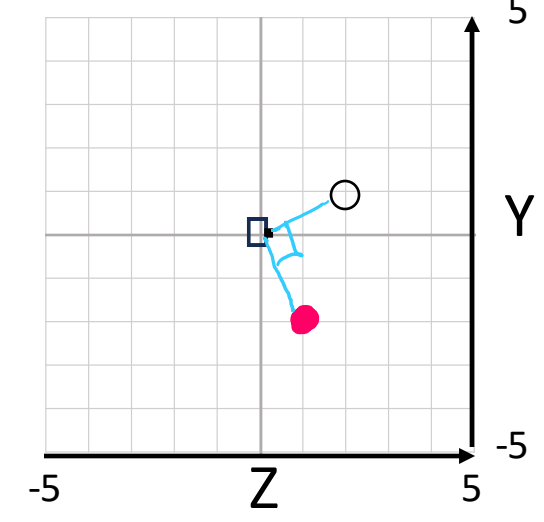
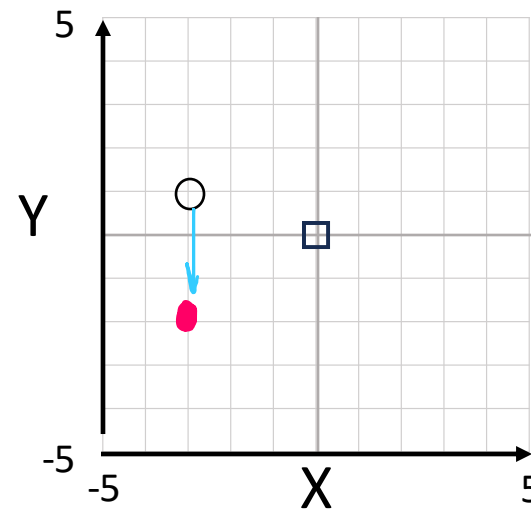


Camera Coordinate System

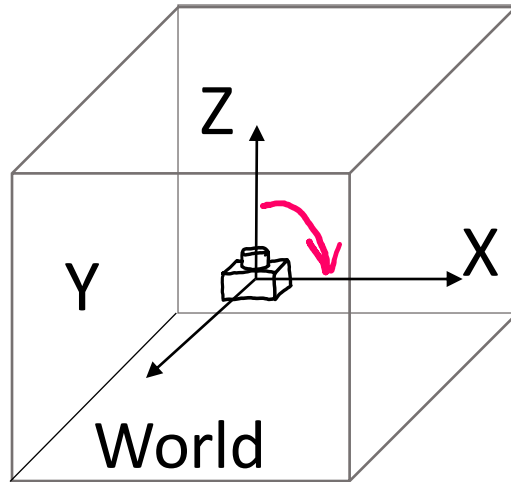


$${}^{C_0} P = (-3, 1, 2)$$

$${}^C P = (-3, -2, 1)$$

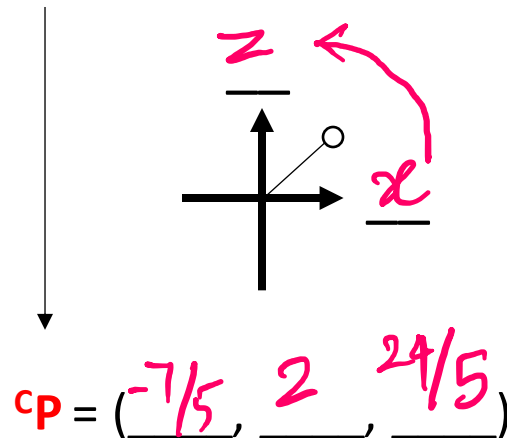


4 ☒  Convert ${}^W P \rightarrow {}^C P$ using a rotation matrix



Camera rotates along Y from X to Z by 53 degrees

degrees	37	53	60	90
$\sin(\theta)$	$3/5$	$4/5$	$\sqrt{3}/2$	1
$\cos(\theta)$	$4/5$	$3/5$	$1/2$	0

