

# 1 Triangulation

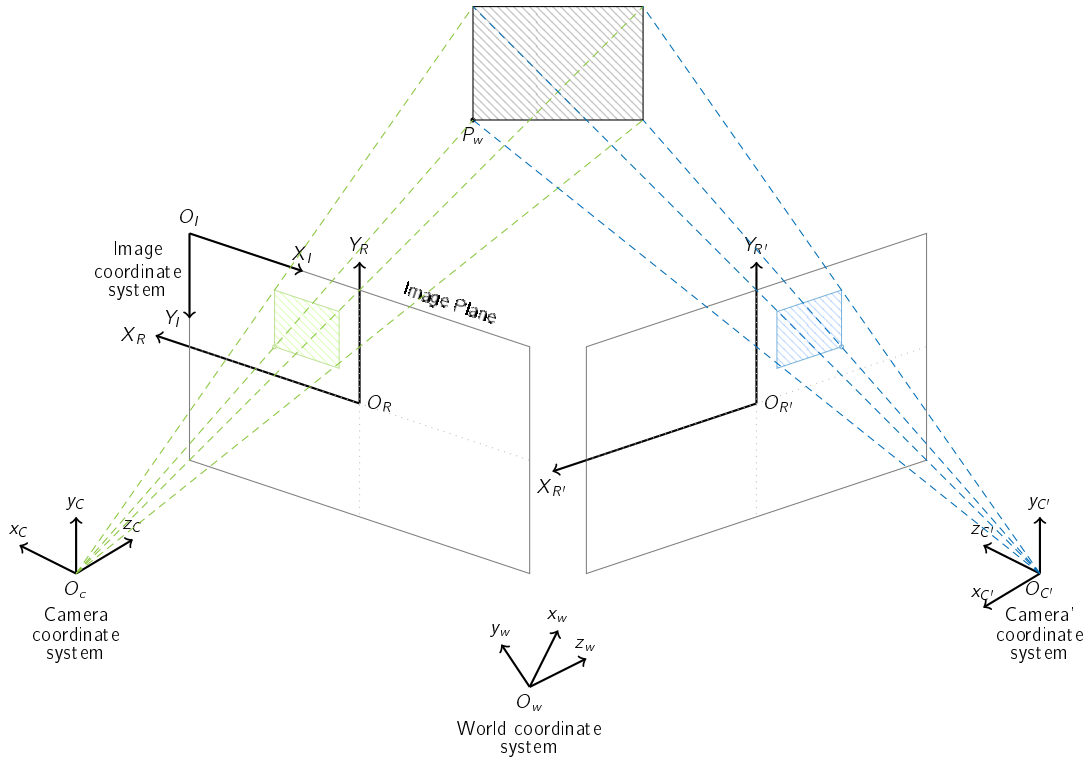


Figure 1: Triangulation principle

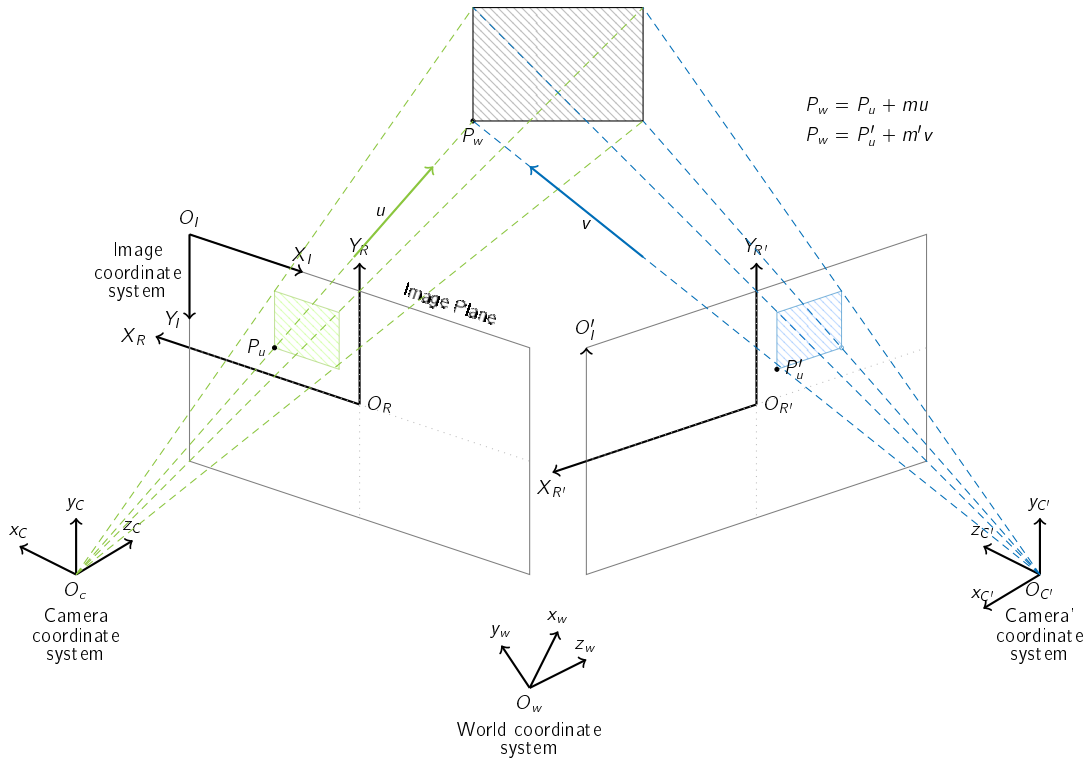


Figure 2: Triangulation Principle. Step 1 - System of Equations, Step 2 - Expand to  $x, y, z$ , Step 3: Get  $m, m'$ , Step 4: Compute  $P_w$

