

1 Visual Perception

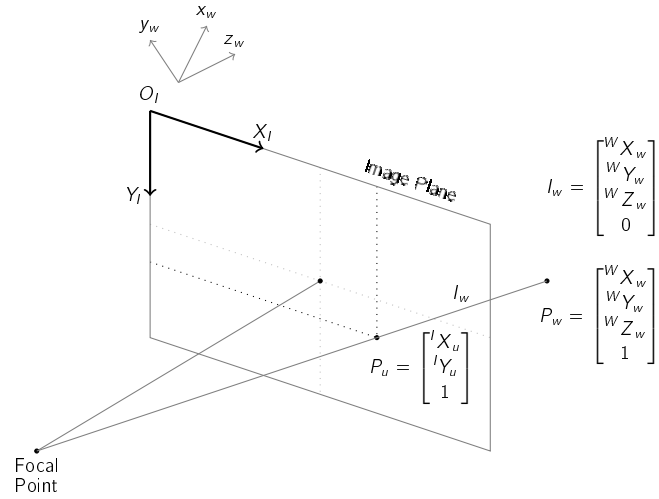


Figure 1: Camera geometry (1). Focus point can be located both in front or beyond the camera.

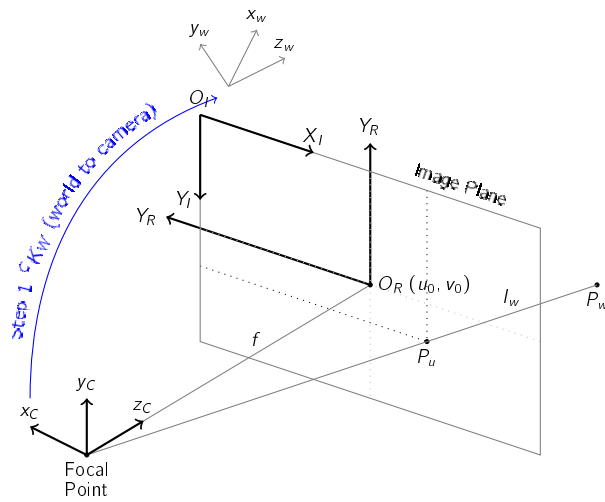


Figure 2: Camera Model - Step 1: World to Camera

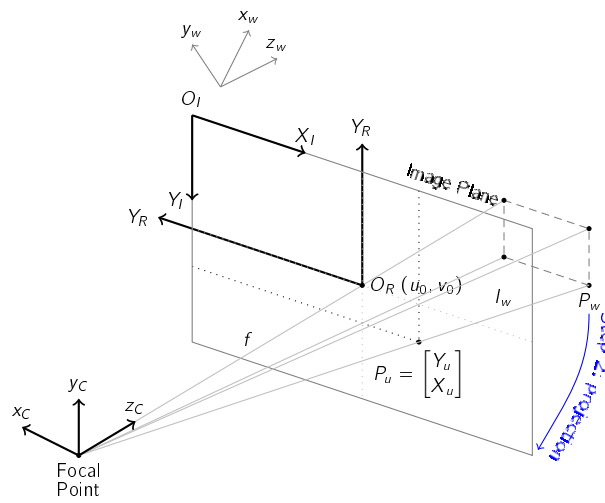


Figure 3: Camera Model - Step 2: Projection onto the image plane.

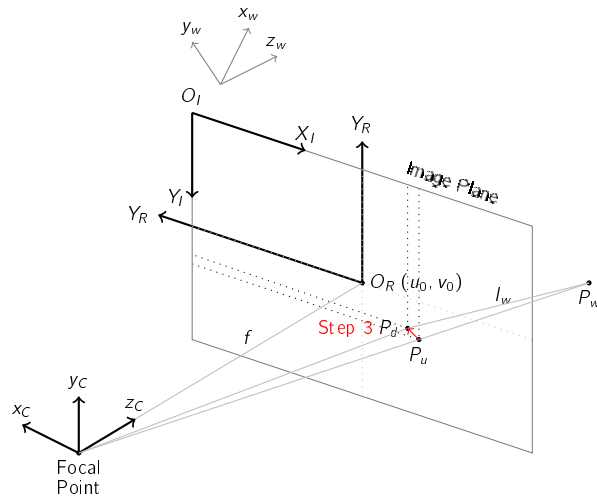


Figure 4: Camera Model - Step 3: Lens Distortion.

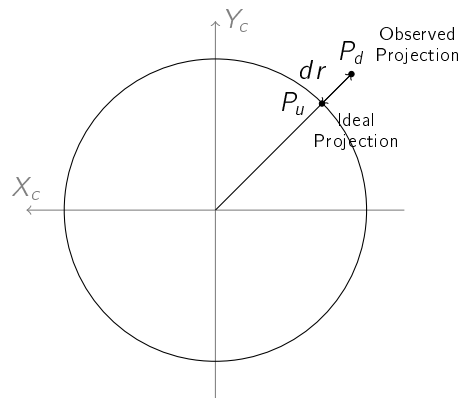


Figure 5: Camera Model - Step 3: Lens Distortion. dr - radial distortion. Distortion effect can be negative (towards the center) and positive (outwards).