$$^wP = (3, 2, 4)$$


WP

3

2

4

1

R

$$R^*P$$

CP

$$\frac{9}{5} - \frac{16}{5}$$

2

$$\frac{24}{5} \quad \frac{12}{5} + \frac{12}{5}$$

1

CL

3/5

$$-\frac{4}{5}$$

0

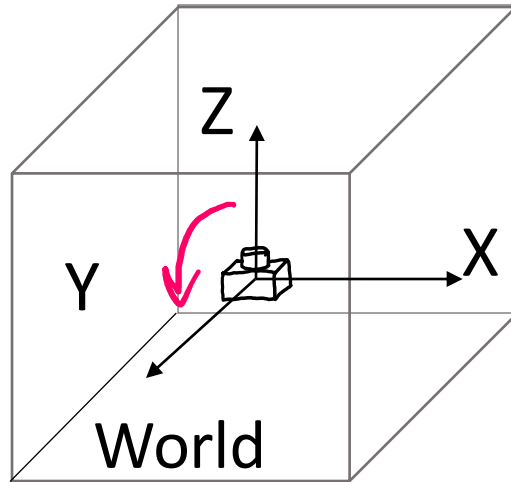
 $\frac{4}{5}$ $\frac{3}{5}$

0

C

1

5 ☐ ☒ Convert ${}^W P \rightarrow {}^C P$ using a rotation matrix



Camera rotates along X from Z to Y by 90 degrees

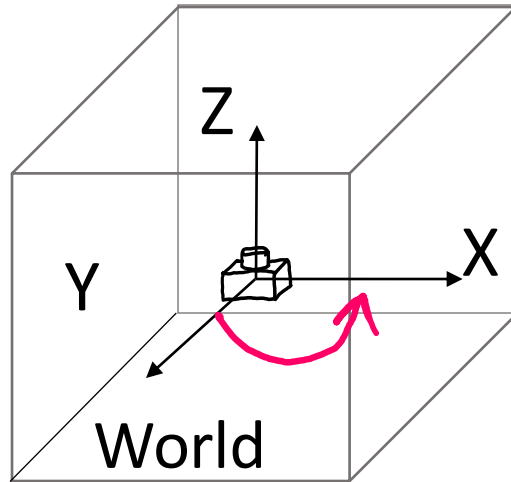
degrees	37	53	60	90
$\sin(\theta)$	$3/5$	$4/5$	$\sqrt{3}/2$	1
$\cos(\theta)$	$4/5$	$3/5$	$1/2$	0

$${}^W P = (4, 5, 3)$$

$${}^C P = (\underline{4}, \underline{3}, \underline{-5})$$

				4	${}^W P$
				5	
				3	
				1	
R	y		$R * P$		${}^C P$
1		s	0	4	
c	0	1	0	3	
	-1	0	0	-5	
	-s	c	1	1	
z					

6 ☐ ☒ Convert ${}^W P \rightarrow {}^C P$ using a rotation matrix



Camera rotates along Z from Y to X by 37 degrees

degrees	37	53	60	90
$\sin(\theta)$	$3/5$	$4/5$	$\sqrt{3}/2$	1
$\cos(\theta)$	$4/5$	$3/5$	$1/2$	0

$${}^W P = (4, 3, -2)$$

$${}^C P = (\underline{5}, \underline{0}, \underline{-2})$$

4
3
-2
1

 ${}^W P$

	R	x		R^*P	1
y	$\frac{4}{5}$	$\frac{3}{5}$		0	5
	$-\frac{3}{5}$	$\frac{4}{5}$		0	0
	-5	c	1	0	-2
				1	1

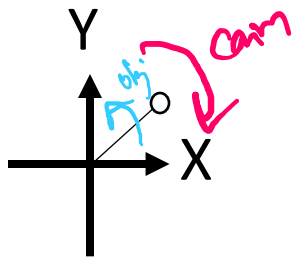
$\frac{16}{5} + \frac{9}{5}$

$-\frac{12}{5} + \frac{12}{5}$

7 ☒



$${}^{C^0}\mathbf{p} = (4, -1, 5)$$



Camera rotates from Y to X by 90 degrees

$$\mathbf{c_1p} = (1, 4, 5)$$

$$\mathbf{c^2p} = (3, 1, 6)$$

degrees	37	53	60	90
$\sin(\theta)$	$3/5$	$4/5$	$\sqrt{3}/2$	1
$\cos(\theta)$	$4/5$	$3/5$	$1/2$	0

Diagram illustrating the construction of the matrix R^z from the given matrices and vector w_p .

The matrix R^z is constructed as follows:

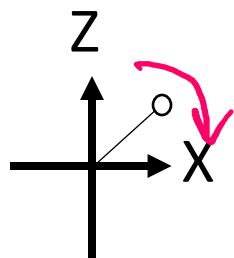
0	1		0
-1	0		0
		1	0
			1

The vector w_p is:

-4
1
5
1

8 ☒ ☐ Fill R, T, ^WP, ^CP

$${}^C{}^0P = (3, 2, -4)$$



Camera rotates
from Z to X by
53 degrees

$${}^C{}^1P = (5, 2, 0)$$

$$\begin{aligned} \frac{3a}{5} + \frac{4c}{5} &= 5 \\ 3a + 4c &= 25 \\ -\frac{4a}{5} + \frac{3c}{5} &= 0 \\ 7a - 4c &= 0 \\ 7a - 4c &= 0 \\ 3a + 4c &= 25 \end{aligned}$$

$$\begin{aligned} 16a - 12c &= 0 \\ 9a + 12c &= 75 \\ \hline 25a &= 75 \\ a &= 3 \end{aligned}$$

$${}^C{}^2P = (3, 1, 1)$$

degrees	37	53	60	90
sin(θ)	3/5	4/5	√3/2	1
cos(θ)	4/5	3/5	1/2	0

				^W P
				3
				2
				4
				1
				^C P
				5
				2
				0
				1

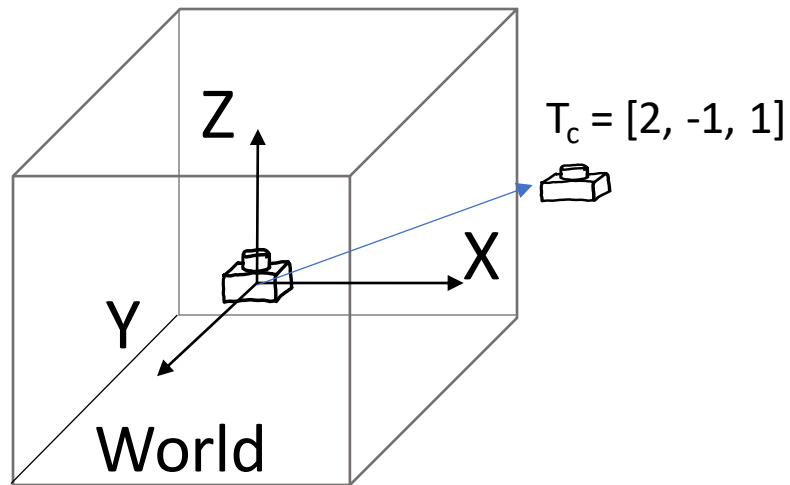
	^R		^T
	3/5		4/5
		1	
	-4/5		3/5
			1

^Z

9 ☒ ☐

Derive the Extrinsic Matrix

Camera rotates along Y from Z to X by 53 degrees then translates



degrees	30	37	45	53	60	90
$\sin(\theta)$	1/2	3/5	$\sqrt{2}/2$	4/5	$\sqrt{3}/2$	1
$\cos(\theta)$	$\sqrt{3}/2$	4/5	$\sqrt{2}/2$	3/5	1/2	0

