

Practicum:1 Stereo camera calibration :

output : checker board positions with respect to camera co-ordinate origin

1. Intrinsic parameters for camera 1:

```
cameraParams_cam1 =
  cameraParameters with properties:

    Camera Intrinsics
        Intrinsics: [0x0 cameraIntrinsics]

    Camera Extrinsics
        PatternExtrinsics: [10x1 rigidtfom3d]

    Accuracy of Estimation
        MeanReprojectionError: 0.7382
        ReprojectionErrors: [77x2x10 double]
        ReprojectedPoints: [77x2x10 double]

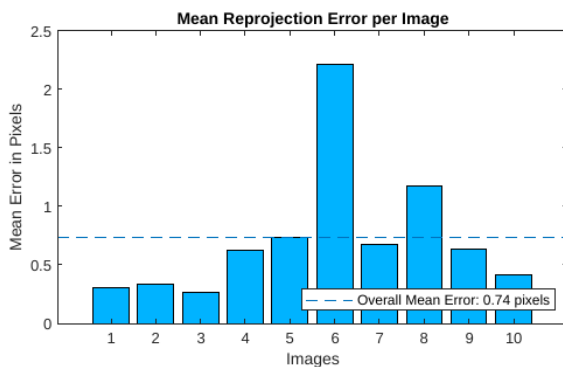
    Calibration Settings
        NumPatterns: 10
        DetectedKeypoints: [77x10 logical]
        WorldPoints: [77x2 double]
        WorldUnits: 'mm'
        EstimateSkew: 0
        NumRadialDistortionCoefficients: 2
        EstimateTangentialDistortion: 0

imagesUsed_cam1 = 10x1 logical array

1
1
1
1
1
1
1
1
1
1
1

estimationErrors_cam1 =
  cameraCalibrationErrors with properties:

    IntrinsicsErrors: [1x1 intrinsicsEstimationErrors]
    ExtrinsicsErrors: [1x1 extrinsicsEstimationErrors]
```



2. Intrinsic parameters for camera 2:

```
cameraParams_cam2 =
  cameraParameters with properties:

    Camera Intrinsics
        Intrinsics: [0x0 cameraIntrinsics]

    Camera Extrinsics
        PatternExtrinsics: [10x1 rigidtfom3d]

    Accuracy of Estimation
        MeanReprojectionError: 0.5931
        ReprojectionErrors: [77x2x10 double]
        ReprojectedPoints: [77x2x10 double]

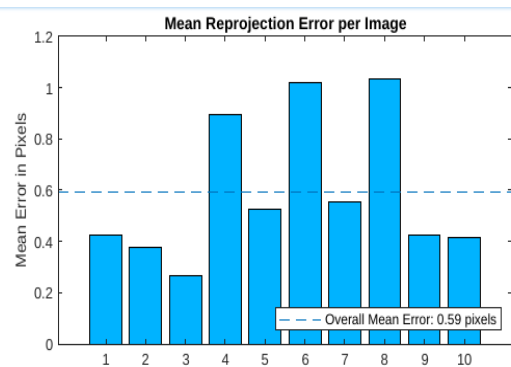
    Calibration Settings
        NumPatterns: 10
        DetectedKeypoints: [77x10 logical]
        WorldPoints: [77x2 double]
        WorldUnits: 'mm'
        EstimateSkew: 0
        NumRadialDistortionCoefficients: 2
        EstimateTangentialDistortion: 0

imagesUsed_cam2 = 10x1 logical array

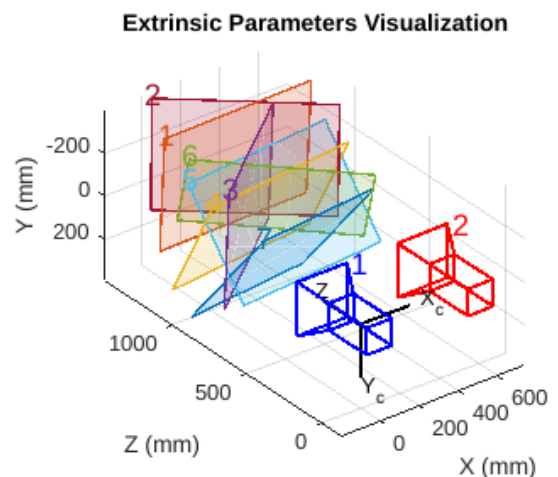
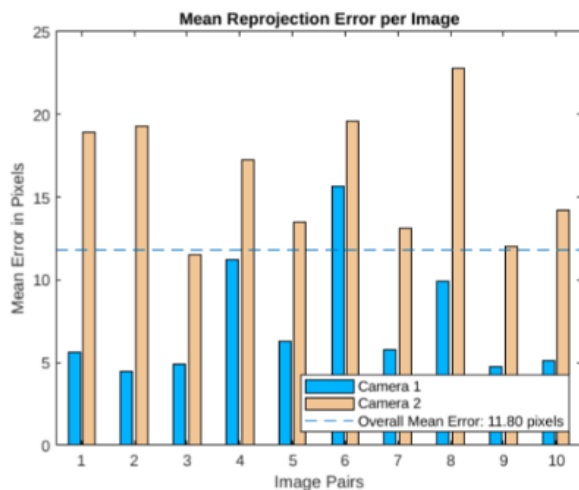
1
1
1
1
1
1
1
1
1
1
1

estimationErrors_cam2 =
  cameraCalibrationErrors with properties:

    IntrinsicsErrors: [1x1 intrinsicsEstimationErrors]
    ExtrinsicsErrors: [1x1 extrinsicsEstimationErrors]
```



- Mean re-projection error per camera for stereo-camera pair:



- Rectification of stereo images

1. Before Rectification



2. After Rectification



- Disparity map



- Reconstructing the 3-d scene

