

Fish_eye_distortion.py

```
import cv2
import math
import numpy as np
# capture frames from a camera
cap = cv2.VideoCapture(0)

# loop runs if capturing has been initialized.
while 1:

    # reads frames from a camera
    ret, g11 = cap.read()
    # convert to gray scale of each frames
    img = cv2.cvtColor(g11, cv2.COLOR_BGR2GRAY)
    size = img.shape
    r,c=size
    y2 = np.zeros(size, dtype=np.uint8)
    for y in range(0,r):
        for x in range(0,c):
            x1 = x-int(c/2)
            y1 = y-int(r/2)
            if(y1==0):
                y1=y1+1
            q = math.atan(x1/y1)
            if abs(x1)>abs(y1):
                jt = img[y,x]
                l=int(c/2)+x1-(x1/5)*(math.cos(2*q))
                if(l>=c or l<0):
                    continue
                y2.itemset((int(y),int(l)),jt)
            else:
                jt = img[y,x]
                l=int(r/2)+y1+(y1/5)*(math.cos(2*q))
                if(l>=r or l<0):
                    continue
                y2.itemset((int(l),int(x)),jt)

    for y in range(0,r-1):
        x =0
        while x < c:
            x1 = x
            while y2.item(y,x) == 0 and x<(c-1) :
                y2.itemset((y,x), y2.item(y,x-1))
                x = x+1
            if x> x1:
                x = x-1 # the extra increment in x inside while loop is removed
            x = x+1

# for x in range(0,c-1):
```

Fish_eye_distortion.py

```
# y =0
# while y <r:
#     y1 = y
#     while y2.item(y,x) == 0 and y<(r-1) :
#         y2.itemset((y,x), y2.item(y-1,x))
#         y = y+1
#     if y> y1:
#         y = y-1 # the extra increment in x inside while loop is removed
#         y = y+1

cv2.imshow('img',y2)

# Wait for Esc key to stop
k = cv2.waitKey(30) & 0xff
if k == 27:
    break

# Close the window
cap.release()

# De-allocate any associated memory usage
cv2.destroyAllWindows()
```