\mathcal{Z}

M_E

$3/5$		$-4/5$	-2
	1		1
$4/5$		$3/5$	-1
			1

\mathcal{Z}

w_p

3
2
-4
1

c_p

3
3
-1
1

$$\frac{9}{5} + \frac{16}{5} - 2 = 5 - 2$$

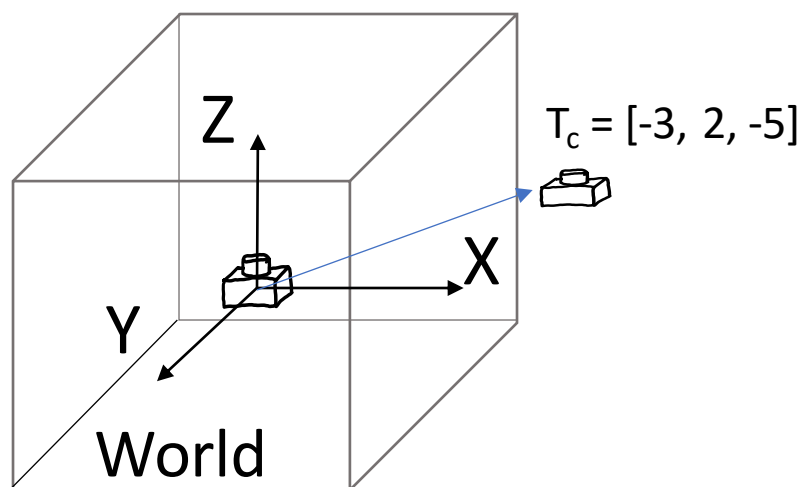
$2+1$

$$\frac{12}{5} - \frac{12}{5} - 1$$

1

10 ☒ ☐ Derive the Extrinsic Matrix

Camera rotates along X from Y to Z by 90 degrees then translates



degrees	30	37	45	53	60	90
$\sin(\theta)$	1/2	3/5	$\sqrt{2}/2$	4/5	$\sqrt{3}/2$	1
$\cos(\theta)$	$\sqrt{3}/2$	4/5	$\sqrt{2}/2$	3/5	1/2	0

M_E

Y

1			3
	0	1	-2
	-1	0	5
			1

Z

w_p

1
2
-4
1

c_p

1+3

-4-2

-2+5

1

4
-6
3
1

11 ☒ ☐ Derive M_E^{-1} from M_E

z notation 90°

-4
4
6
1

wp

M_E

0	-1		1
1	0		4
		1	-2
			1

5
0
4
1

cp

1	0	0	-1	5
0	1	0	-4	0
0	0	1	2	4
0	0	0	1	1

cp

M_E^{-1}

0	1	0	0
-1	0	0	0
0	0	1	0
0	0	0	1

0	1		-4
-1	0		1
		1	2
			1

-4
-4
6
1

wp

-4

-5+1

4+2

1

12 ☒ ☐ ☒ Derive M_E^{-1} from M_E

$$\begin{aligned}
 & -\frac{3}{8} \cdot 50 + \frac{4}{8} \cdot 60 - 30 + 48 = 18 \\
 & -\frac{4}{8} \cdot 50 + \frac{3}{8} \cdot 60 - 40 + 36 = -76
 \end{aligned}$$

M_E

3/5		4/5	50	75
	1		40	40
-4/5		3/5	60	60
			1	1

wp

$$\begin{aligned}
 & \frac{3}{8} \cdot 15 - \frac{4}{8} \cdot 60 + 18 = 15 \\
 & 40 - 40 = 0 \\
 & \frac{4}{8} \cdot 15 + \frac{3}{8} \cdot 60 - 76 = 20
 \end{aligned}$$