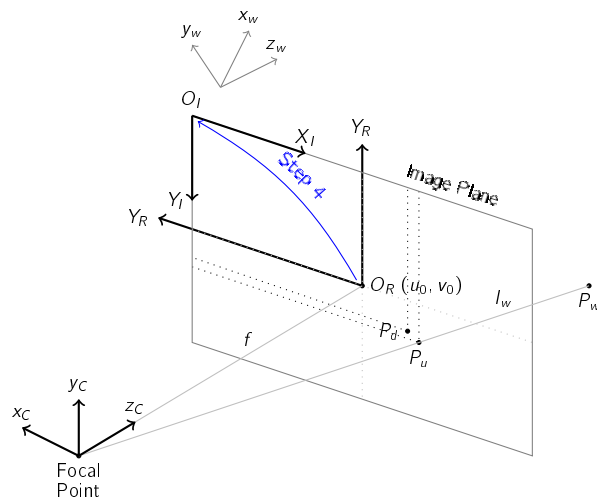


Figure 6: Camera Model - Step 4: Camera to image.

2 Faugeras-Toscani

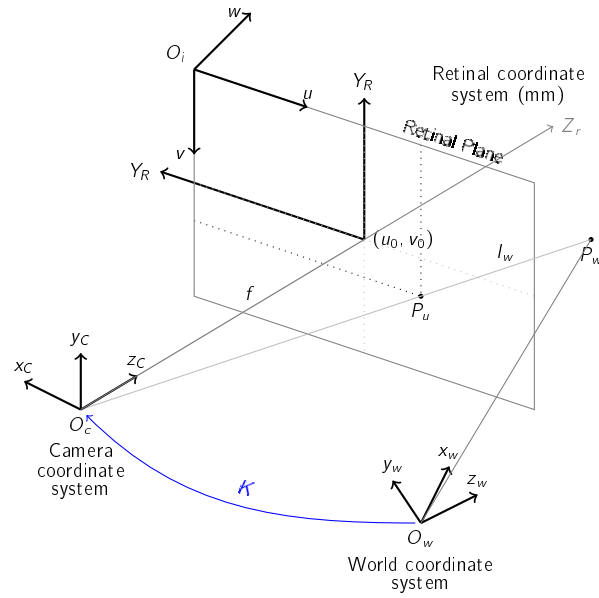


Figure 7: Faugeras-Roscani Method Geometry 1

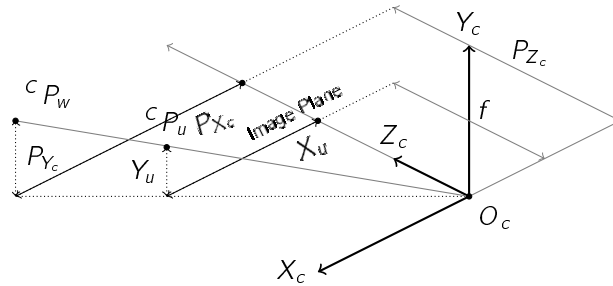


Figure 8: Intrinsic parameters - ideal projection.

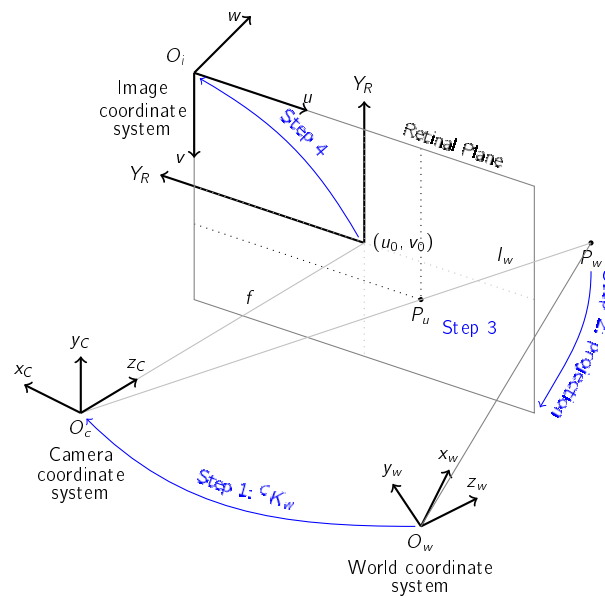


Figure 9: Faugeras-Roscani Method Geometry 2

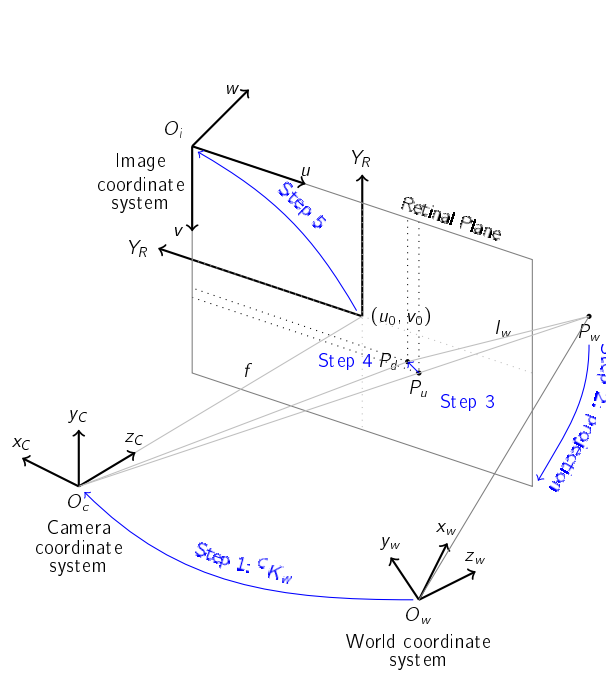


Figure 10: Faugeras-Roscani Method Geometry 3