Problem 1:

CS 766 - HW1

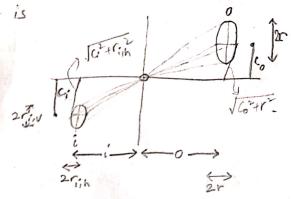
Rohit Kumar Sharma

(a) The image of a circular disk through a printite camera on a plane parallel to the image plane is a circle with a different radius. To see why, arrune horizontal width of image is

21,4 & vertical width is 27,0 From similar triangles,

Muo,
$$\sqrt{C_0^2 + r^2} = \sqrt{C_1^2 + r_{i,h}^2} = \sum_{c_0} \frac{C_i}{c_0} = \frac{r_{i,h}}{r}$$

i. ri, v = ri, h >> The image is a circle.



(b) Let r_i : radius of image, r_o : radius of object.

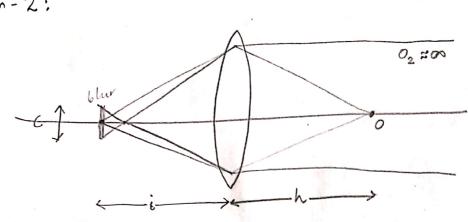
Magnification, $m = \frac{r_i}{r_o} = \frac{f}{2} = \frac{f}{1m}$

Distance of disk is doubted.
Let new radius =
$$r_i'$$

 $\Rightarrow m' = \frac{r_i'}{r_o} = \frac{f}{2m} \Rightarrow r_i' = \frac{fr_o}{2} = \frac{f}{2}$

(c) To understand the image formation of a sphere, consider all the lines through the pin hole that are tangential to the sphere. They form a cone, Now, lets extend this cone on the other side of the pin hole to see how it intersects the image plane. It is easy to see that the intersection is an "Ellipse, if fully fits on image plane. special case! When the image plane is the line through the order of the sphere & the pinhole is perpendicular, the elliptical image becomes a circle. Other possibilities include parabola & Tredical plane sorms ellipse. hyperbola it image plane isn't big enough.

Problem - 2:



For a maximum blur circle width \ddot{c}' , if \ddot{o}_i ξ \ddot{o}_i are nearest ξ farthest distances, then from Gaurian Lens Lew, the depth of field, $o_2-o_1=\frac{2of^2cNCo-f)}{f^4-c^2N^2(o-f)^2}$

The hyperfocal distance, H = the distance of object from bus
to teep objects at 00 focused (0, 700)

to teep objects at 10 focused (0, 700)

=> the demonstrator of depth of field engression $\rightarrow 0$ => $f^4 - c^2N^2(c-8)^2 = 0$ (where c = H)

=> f2= GNCH-8)

 $H-F = \frac{f^{2}}{cN}$ $H = f + \frac{f^{2}}{cN}$

problem - 3 (a):

Scene Whe.

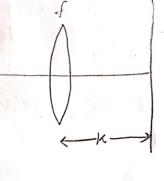
Let i' be the distance from lens where the image of Scene like will be formed.

From Gauman Lens Law:

ran Lens Law.

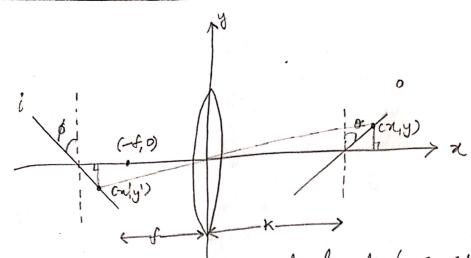
$$\frac{1}{1} + \frac{1}{k} = \frac{1}{4} \implies \frac{1}{1} = \frac{1}{k} = \frac{k \cdot f}{k \cdot f}$$

$$= 5 \left[\frac{1}{1 - \frac{k \cdot f}{k \cdot f}} \right]$$



Since Gauss law depends only on object distance, & since all points are at same distance, image is also a vertical line parallel to the scene like.





Consider a coordinate system centered at lens as shown above. Since the object is a straight line, consider its equation as $y = m_0 \pi + G$

Courider a point (2,1y) on the line Cobject). Let (2,1y') be the position of its image

From Gaussian Lens Law, $\frac{1}{-\chi} + \frac{1}{\chi} = \frac{1}{f}$

=> 1 = 1 + 1 = 5+2 = xif

 $\Rightarrow n = \frac{n!f}{f+n!}$

Also, magnification, $\frac{1}{ho} = \frac{1}{0}$ $\Rightarrow \frac{1}{y} = \frac{1}{2}$

=> y= \frac{\frac{xf}}{n'} = \left(\frac{xf}{f\frac{x}{n'}}\right) \frac{y'}{x}

inage:

my = vif fth.

Locus of (a', y'): We know (A,y) satisfies y=mont co.

 $= S \frac{y'f}{f+x'} = m_0 \left(\frac{x'f}{f+x'}\right) + C_0.$

 $= \frac{y'f}{ffn'} = \frac{m_0 x'f + Gof + Gon'}{ffn'} = x'(mf + Go) + Gof.$

=> y'= x' (mo+ Go) + Go

: Image is also a straight line that's tilted!

(c) Object line:
$$y=m_0x+C_0$$

Chiven $y=0 \Rightarrow x=k$ $\Rightarrow [-m_0k=G]$

Slope = $\tan(\frac{\pi}{2}-\theta)=m_0$

Image line: $y=x(n_0+\frac{C_0}{4})+C_0$

Slope = $\tan(\frac{\pi}{2}+\beta)=m_0+\frac{C_0}{4}=m_0=\frac{m_0k}{4}$
 $\Rightarrow -C_0+\phi=m_0(1-\frac{k}{4})=c_0+\phi(\frac{f-k}{4})$
 $\Rightarrow \tan \phi=-\tan \phi(\frac{f-k}{4})$
 $\Rightarrow \tan \phi=\frac{f}{k-f}$