cp

3/5		-4/5	
	1		
4/5		3/5	
			1

1			-50	75
	1		-40	40
		1	-60	60
			1	1

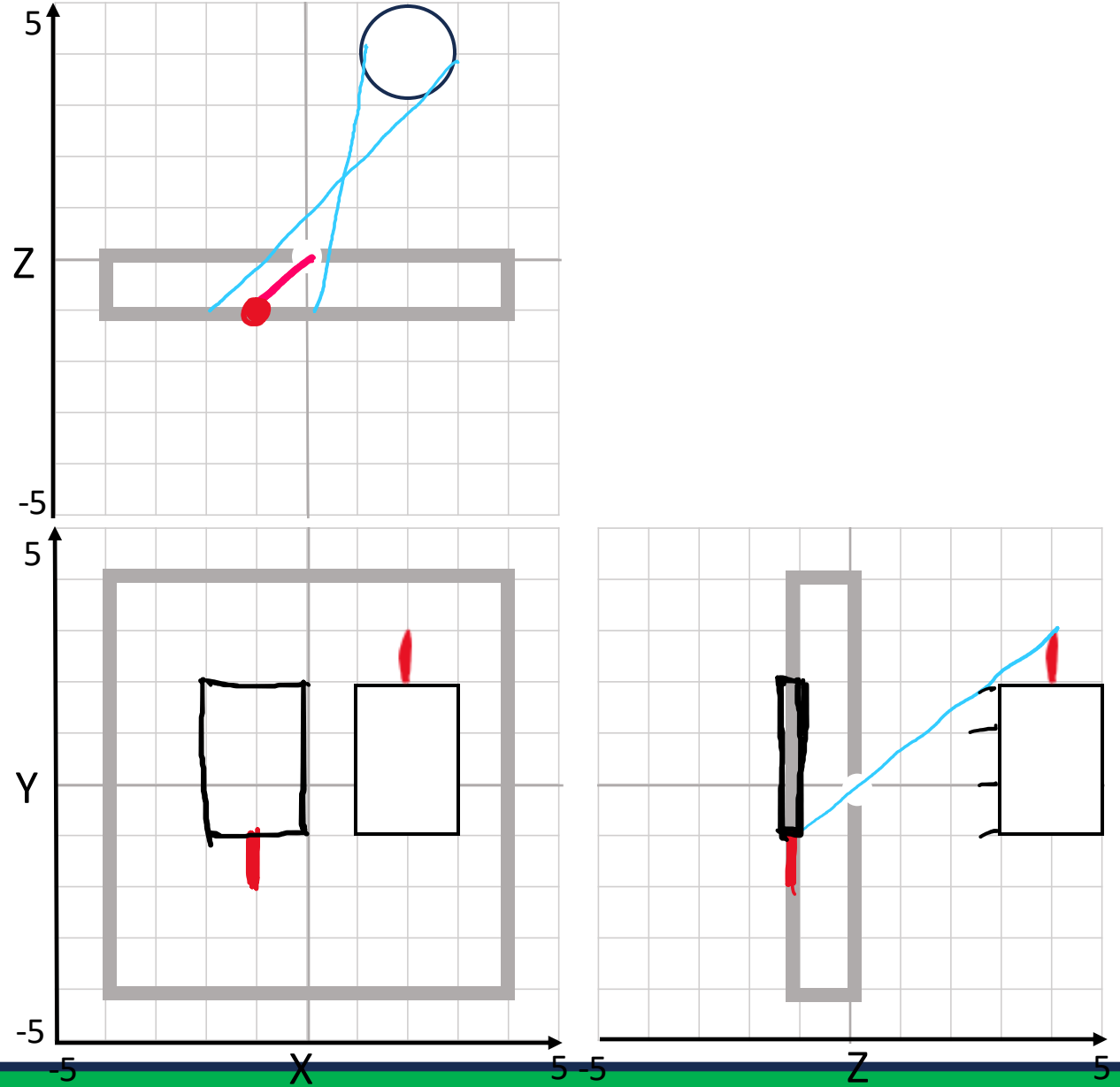
M_E^{-1}

3/5		-4/5	18	15
	1		-40	50
4/5		3/5	-76	20
			1	1

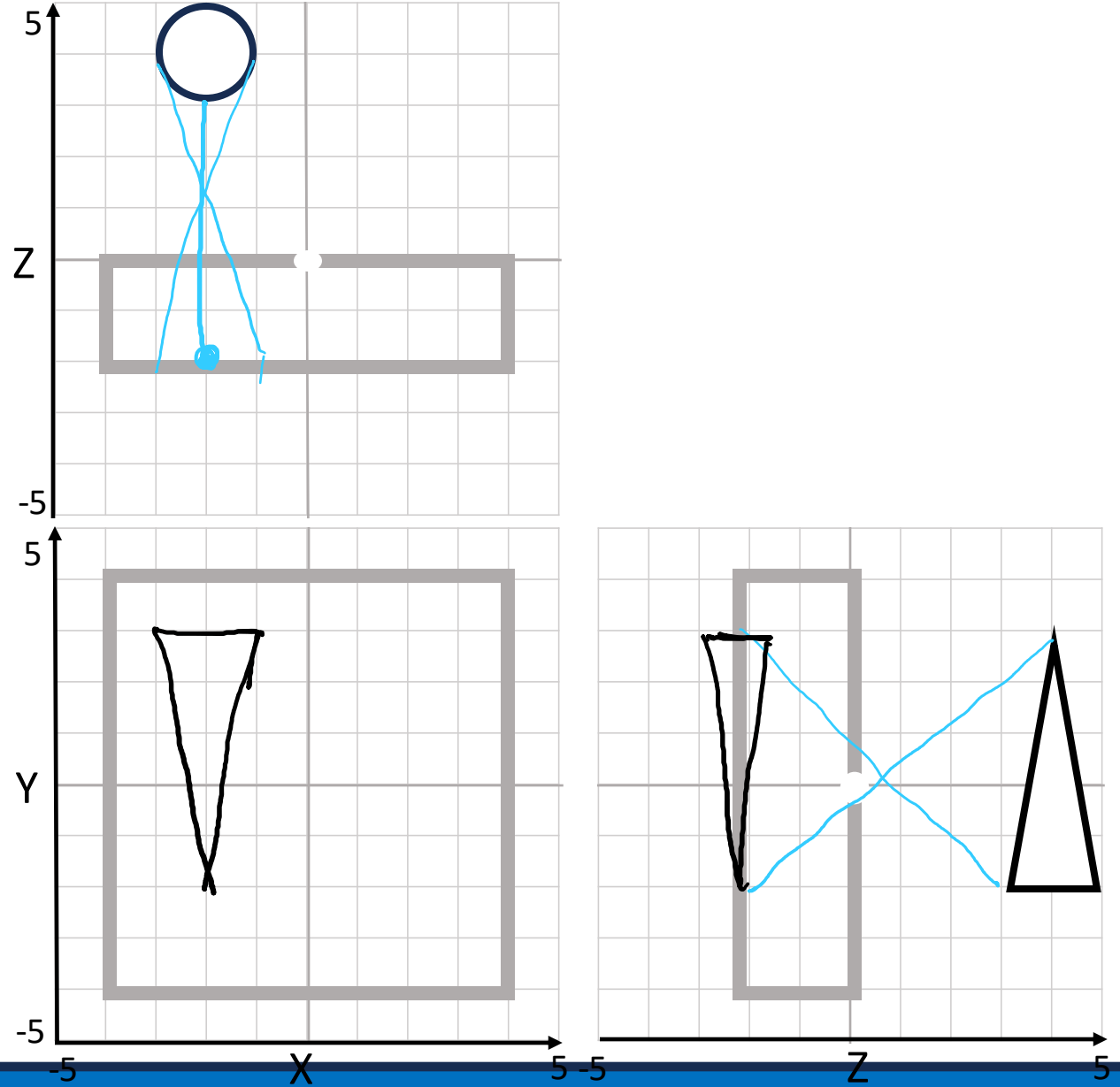
cp

wp

13 ☒ ☐ Project with $f = 1$



