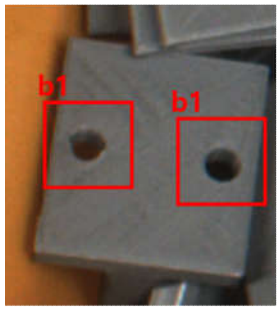
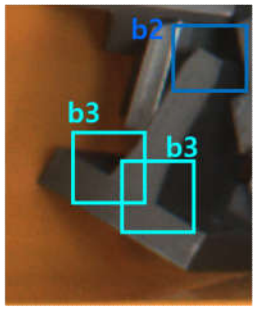
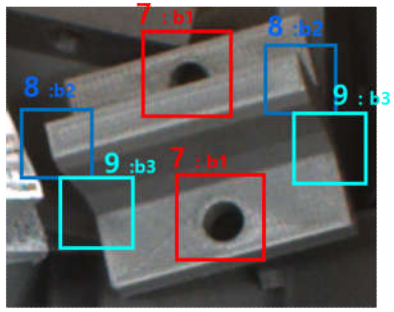
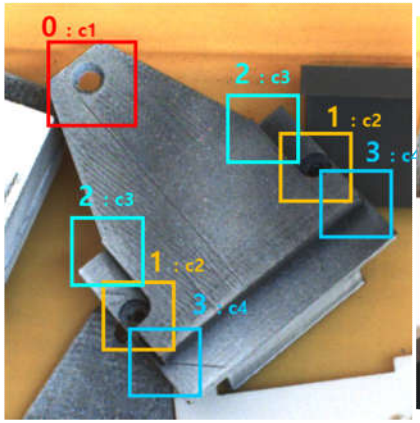
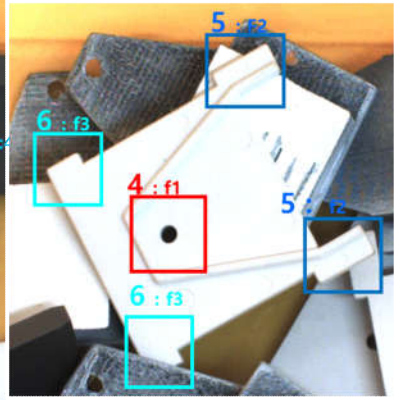






Labels
0 : c1 = hole
1 : c2 = hole
2 : c3
3 : c4
4 : f1 = hole
5 : f2
6 : f3
7 : b1 = hole
8 : b2
9 : b3



