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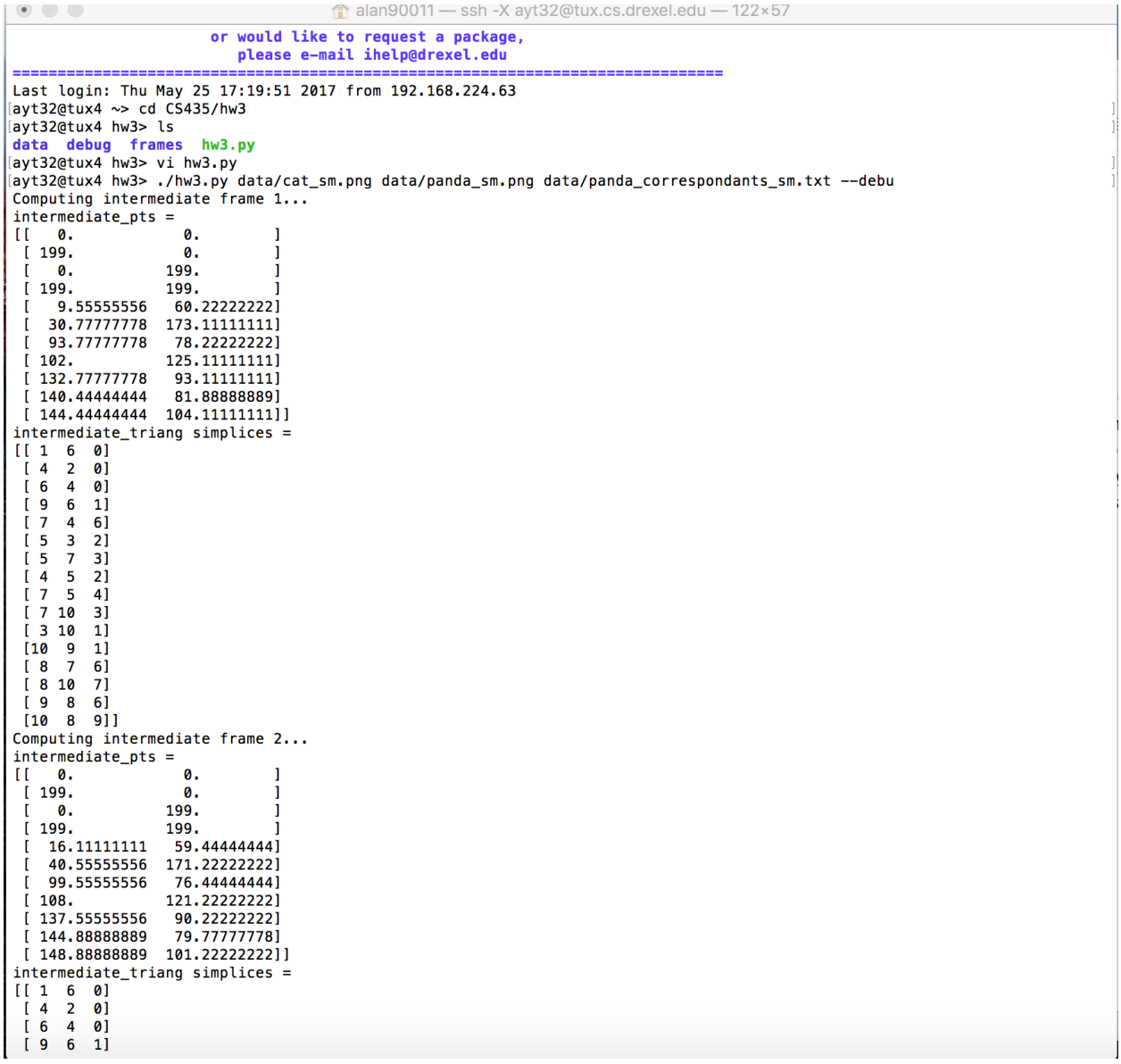
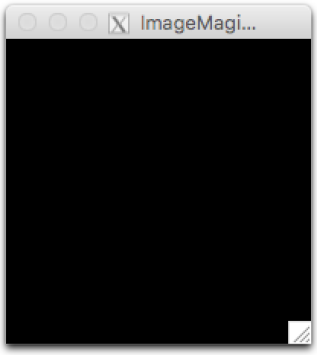
CS435 HW3

My blinear_interp return value is off, which made my warp function result incorrect. So I set the result in my warp function to be 0, and that made my resulting images all black. I'm hoping I can get credits for implementing all the functions and partial credit for bilinear_interp. You can check my code to see all my other function implementations, they should be correct. When I run the following input command, I could calculate the intermediate frame and points.