14 ☒ ☐ Project with $f = 2$



15 ☒ ☐ Calculate & Draw IP

$$C_P = (4, 2, 4)$$

$$I_P = (\underline{2}, \underline{1})$$

$$f = \underline{2}$$

M_I

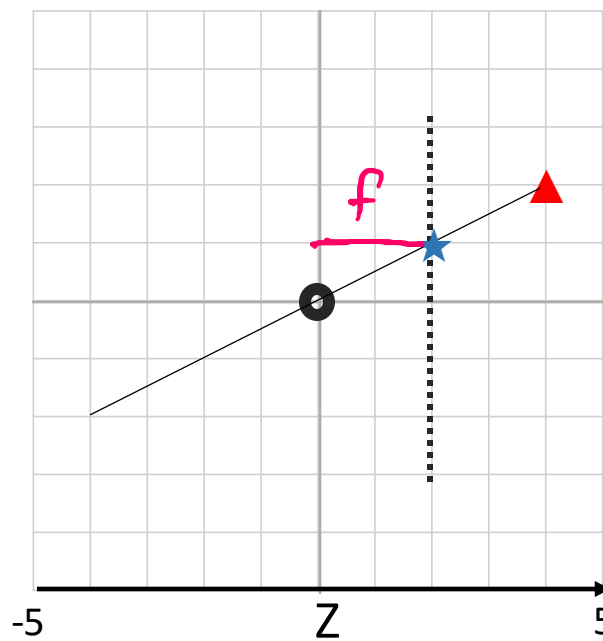
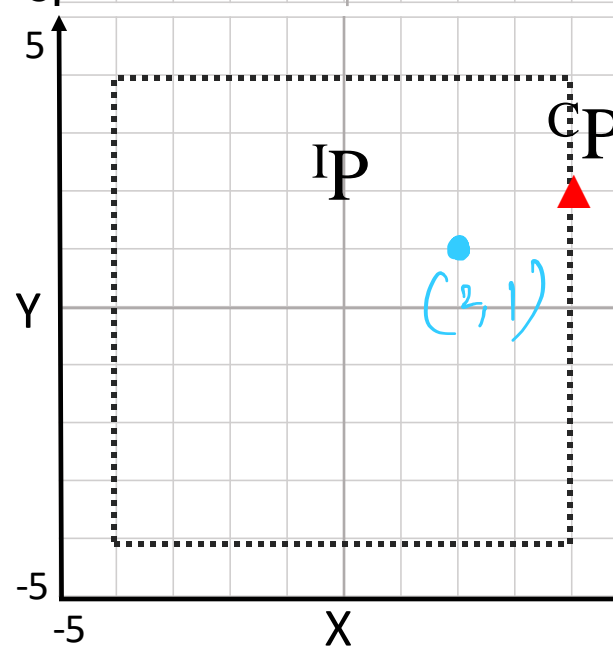
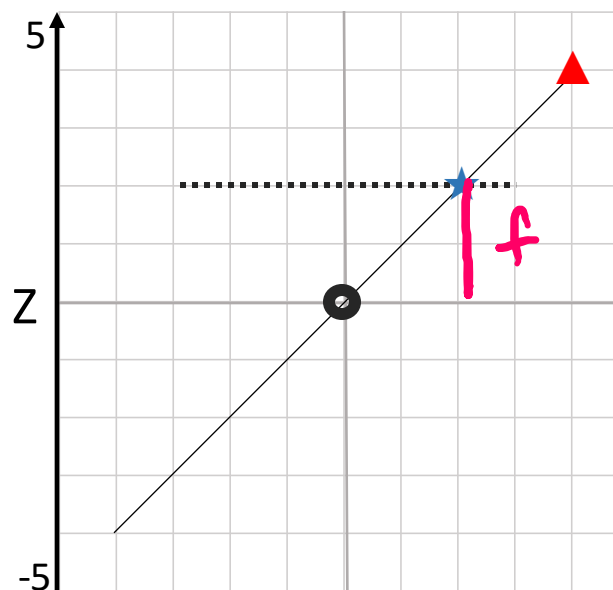
2		
	2	
		1

