

Computer Vision

Fall 2018

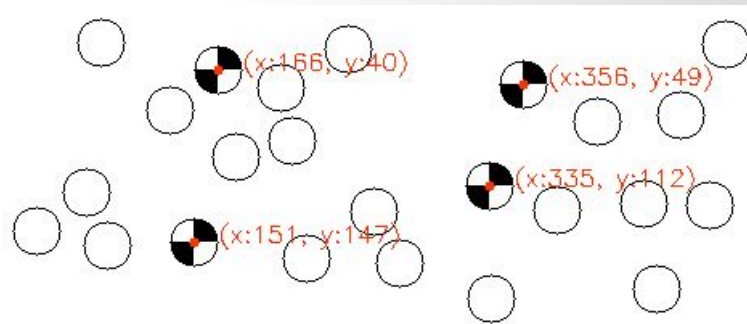
Problem Set #3

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1: Marker detection

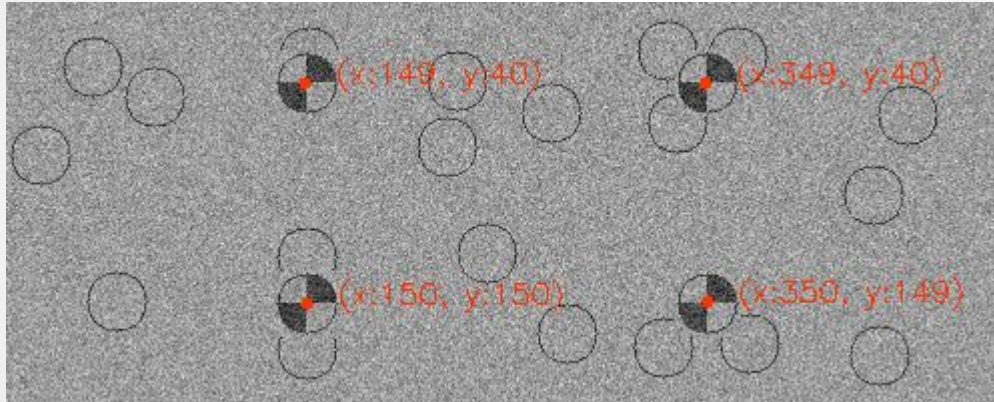


ps3-1-a-1.png



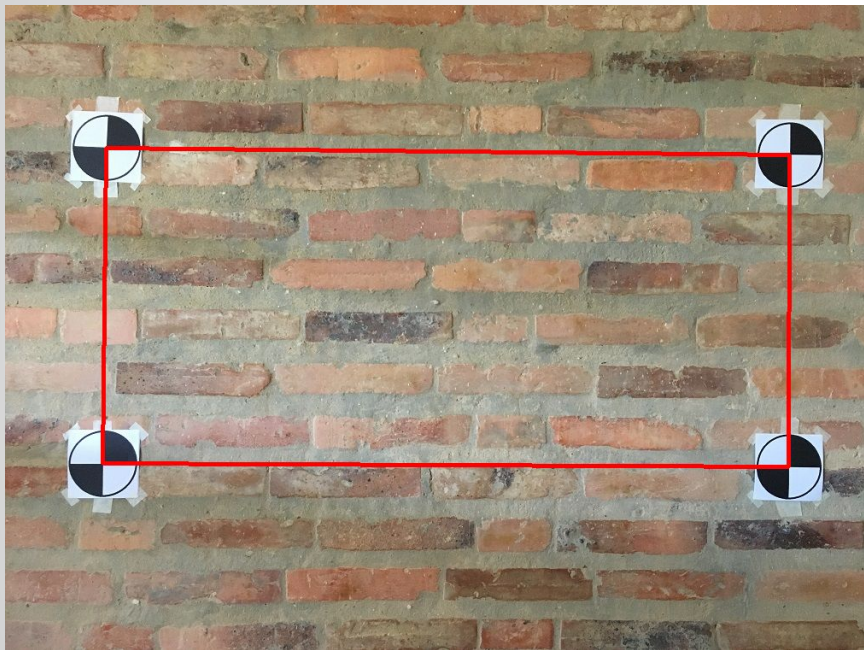
ps3-1-a-2.png

1: Marker detection (cont.)



ps3-1-a-3.png

2: Marker detection (wall scene)