Here are some demonstrations:



```
.ntermediate_pts =
[   0.            0.        ]
 [ 199.            0.        ]
 [   0.          199.        ]
 [ 199.          199.        ]
 [  55.44444444   54.77777778]
 [  99.22222222  159.88888889]
 [ 134.22222222   65.77777778]
 [ 144.           97.88888889]
 [ 166.22222222   72.88888889]
 [ 171.55555556   67.11111111]
 [ 175.55555556   83.88888889]]
.ntermediate_triang simplices =
[[ 4  2  0]
 [ 1  4  0]
 [ 3 10  1]
 [ 7 10  3]
 [ 5  3  2]
 [ 5  7  3]
 [ 4  5  2]
 [ 5  4  7]
 [ 6  4  1]
 [ 4  6  7]
 [ 8 10  7]
 [ 6  8  7]
 [10  9  1]
 [ 8  9 10]
 [ 9  6  1]
 [ 9  8  6]]
h: 1: ffmpeg: not found
h: 1: ffmpeg: not found
yt32@tux4 hw3> vi hw3.py
yt32@tux4 hw3> ls
ata  debug  frames  hw3.py
yt32@tux4 hw3> cd frames/
yt32@tux4 frames> ls
.png  2.png  3.png  4.png  5.png  6.png  7.png  8.png
yt32@tux4 frames> display 1.png
```



```
 [ 134.22222222   65.77777778]
 [ 144.           97.88888889]
 [ 166.22222222   72.88888889]
 [ 171.55555556   67.11111111]
 [ 175.55555556   83.88888889]]
intermediate_triang simplices =
[[ 4  2  0]
 [ 1  4  0]
 [ 3 10  1]
 [ 7 10  3]
 [ 5  3  2]
 [ 5  7  3]
 [ 4  5  2]
 [ 5  4  7]
 [ 6  4  1]
 [ 4  6  7]
 [ 8 10  7]
 [ 6  8  7]
 [10  9  1]
 [ 8  9 10]
 [ 9  6  1]
 [ 9  8  6]]
sh: 1: ffmpeg: not found
sh: 1: ffmpeg: not found
ayt32@tux4 hw3> vi hw3.py
ayt32@tux4 hw3> ls
data  debug  frames  hw3.py
ayt32@tux4 hw3> cd frames/
ayt32@tux4 frames> ls
1.png  2.png  3.png  4.png  5.png  6.png  7.png  8.png
ayt32@tux4 frames> display 1.png
ayt32@tux4 frames> cd ..
ayt32@tux4 hw3> ls
data  debug  frames  hw3.py
ayt32@tux4 hw3> cd debug/
ayt32@tux4 debug> ls
result_0.111111.png  result_0.555556.png  warp1_0.111111.png  warp1_0.555556.png  warp2_0.111111.png  warp2_0.555556.png
result_0.222222.png  result_0.666667.png  warp1_0.222222.png  warp1_0.666667.png  warp2_0.222222.png  warp2_0.666667.png
result_0.333333.png  result_0.777778.png  warp1_0.333333.png  warp1_0.777778.png  warp2_0.333333.png  warp2_0.777778.png
result_0.444444.png  result_0.888889.png  warp1_0.444444.png  warp1_0.888889.png  warp2_0.444444.png  warp2_0.888889.png
ayt32@tux4 debug> display result_0.888889.png
```