C_P

4
2
4

I_P

2
1
1



16 ☒ ☐ Calculate & Draw IP

$$C_P = (4, 2, 4)$$

$$I_P = (\underline{1}, \underline{.5})$$

$$f = \underline{1}$$

C_P

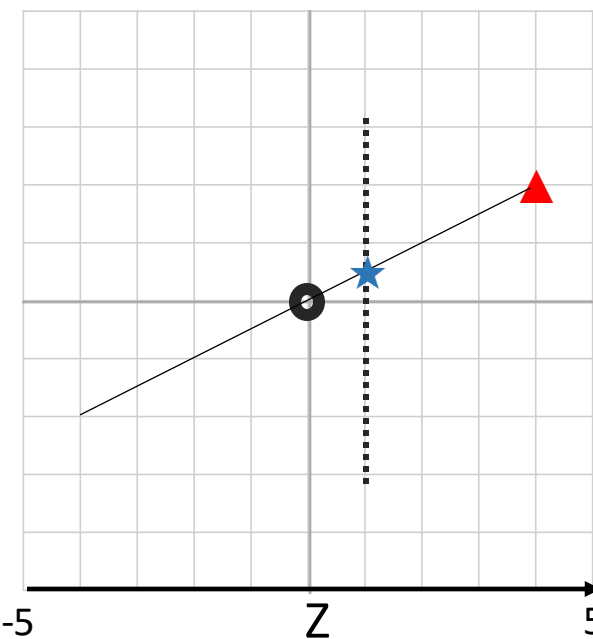
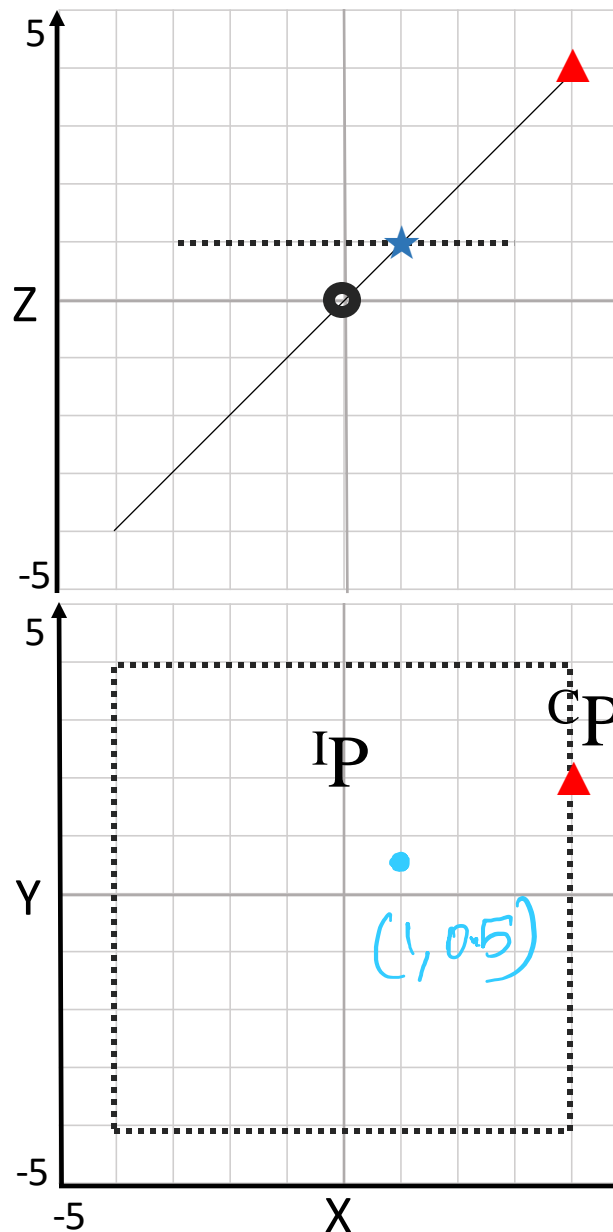
4
2
4

