Computer Vision Spring 2019 Problem Set #3

First Name Last Name Email Address

1: Marker detection





ps3-1-a-1

ps3-1-a-2

1: Marker detection (cont.)



ps3-1-a-3

2: Marker detection (wall scene)





ps3-2-a-1

ps3-2-a-2

2: Marker detection (wall scene)





ps3-2-a-3

ps3-2-a-4

2: Marker detection (wall scene)



ps3-2-a-5

3: Projective Geometry





ps3-3-a-1

ps3-3-a-2

3: Projective Geometry (cont.)



ps3-3-a-3

4: Markers in Video





ps3-4-a-1

ps3-4-a-2







ps3-4-a-4

ps3-4-a-5



4: Markers in Video





ps3-4-b-1

ps3-4-b-2







ps3-4-b-4

ps3-4-b-5



5: AR in Video





ps3-5-a-1

ps3-5-a-2

5: AR in Video (cont.)



5: AR in Video (cont.)





ps3-5-a-4

ps3-5-a-5

5: AR in Video (cont.)



5: Markers in Video





ps3-5-b-1

ps3-5-b-2







ps3-5-b-4

ps3-5-b-5



6: Video in Video





ps3-6-a-1

ps3-6-a-2

6: Video in Video (cont.)



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