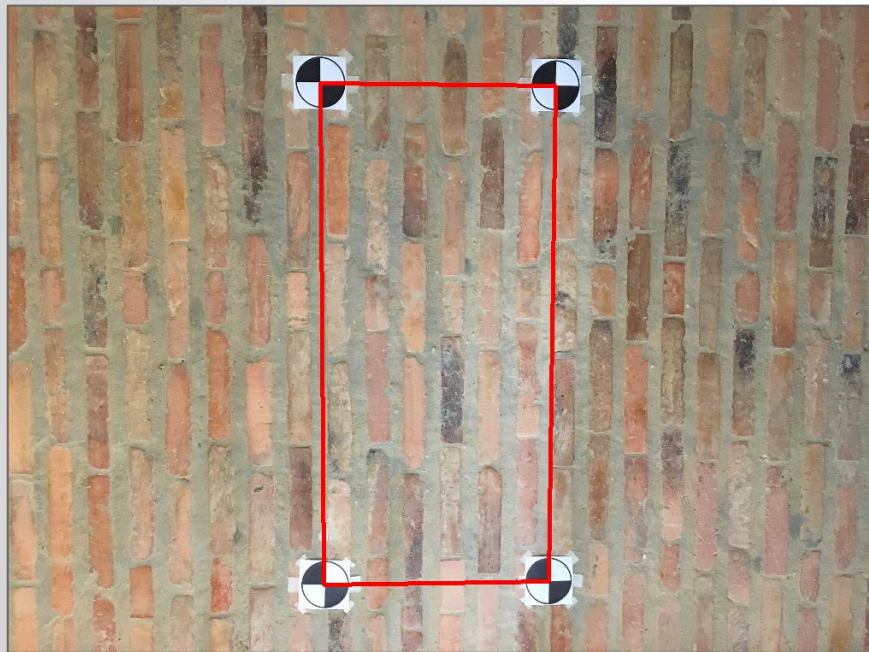


ps3-2-a-1.png

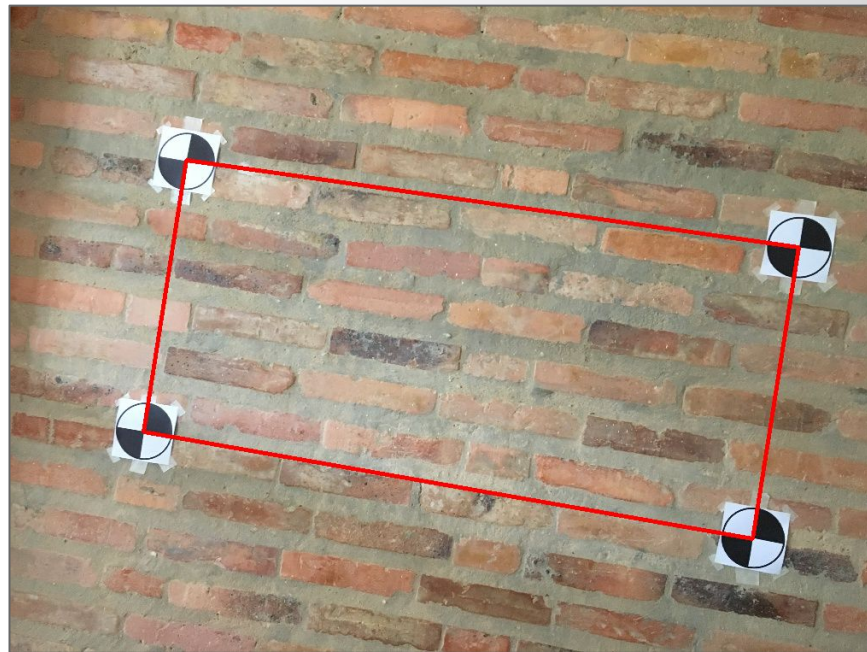


ps3-2-a-2.png

2: Marker detection (wall scene)

