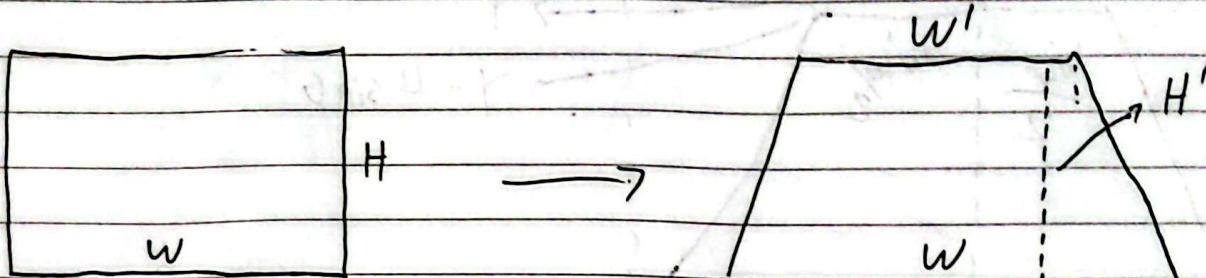


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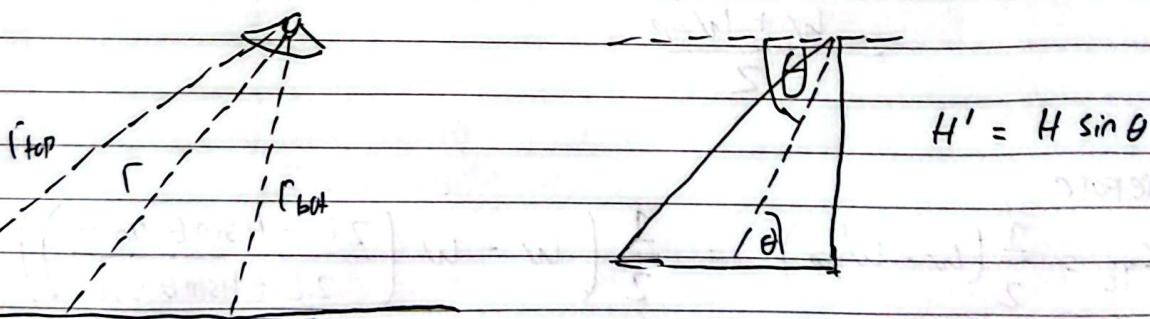
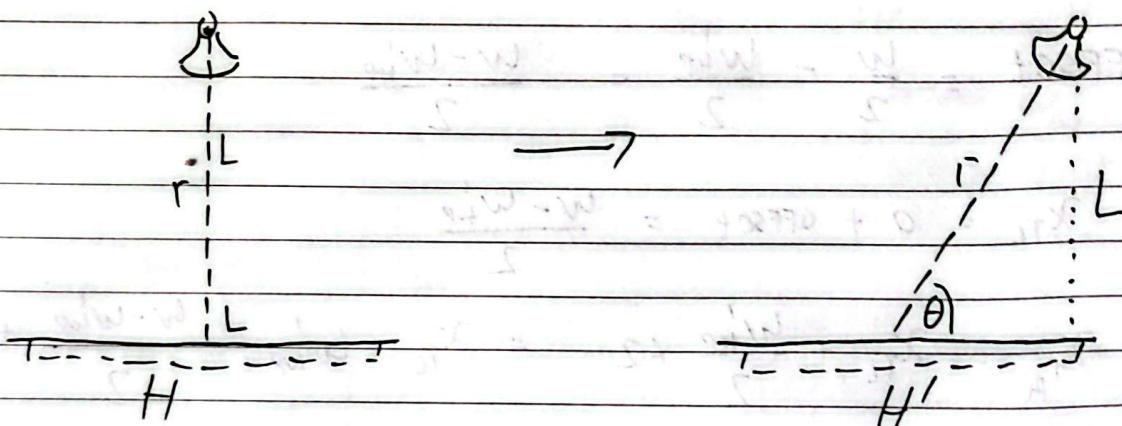
Trapezoid from Perspective transform



Original ( $90^\circ$ )

