

## Project 2022-2023 Image Analysis and Computer Vision

### Visual motion analysis

#### of a player's fingers

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### Results

The process for the Calibration is the following:

#### A. Rectification of the Horizontal Façade

`hor_rectification()`

includes functions:

1. `vanishing_points()`
2. `affine()`
3. `metric()`
4. `ratio()`

First, I select a frame from the video and for this frame I run `rectification(frame)`.

I find the vanishing points, vertical and orthogonal, and line at the infinity. Then I run the functions to build the rectification matrices and rectify image. Following the rectification, I run the last function `ratio()` to determine the ratio of the horizontal façade. The results are the following

Horizontal Vanishing points:

`vo1 =`

`1.0e+03 *`

`1.5291`

`-0.2399`

`0.0010`

`vo2 =`

`-2361`

`-616`

`1`

Vertical Vanishing point:

`1.0e+03 *`

`0.6603`

`4.6040`

`0.0010`

Line at the infinity:

`-0.0002 0.0026 1.0000`

Affine matrix:

`1.0000 0 -0.0002`

`0 1.0000 0.0026`

`0 0 1.0000`

Euclidean matrix:

`-0.0734 1.1210 0`

`1.1210 -0.3672 0`

`0 0 1.0000`

Rectification Matrix:

`0.2986 0.9116 0.0002`

`0.9116 0.0597 -0.0026`

`0 0 1.0000`

Horizontal Facade ratio:

`0.8521`

Points after affine and metric rectification:

AA =

184.1672 263.6828

BB =

234.1082 253.1212

CC =

276.6419 262.2095

DD =

226.7011 272.7712

## B. Camera Calibration

**Calibration() includes IACfunct()**

I continue with the calibration process. The results are the following

IAC =

1.0e+06 \*  
0.0000 0 -0.0010  
0 0.0000 0.0001  
-0.0010 0.0001 2.0672

aa =

0.9066

fx =

1.0175e+03

fy =

922.5426

K =

1.0e+03 \*  
1.0175 0 1.2124  
0 0.9225 -0.0891  
0 0 0.0010

### C. Rectification of the Vertical Façade

#### Ver\_rectification()

The result which is useful for the continuation of the exercise is the following:

Vertical Rectification matrix:

-0.9615	0.2750	-0.0007
-0.3990	-1.3952	-0.0005
-0.0008	-0.0001	1.0000

Vertical Façade ratio:

0.1208

### D. Localization

#### Localization()

cameraPosition =

699.0089
42.8109
-781.9455

cameraRotation =

0.9976	-0.0691	-0.0014
0.0691	0.9976	-0.0029
0.0016	0.0028	1.0000