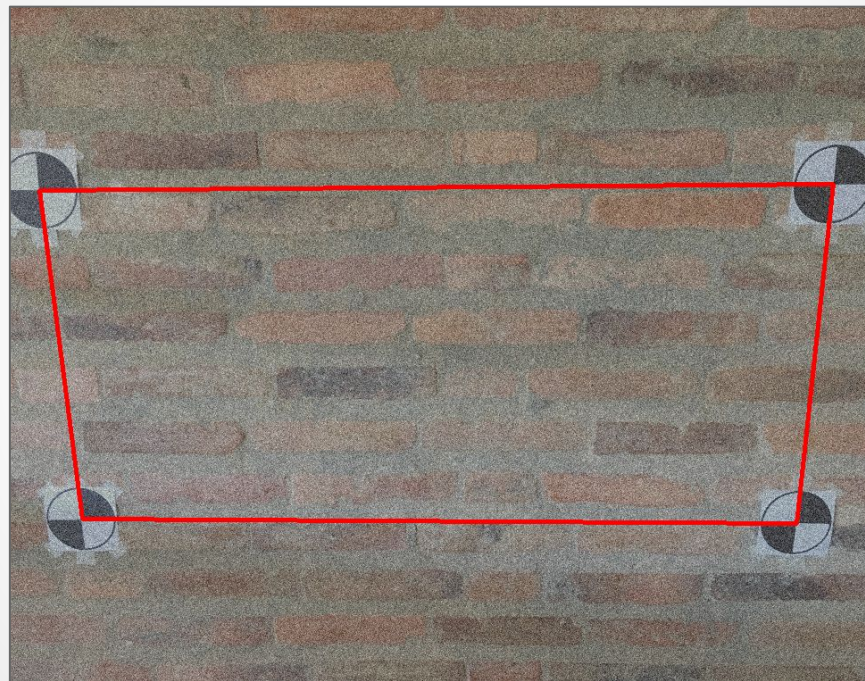


ps3-2-a-3.png



ps3-2-a-4.png

2: Marker detection (wall scene)



ps3-2-a-5.png

3: Projective Geometry



ps3-3-a-1.png



ps3-3-a-2.png

3: Projective Geometry (cont.)



ps3-3-a-3.png

4: Markers in Video



ps3-4-a-1.png



ps3-4-a-2.png

4: Markers in Video (cont.)



[ar 4 a ps3 4 a](#)

ps3-4-a-3.png

4: Markers in Video (cont.)



ps3-4-a-4.png



ps3-4-a-5.png

4: Markers in Video (cont.)



[ar 4 a ps3 4 b](#)

ps3-4-a-6.png

4: Markers in Video



ps3-4-b-1.png



ps3-4-b-2.png

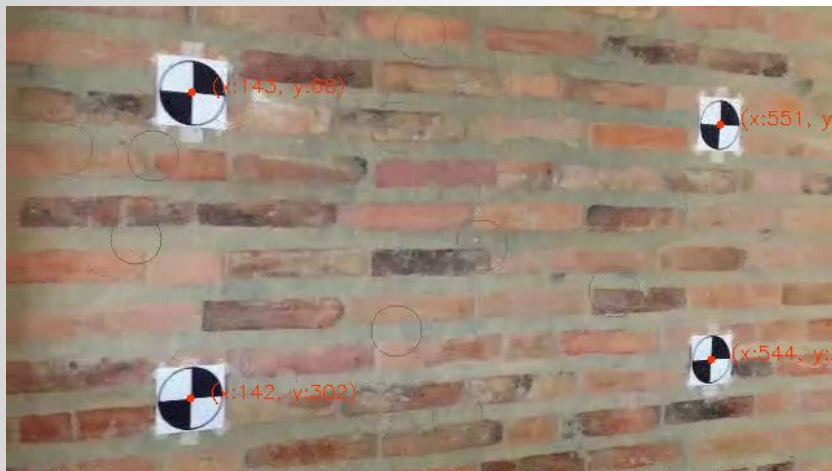
4: Markers in Video (cont.)



ar 4 b ps3 4 c

ps3-4-b-3.png

4: Markers in Video (cont.)



ps3-4-b-4.png



ps3-4-b-5.png

4: Markers in Video (cont.)



ar 4 b ps3 4 d

ps3-4-b-6.png

5: AR in Video



ps3-5-a-1.png



ps3-5-a-2.png

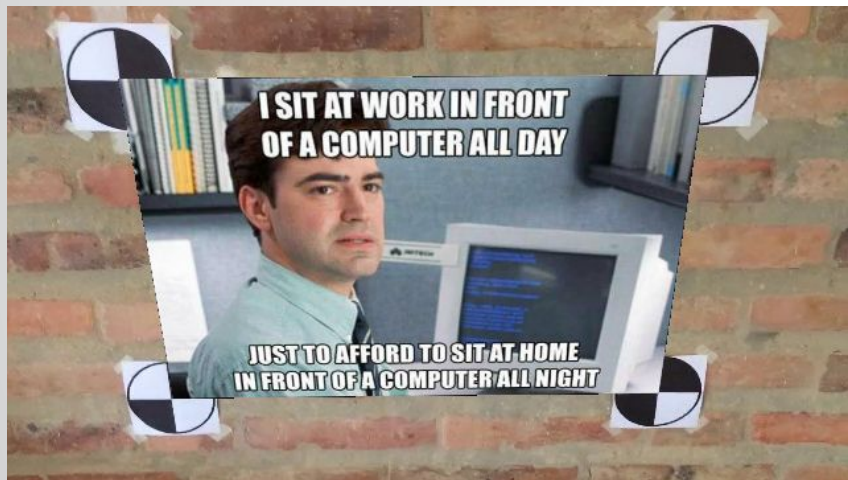
5: AR in Video (cont.)