Transformed

Corners



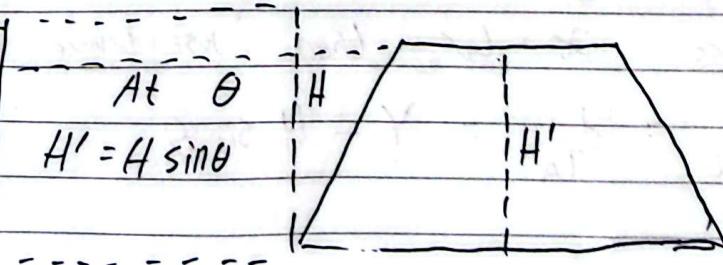
At  $90^\circ$

$$H' = H \sin 90^\circ$$

$$H' = H$$

At  $\theta$

$$H' = H \sin \theta$$



Surely if  $\theta = 0$ ,  $H' = 0$

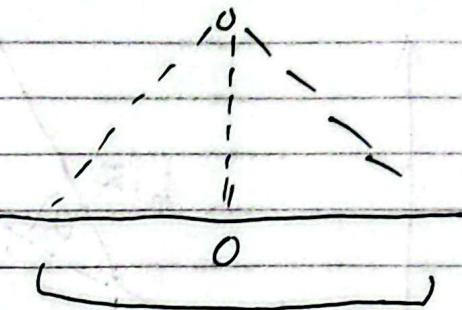
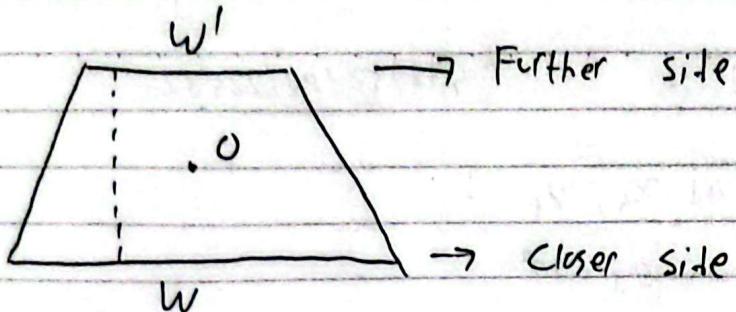
~~With paper~~

see if it is  $0$ . Is this accurate?

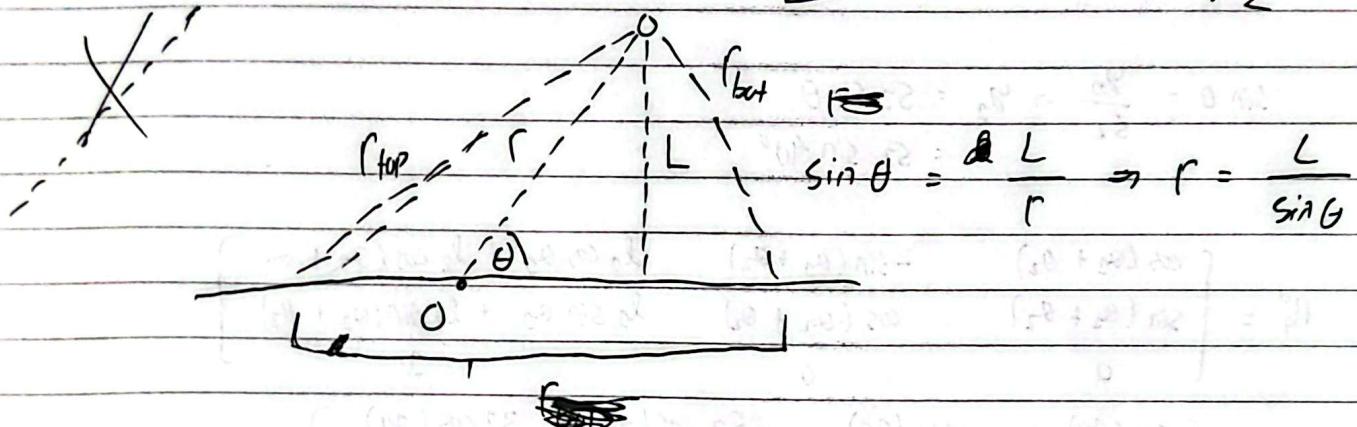
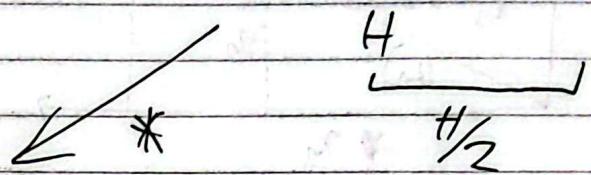
(KIKY) You can if you think you can

No.:

Date:

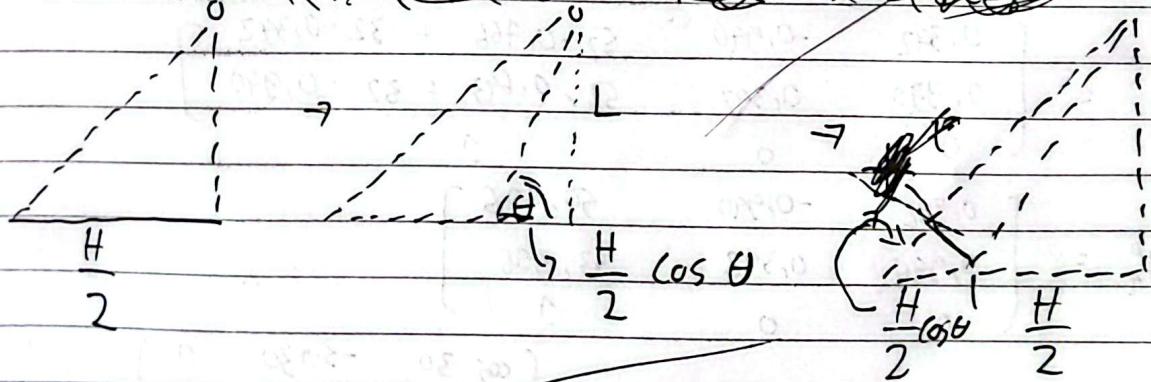


$$\frac{\text{Apparent } w}{\text{Actual } w} = \frac{\text{Perp dist}}{\text{Perp dist.}}$$



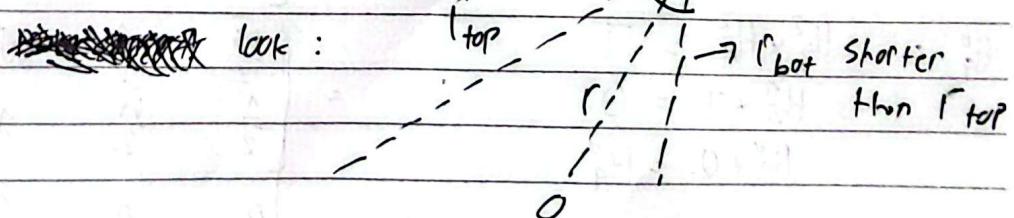
$$\sin \theta = \frac{L}{r} \Rightarrow r = \frac{L}{\sin \theta}$$

\* this is closer, ~~projection of H/2~~



$$r_{top} = r + \frac{H}{2} \cos \theta$$

$$r_{bot} = r - \frac{H}{2} \cos \theta$$

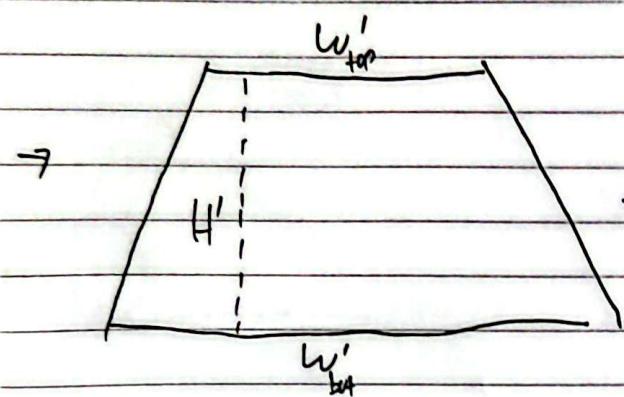
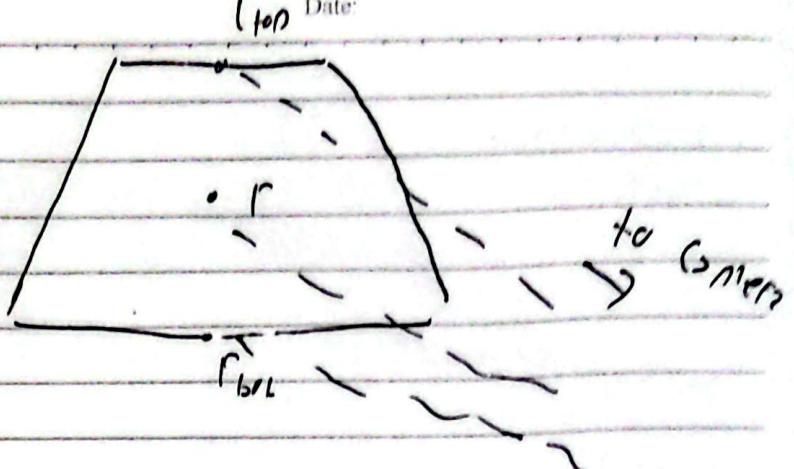
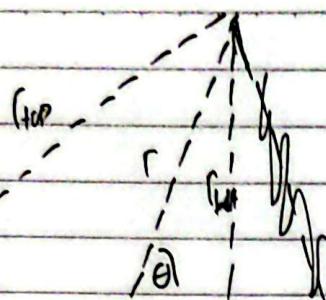


At  $\theta = 90^\circ \rightarrow \cos \theta = 0 \rightarrow r_{bot} = L + 0 = L$  because At  $90^\circ$

(Key) One thousand problems, million solutions

$r_{top} = L + 0 = L$  they'll overlap.