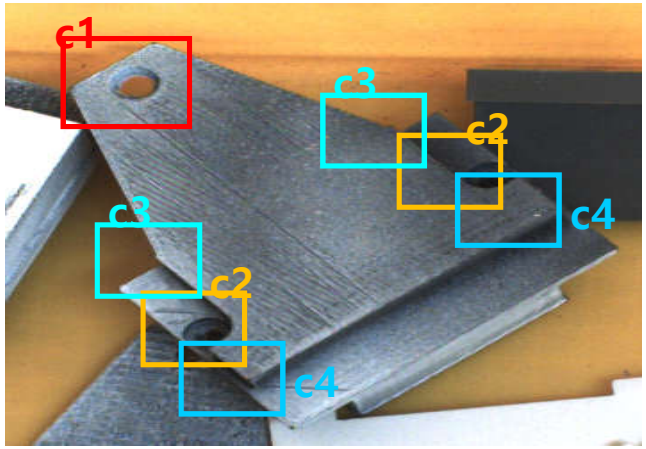


0 V~~~~~d :object ID V0.000000d → 앞면
1 ~~~~~~d :Rmatrix 00 -0.965783d
2 ~~~~~~d :Rmatrix 01 0.100747d
3 ~~~~~~d :Rmatrix 02 0.238983d
4 ~~~~~~d :Rmatrix 10 0.185475d
5 ~~~~~~d :Rmatrix 11 -0.257050d
6 ~~~~~~d :Rmatrix 12 -0.249390d
7 ~~~~~~d :Rmatrix 20 -0.933665d
8 ~~~~~~d :Rmatrix 21 -0.025008d
9 ~~~~~~d :Rmatrix 22 0.034464d
10 ~~~~~~d :Translation x -0.963148d
11 ~~~~~~d :Translation y 0.266753d
12 ~~~~~~d :Translation z 0.860936d
13 ~~~~~~d :partFeature 0 3.000000d →c4
14 ~~~~~~d :partFeature 1 3.000000d →c4
15 ~~~~~~d :partFeature 2 0.000000d →c1
16 ~~~~~~d :partFeature 3 1.000000d →c2
17 ~~~~~~d :partFeature 4 7.000000d →c2
18 ~~~~~~d :partFeature 5 1.000000d →c2
19 ~~~~~~d :partFeature 6 9.000000d →c2

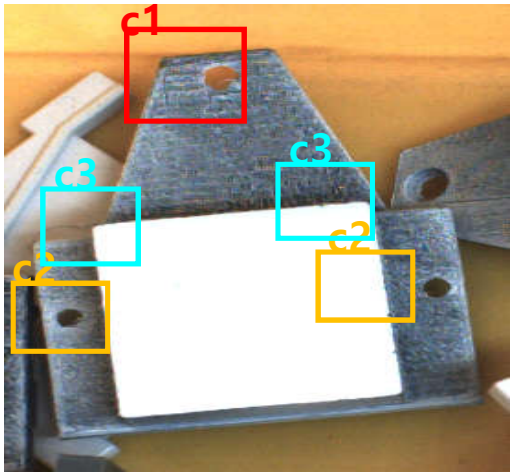
- Data는 18개 단위로 한 물체에 대한 정보를 표현되며 "V"로 구분
- V 뒤 양수면 앞, 음수면 뒤 로 표현
- 각각의 숫자 단위는 "d"로 부분
- 0 : 물체 ID, 1~9:Rotation Matrix, 10~12:Translation xyz, 13~19:검출된 part 정보

파일에 기록된 형식

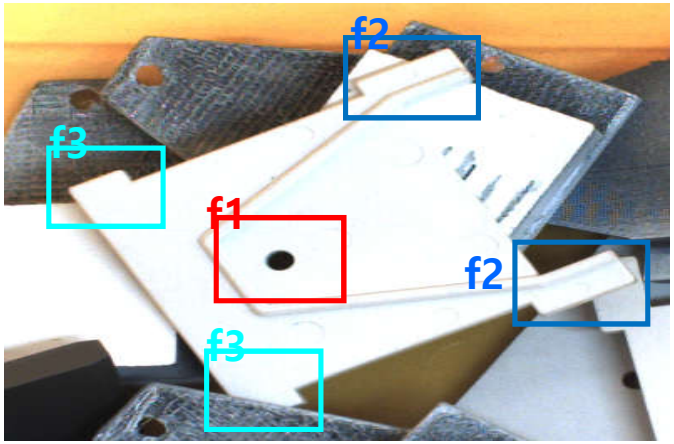
V0.000000d-0.965783d0.100747d0.238983d0.185475d-0.257050d-0.249390d-0.933665d-0.025008d-0.034464d-0.963148d0.266753d0.860936d3.000000d3.000000d0.000000d1.000000d1.000000d



