**DAILY ASSESSMENT FORMAT**

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| **Date:** | **30/06/2020** | **Name:** | **Nayanashree K S** |
| **Course:** | **IIRS Outreach Program on Satellite Photogrammetry** | **USN:** | **4AL16EC042** |
| **Topic:** | **Concepts of Stereophotogrammetry** | **Semester & Section:** | **8th A** |
| **Github Repository:** | **Nayana\_online** |  |  |

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| **AFTERNOON SESSION DETAILS** |
| **Image of session** |
| **Report**  **PARALLAX**  Parallax is apparent shift in the position of object due to shift in the position of observation.  i1.PNG  Figure 1:Church is less displaced because it is further away  i2.PNG  Figure 2:Pencil is more displaced because it is close to observer  **DEPTH PERCEPTION**  Methods of judging depth:   * Monoscopic * Stereoscopic   **MONOSCOPIC METHOD**   * Relative size of objects * Hidden objects * Shadows * Difference in focusing of eye   **STEREOSCOPY/ STEREOVISION**   * Stereoscopy is based on stereoscopic or binocular vision * When the eyes are focussed on an object, the optical axes of the two eyes converge on that point intersecting at an angle called-parallactic angle * Nearer the object- greater the parallactic angle and vice a versa * Stereoscopy is the name given to the phenomenon of an apparent three dimensional "model" created by viewing two photographs of the same object, one photograph with each eye, simultaneously * This stereomodel is a subjective phenomenon and is not physically real, but is formed by the brain using the normal process associated with binocular vision * Depth cues are given by object sizes, perspective, occlusion, movement parallax and change in eye focus   **VIEWING STEREOPHOTOGRAPHS IN ANALOG ENVIRONMENT**  Three basic types of stereoscopes are   * Pocket * Mirror * Scanning   **VIEWING STEREOPHOTOGRAPHS IN DIGITAL ENVIRONMENT**  A display which produces an effect of depth for the viewer by means of stereo image pairs and active or passive monitor.  **Basic requirement for 3D stereo-viewing**   * Observer% left eye must see the left image only of the two overlapping images * The right eye, should see the corresponding part of the right image only   **Methods of stereo display in digital environment**   * Split Screen View * Anaglyph View * Separation by polarization * Alternating Images   **COLLINEARITY CONDITION**  The exposure station of a photograph, an object point and its photo image all lie aling a straight this phenomenon is called Collinearity Condition.  **COPLANARITY CONDITION**  The two exposure stations of a stereopair, any object point and its corresponding image points on the two photos, all lie in a common plane is known as coplanarity condition |