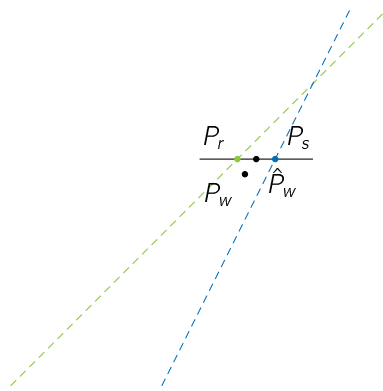


Figure 3:  $P_w$  - 3D object point,  $\hat{P}_w$  - reconstructed point. That's why the previous system of equations won't work.

## 2 Epipolar Geometry

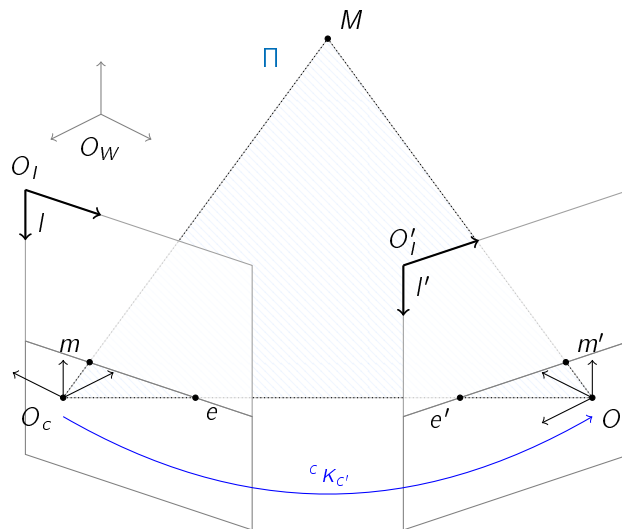


Figure 4: Epipolar Geometry: Focal points, epipoles and epipolar lines. All epipolar lines intersect at epipole.

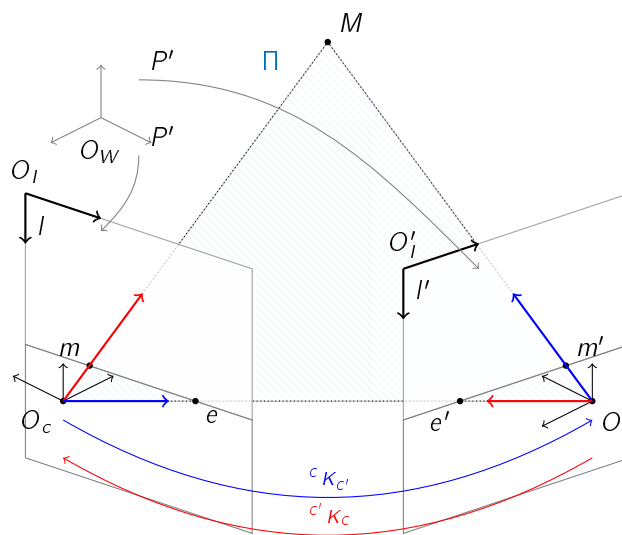


Figure 5: Epipolar Geometry - Modeling

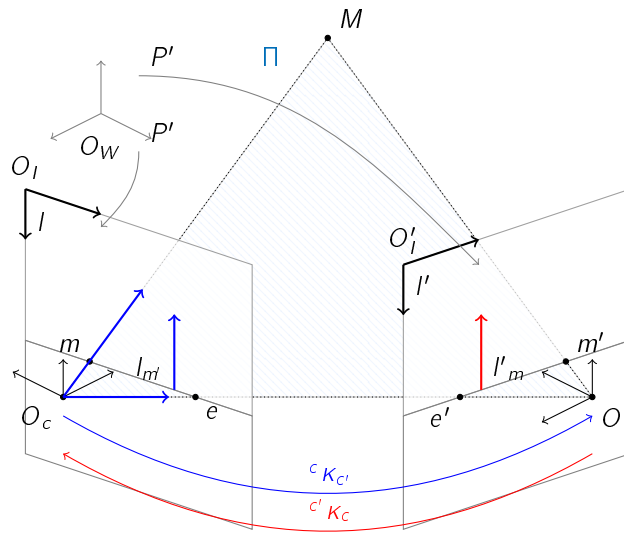


Figure 6: Epipolar Geometry - Modeling