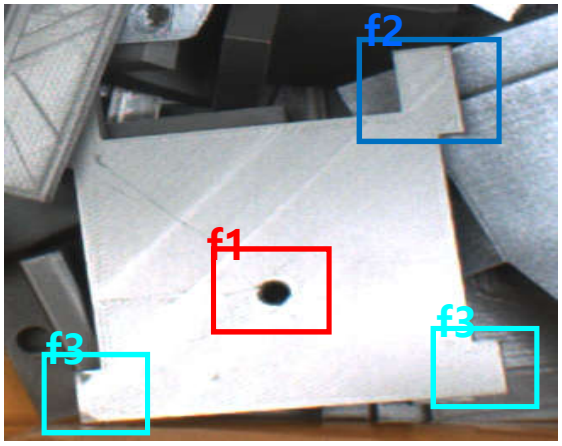
앞



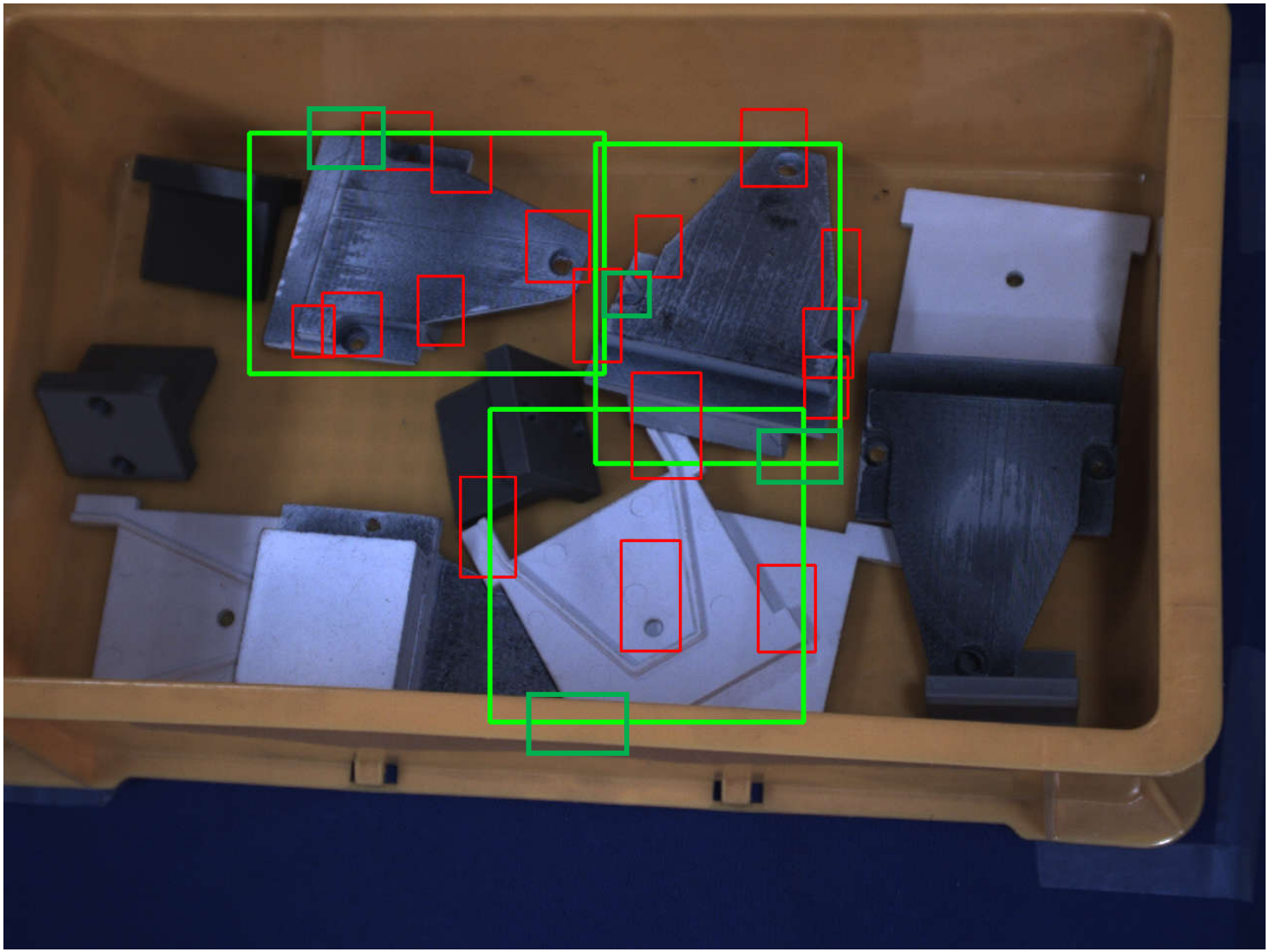