No.:

 $r_{top}$  Date:

$$\frac{w'_{top}}{w'_{ba}} = \frac{r_{bot}}{r_{top}} \rightarrow \frac{w'_{top}}{w} = \frac{r_{bot}}{r_{top}}$$

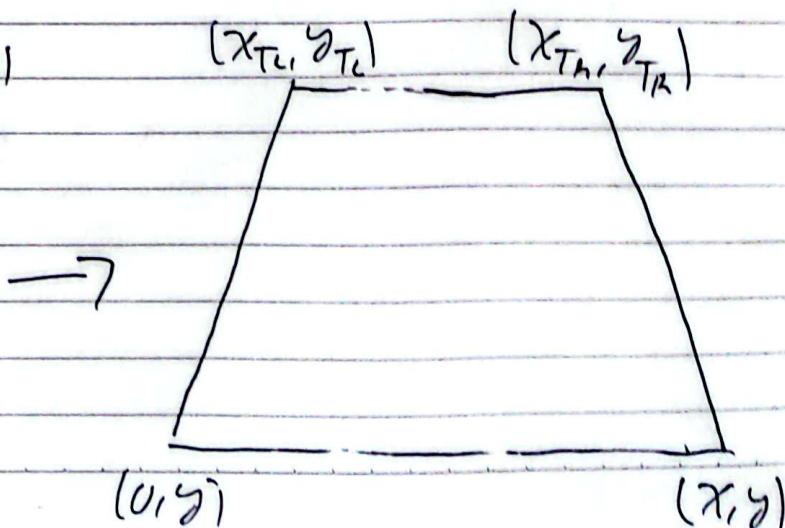
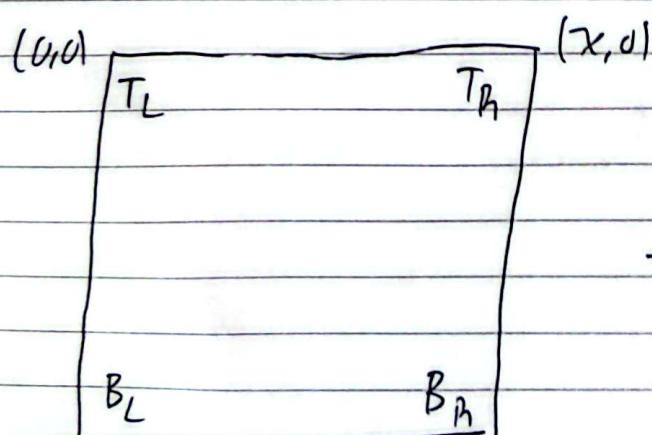
because  $w'_{ba} \cdot w$   
look at First Page.

$$\rightarrow w'_{top} = w \left( \frac{r_{bot}}{r_{top}} \right)$$

$$= w \left( \frac{r - \frac{H}{2} \cos \theta}{r + \frac{H}{2} \cos \theta} \right) = w \left( \frac{\frac{L}{\sin \theta} - \frac{H}{2} \cos \theta}{\frac{L}{\sin \theta} + \frac{H}{2} \cos \theta} \right)$$

$$w'_{top} = w \left( \frac{2L - H \sin \theta \cos \theta}{2L + H \sin \theta \cos \theta} \right)$$