[ar_5-a-ps3-4-a](#)

ps3-5-a-3.png

5: AR in Video (cont.)



ps3-5-a-4.png



ps3-5-a-5.png

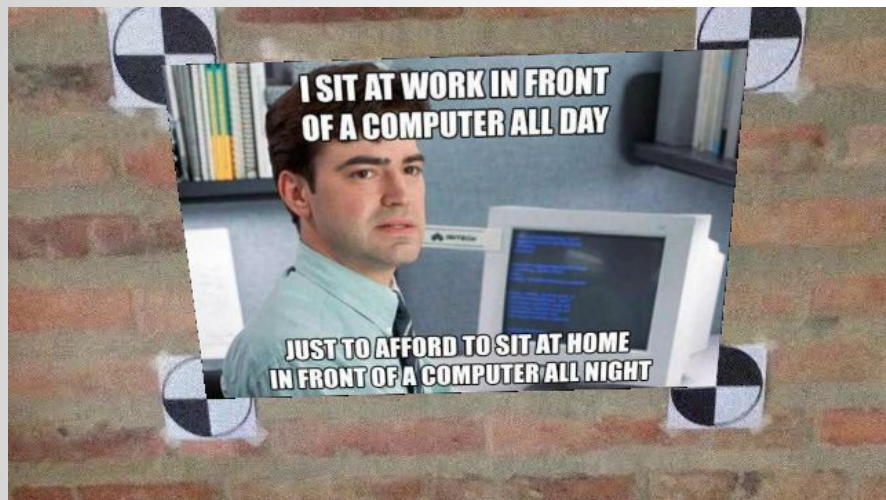
5: AR in Video (cont.)

[ar_5-a-ps3-4-b](#)



ps3-5-a-6.png

5: Markers in Video



ps3-5-b-1.png



ps3-5-b-2.png

5: Markers in Video (cont.)



[ar 5-b-ps3-4-c](#)

ps3-5-b-3.png

5: Markers in Video (cont.)

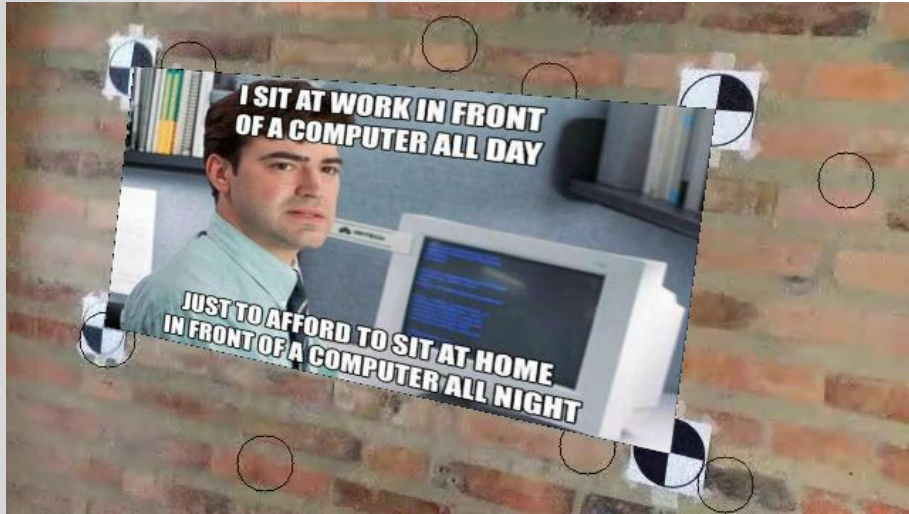


ps3-5-b-4.png



ps3-5-b-5.png

5: Markers in Video (cont.)



[ar 5-b-ps3-4-d](#)

ps3-5-b-6.png

6: Video in Video

Did not complete

ps3-6-a-1.png

ps3-6-a-2.png

6: Video in Video (cont.)

Did not complete

ps3-6-a-3.png

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