APG4011F Assignment 2 Report

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Contents

List of Figures

1 Introduction

There are three parts to this assingnment:

1. **Simulating a camera, image points and object points** Creating the Cameras with made up parameters, Xo Yo Zo κ ϕ ω. Creating 30 image points. abd calculating the corespond-ing ground coordinates for those image points.

2. **Intersection** After creating a new camera, with its own orientation parameters, calculate the coresponding image point coordinates.

   Then using least squares calculate the best fit ground coordinates for both images.

3. **Intersection**

4. **Bundle adjustment** Part 4 content...

2 Background to the Problem

3 Method

4 Results