Now the image transform



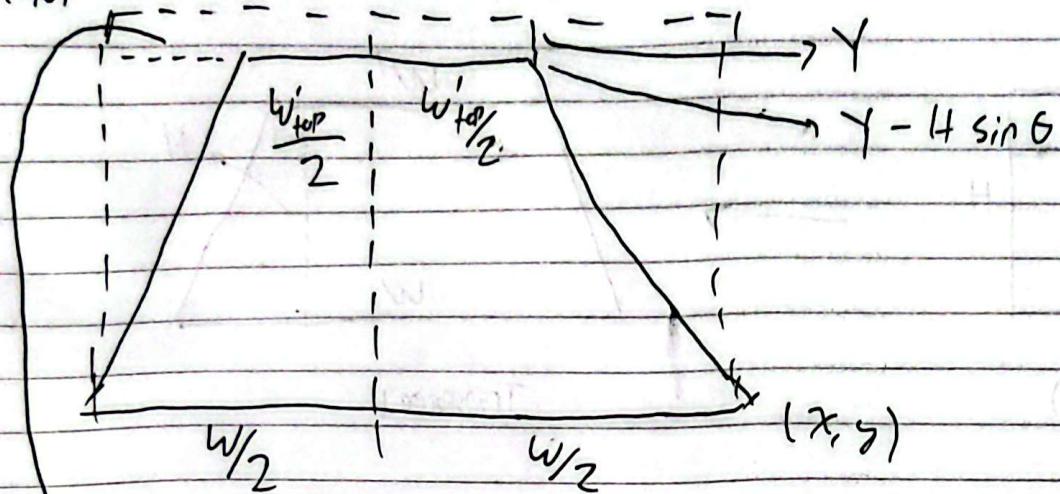
(K) You can if you think you can

(x,y)

(0,y)

(x,y)

$$(0,0) \quad Y_T = Y - H' = Y - H \sin \theta$$



$$\text{Offset} = \frac{w}{2} - \frac{w_{top}}{2} = \frac{w - w_{top}}{2}$$

$$\text{so that } X_{TL} = 0 + \text{Offset} = \frac{w - w_{top}}{2}$$

$$X_{TR} = X_{TL} + \frac{w_{top}}{2} \times 2 = X_{TL} + w_{top} = \frac{w - w_{top}}{2} + w_{top}$$

$$= \frac{w + w_{top}}{2}$$

Therefore

$$X_{TL} = \frac{1}{2}(w - w_{top}) = \frac{1}{2}\left(w - w\left(\frac{2L - H \sin \theta \cos \theta}{2L + H \sin \theta \cos \theta}\right)\right)$$

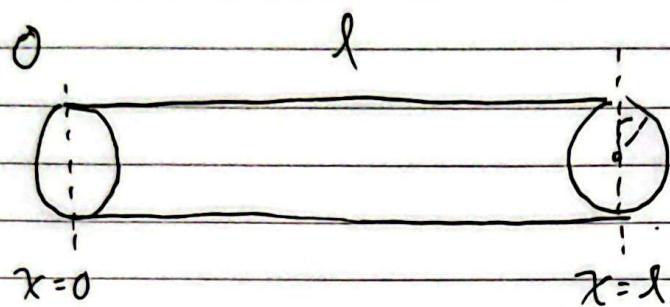
$$X_{TR} = \frac{1}{2}(w + w_{top}) = \frac{1}{2}\left(w + w\left(\frac{2L - H \sin \theta \cos \theta}{2L + H \sin \theta \cos \theta}\right)\right)$$

since  $x = w$  then just replace  $w$  with  $x$ .

$$Y_{TL} = Y_{TR} = Y - H \sin \theta$$

No.:

Date:

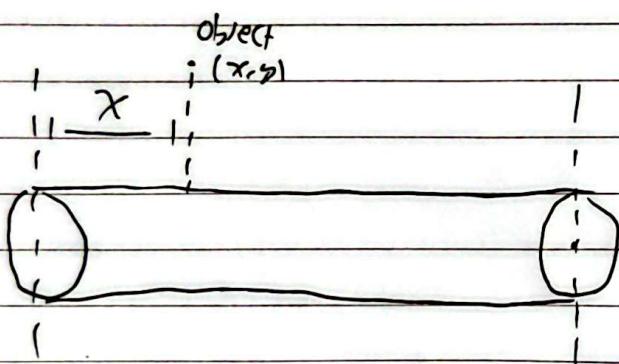


$$C = 2\pi r \quad // \text{circumference of wheel}$$

$$KC = 2\pi r k$$

$$l = 2\pi r k$$

$\downarrow$  total dist travelled.



$$x = 2\pi r k$$

$$k = \frac{x}{2\pi r} \quad // \text{how many rotations to get to } x.$$

Translate pixel to cm

$$\begin{matrix} 0 \text{ px} & & 690 \text{ px} \\ \bullet & & \end{matrix} \rightarrow \begin{matrix} 0 \text{ cm} & & \frac{690 \text{ px}}{120 \text{ cm}} = \frac{16 \text{ px}}{3 \text{ cm}} \end{matrix}$$

- \* need depth measurement with ruler ~~or camera~~.
- \* only applies to  $90^\circ$  view, that's why the need for perspective transform.