뒤



앞



뒤

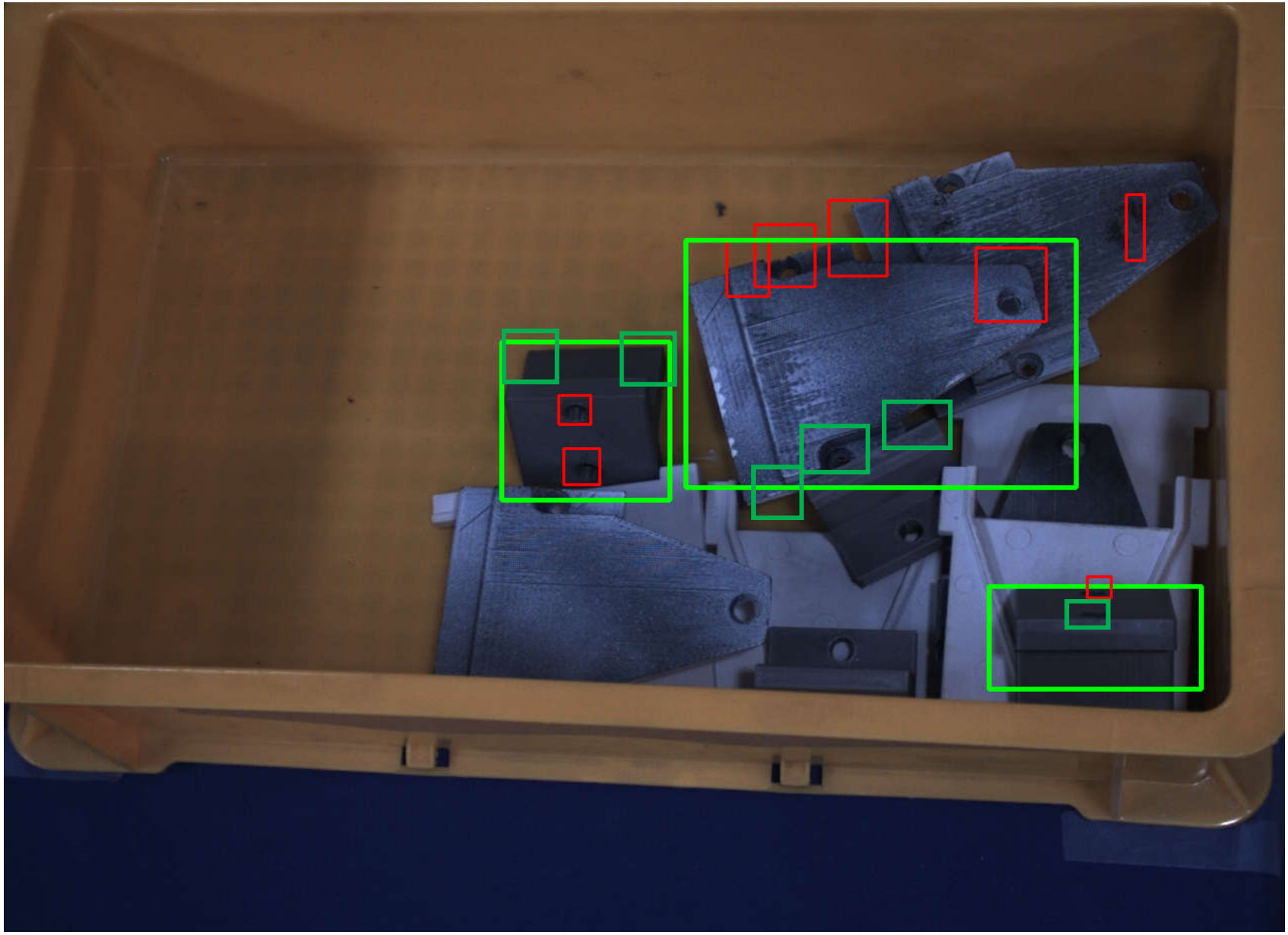


chkeck00.bmp