M_I

1		
	1	
		1

I_P

1
0.5
1



17 ☒ ☐ Calculate & Draw IP

$$C_P = (4, 2, 2)$$

$$I_P = (\underline{\hspace{1cm}}, \underline{\hspace{1cm}})$$

$$f = \underline{1}$$

C_P

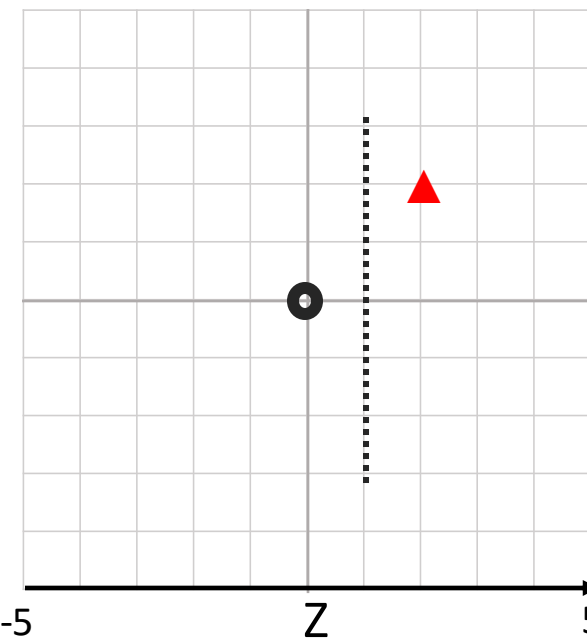
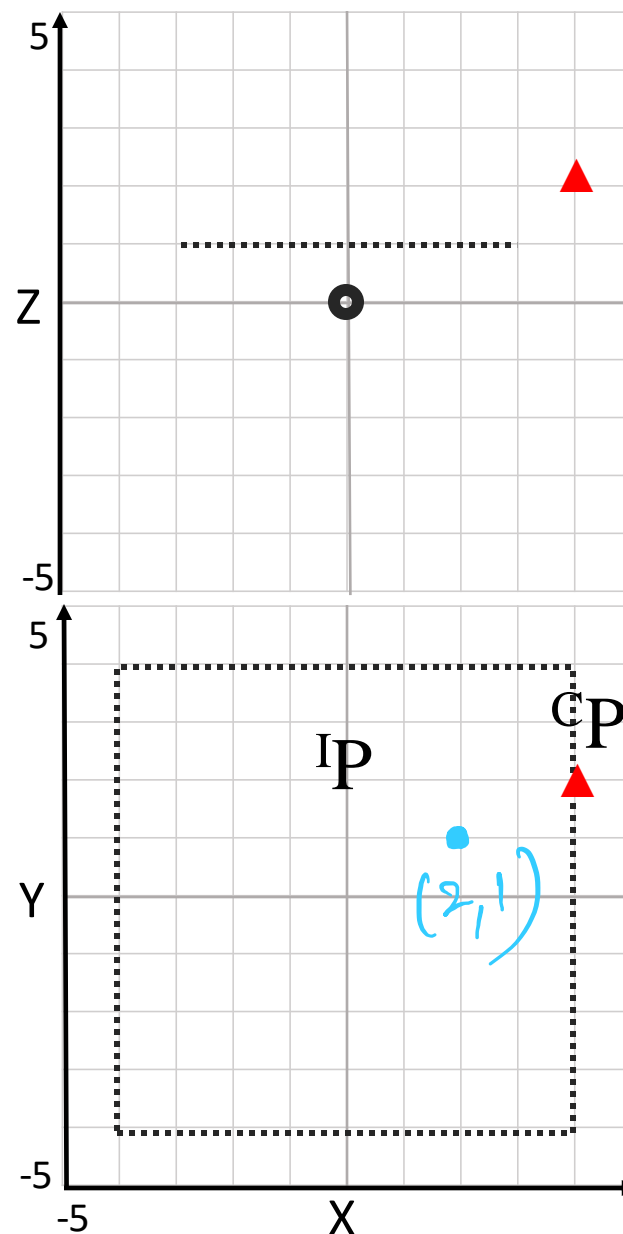
4
2
2

M_I

1		
	1	
		1

I_P

2
1
1



18 ☒ ☐ Calculate & Draw IP

$$CP = (-1, 3, 4)$$

$$IP = (-\frac{1}{2}, \frac{3}{2})$$

$$f = 2$$

CP

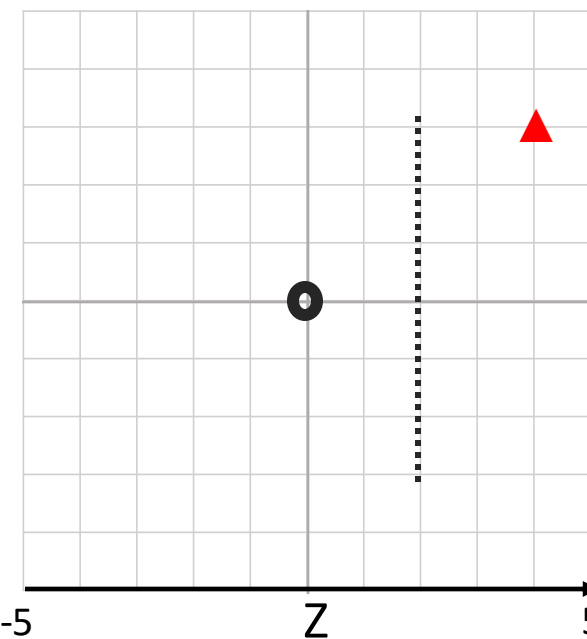
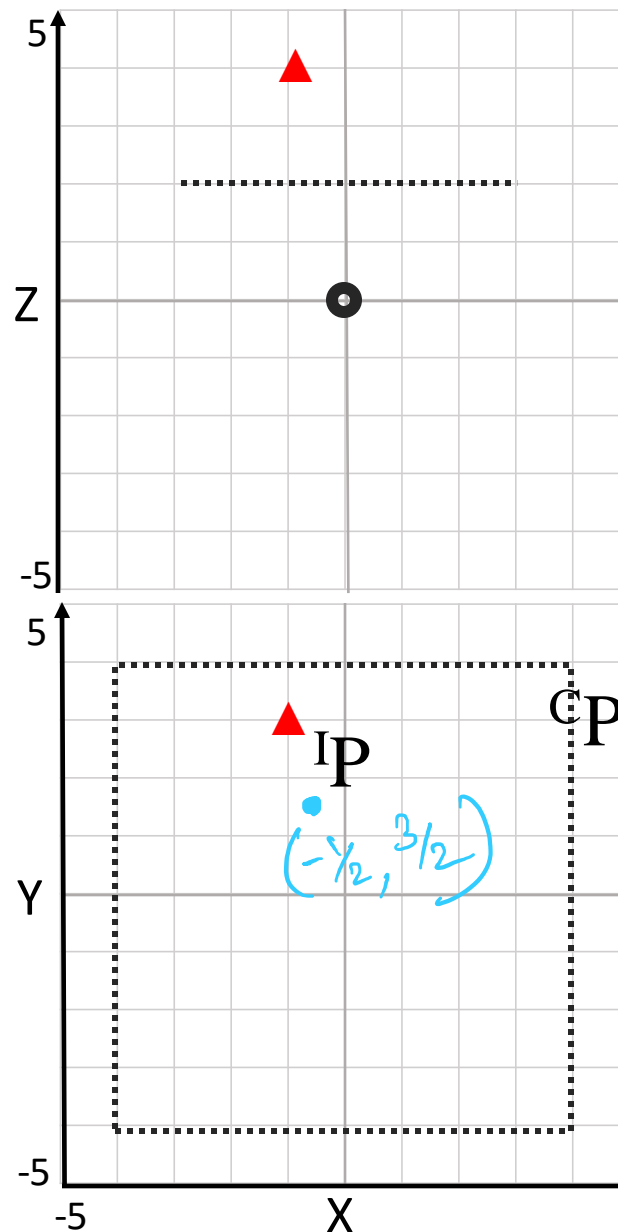
-1
3
4

