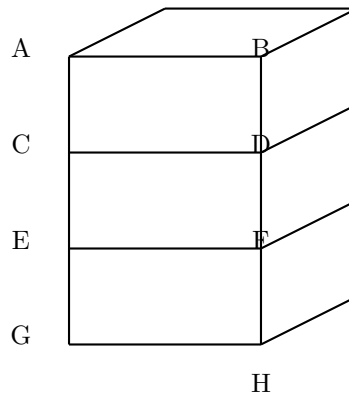


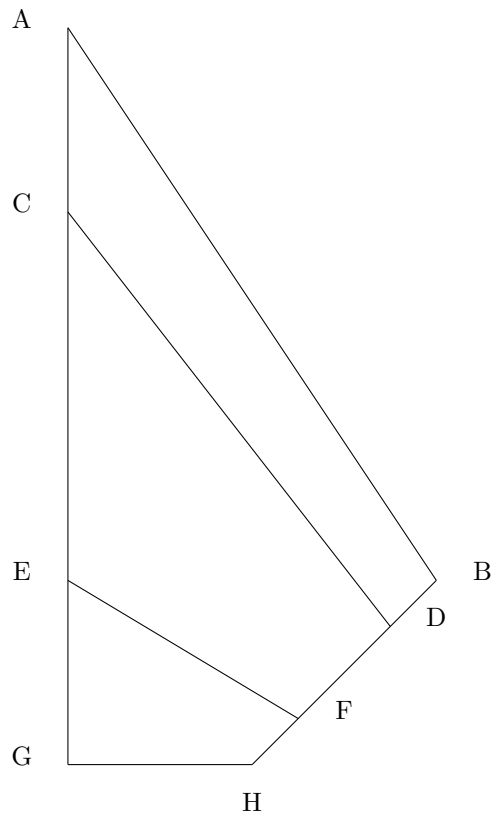
Perspective-Projections-Example

Question 1

Three rectangular bricks of identical size are put one on top of the other, as illustrated in the following figure:



A picture is taken with the camera positioned along the line A-G. The camera constant is $f = 0.5$.



You are given the location in the picture of the points A,B, C, G, H.

$$A = (0, 0), \quad B = (2, 3), \quad C = (0, 1), \quad G = (0, 4), \quad H = (1, 4).$$

Compute the exact location of the camera in the picture. (Notice that it is known to be along the line A-G.)

Answer:

The camera location in the picture is $u = 0$, $v = \underline{\hspace{1cm}}$.

2.

Compute the direction of the line A-G in the 3D camera coordinates.

Answer:

The direction of the line A-G is:

3.

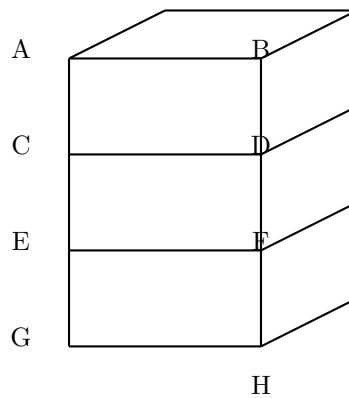
Compute the exact location of the point E in the picture.

Answer:

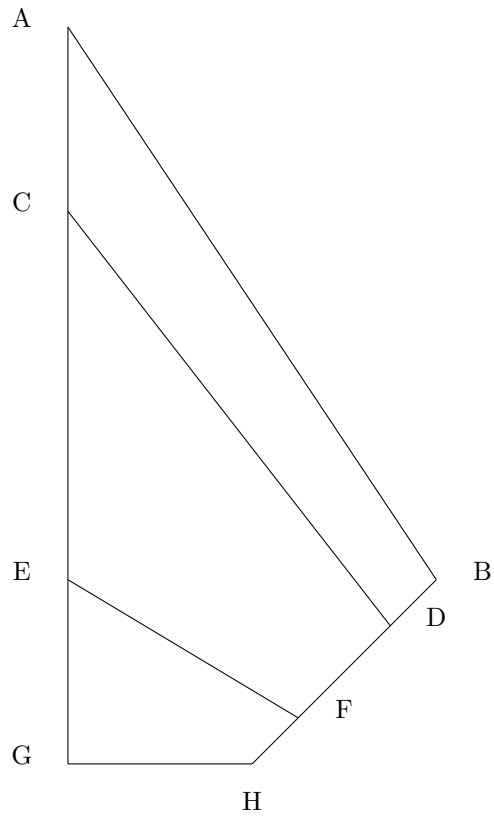
The location in the picture of the point E is $u = 0$, $v = \underline{\hspace{1cm}}$.

Question 2

Three rectangular bricks of identical size are put one on top of the other, as illustrated in the following figure:



A picture is taken with the camera positioned along the line A-G. The camera constant is $f = 0.5$.



You are given the location in the picture of the points A,B, C, G, H.
 $A = (0, 0), \quad B = (2, 3), \quad C = (0, 1), \quad G = (0, 4), \quad H = (1, 4).$

Compute the exact location of the camera in the picture. (Notice that it is known to be along the line A-G.)

Answer:

The camera location in the picture is $u = 0$, $v = \underline{\hspace{1cm}}$.

2.

Compute the direction of the line A-G in the 3D camera coordinates.

Answer:

The direction of the line A-G is:

3.

Compute the exact location of the point E in the picture.

Answer:

The location in the picture of the point E is $u = 0$, $v = \underline{\hspace{1cm}}$.