

# Multi-projector tiled display: Instruction Manual

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## 1 Introduction

This document describes the instructions for correctly running the Multi-projector geometric alignment and edge blending modules. Please note that this document is only a HOWTO and hence does not detail any explanation regarding why any particular step has been performed. Running multiprojector display calibration has 6 steps:

1. Startup the rendering cluster.
2. Position the camera in front of projection screen for computing camera-to-screen homography.
3. Run camera-screen homography estimation routine.
4. Run geometric alignment module.
5. Run edge-blending module.
6. Applying newly calculated calibration settings.

## 2 Addendum

Screencast **running\_calibration.ogv** shows the calibration process, whereas screencast **applying\_settings.ogv** shows how to apply the newly calculated settings. In addition to the screencasts of the calibration process:

- Press key **'y'**(case-sensitive) to capture image on **Camera\_view** window.
- While running **./feature\_projection.sh**, press key **'n'**(case-sensitive)(on its program window) to project checkerboard on the next projector.
- Press **'ESC'** key to stop execution of **./feature\_projection.sh**(on its program window).