Two View Reconstruction

REPORT

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Fundamental Matrix

```
F =

3×3 <u>single</u> matrix

0.0000 0.0000 -0.0004
-0.0000 0.0000 -0.0049
0.0008 0.0042 0.0535
```

Essential Matrix

```
E =

3×3 <u>single</u> matrix

0.0365  0.3654  0.1088
-0.2984  0.0789  -0.9467
0.0168  0.9275  0.0359
```

Rotation Matrix

```
R =

3×3 <u>single</u> matrix

0.9903 -0.1200 0.0706
0.1169 0.9921 0.0459
-0.0756 -0.0372 0.9964
```

Translation Vector

```
t =

3×1 <u>single</u> column vector

0.9536
-0.0056
-0.3010
```

Scene Reconstruction

RED : Camera 1 BLUE : Camera 2