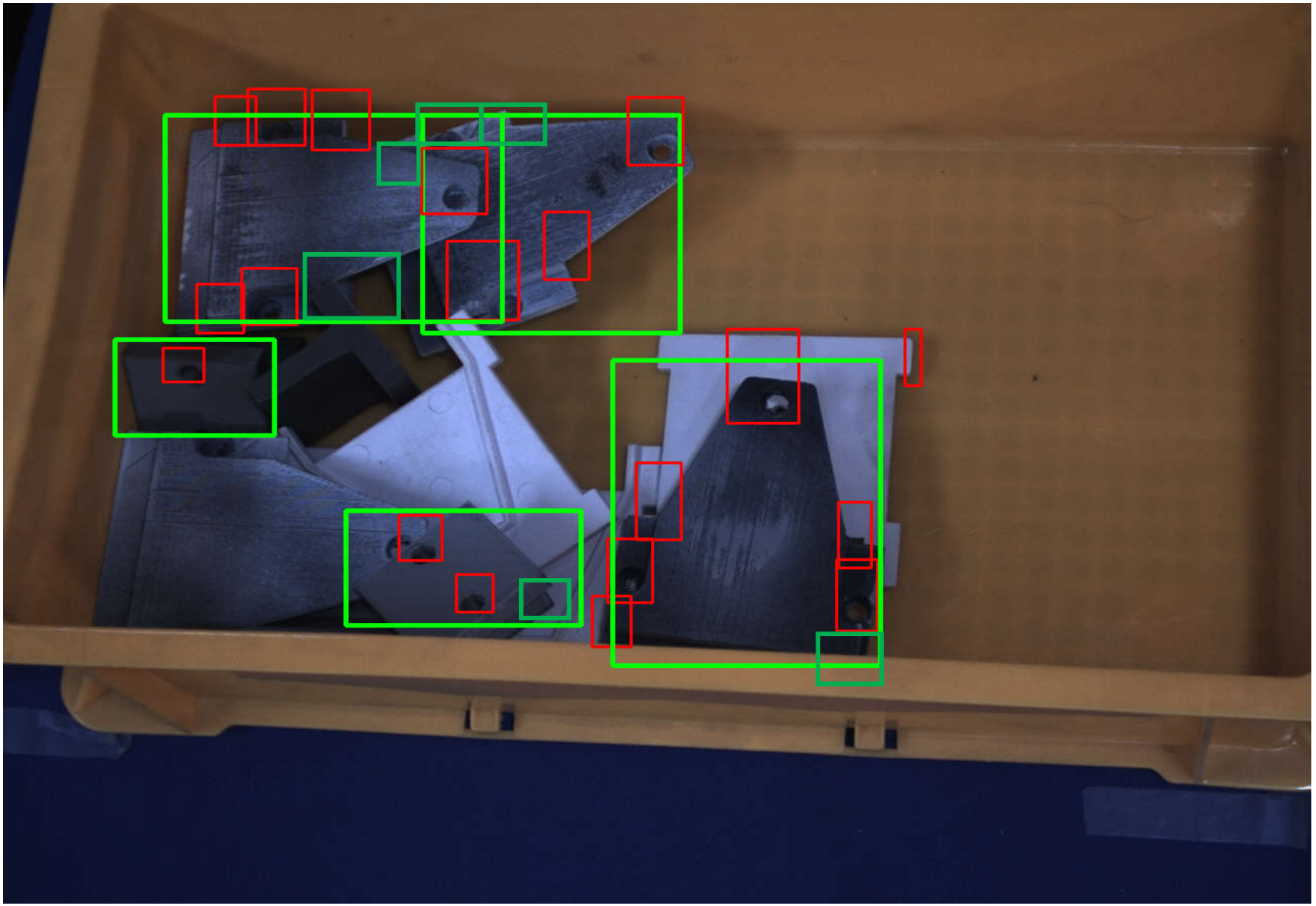
인식된 물체

검출된 물체 부분