M_I

2		
	2	
		1

IP

-0.5
1.5
1



19 ☒ ☐ Calculate & Draw IP

$$CP = (-1, 3, 4)$$

$$IP = (-\frac{1}{2}, \frac{3}{4})$$

$$f_x = 2$$

$$f_y = 1$$

CP

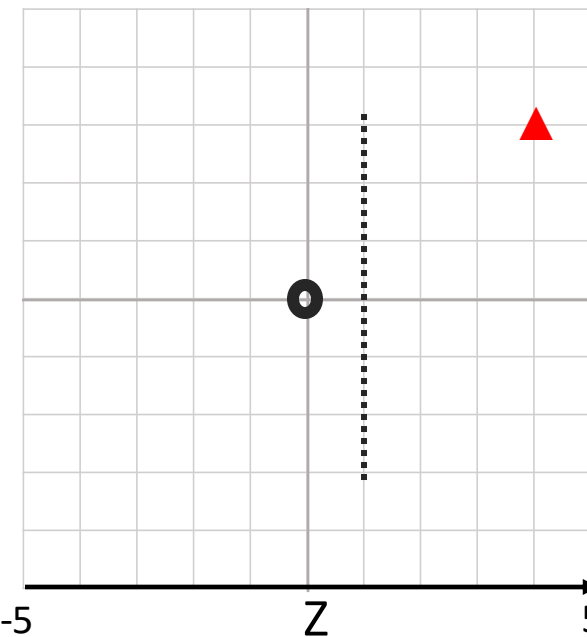
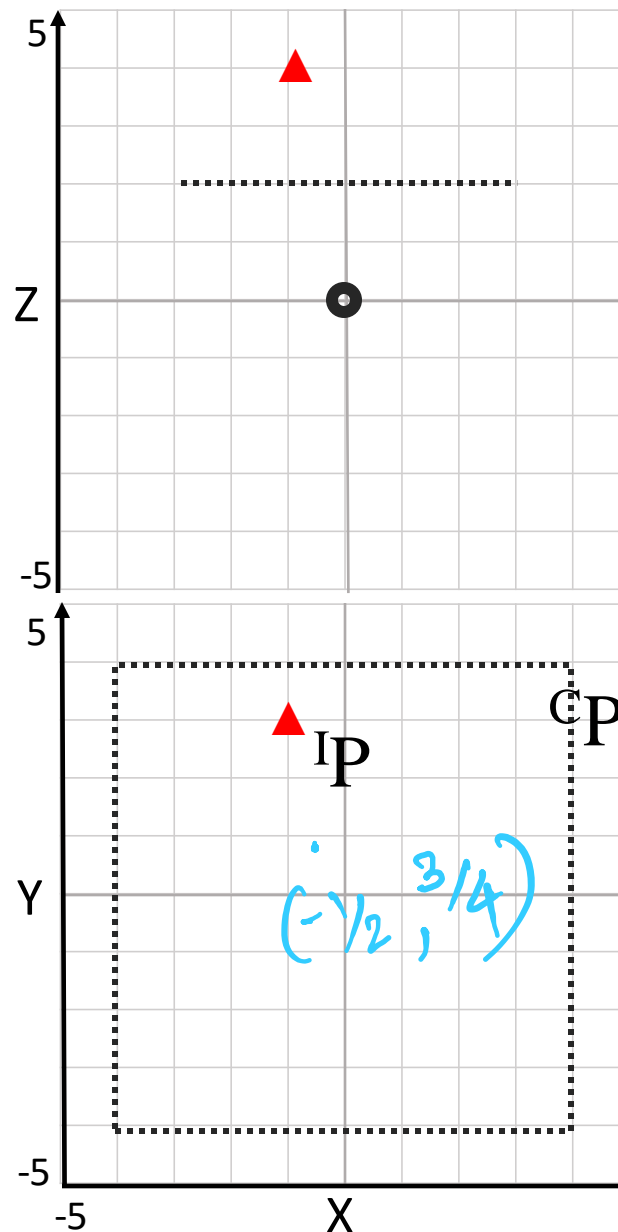
-1
3
4

M_I

2		
	1	
		1

IP

-0.5
0.75
1



20 ☒ ☐ Calculate I_P

$$C_P = (12, -8, 8)$$

$$I_P = (\underline{6}, \underline{-4})$$

$$f = 4$$

M_I

4		
	4	
		1

C_P

12
-8
8

I_P

6
-4
1