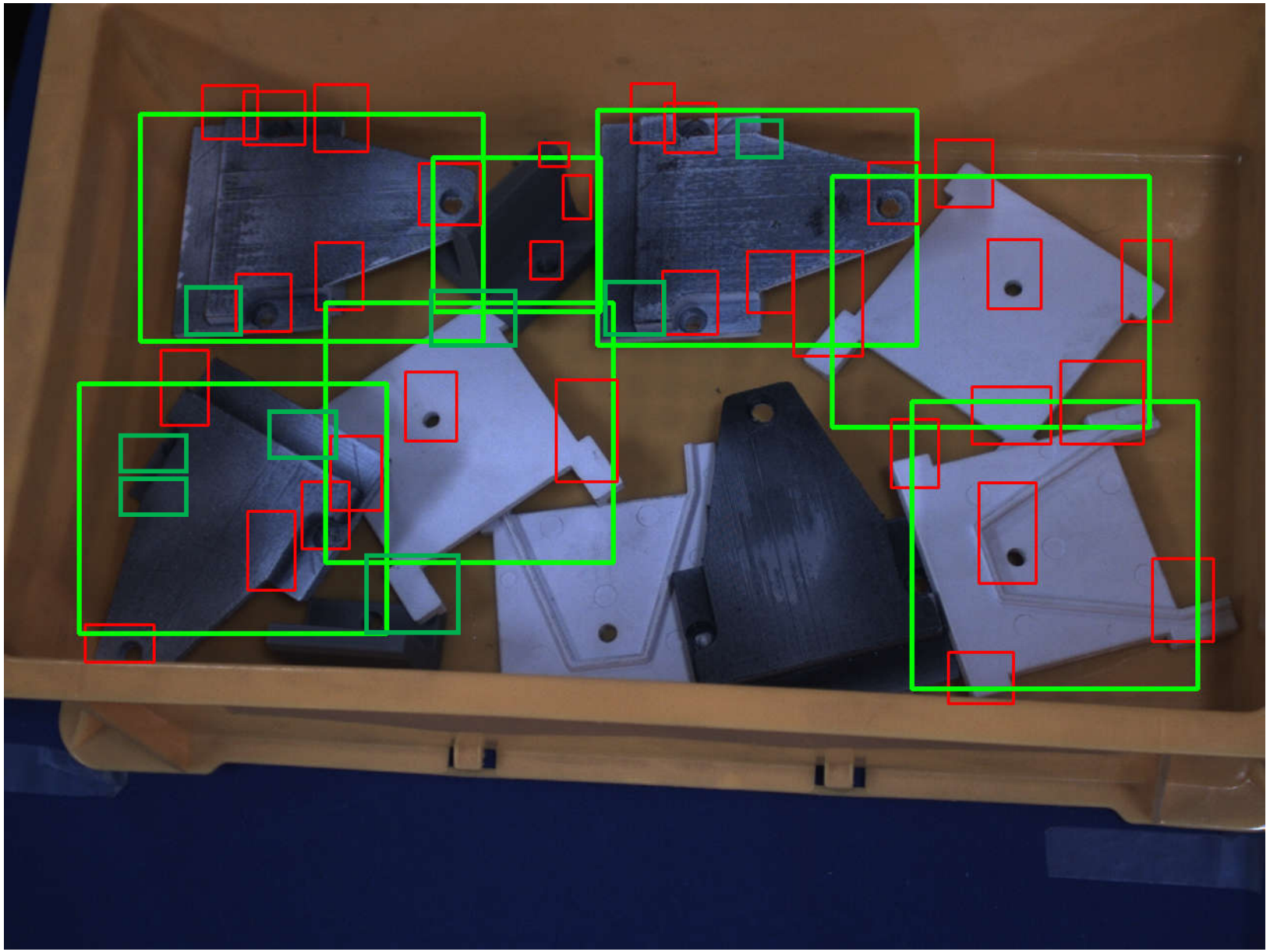
가려짐으로 판단된 물체 부분



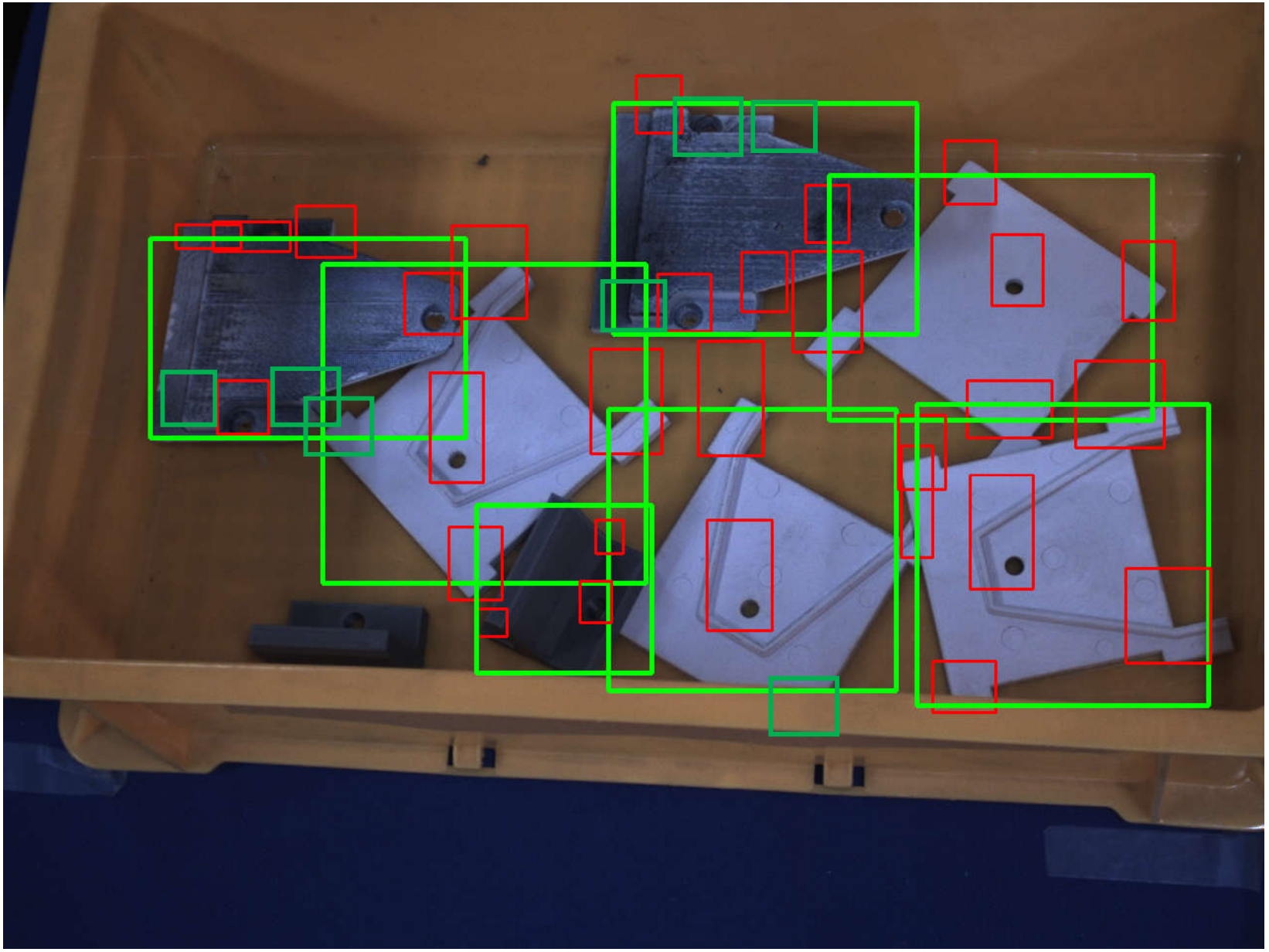
chkeck002.bmp



chkeck003.bmp



chkeck004.bmp



chkeck005.bmp