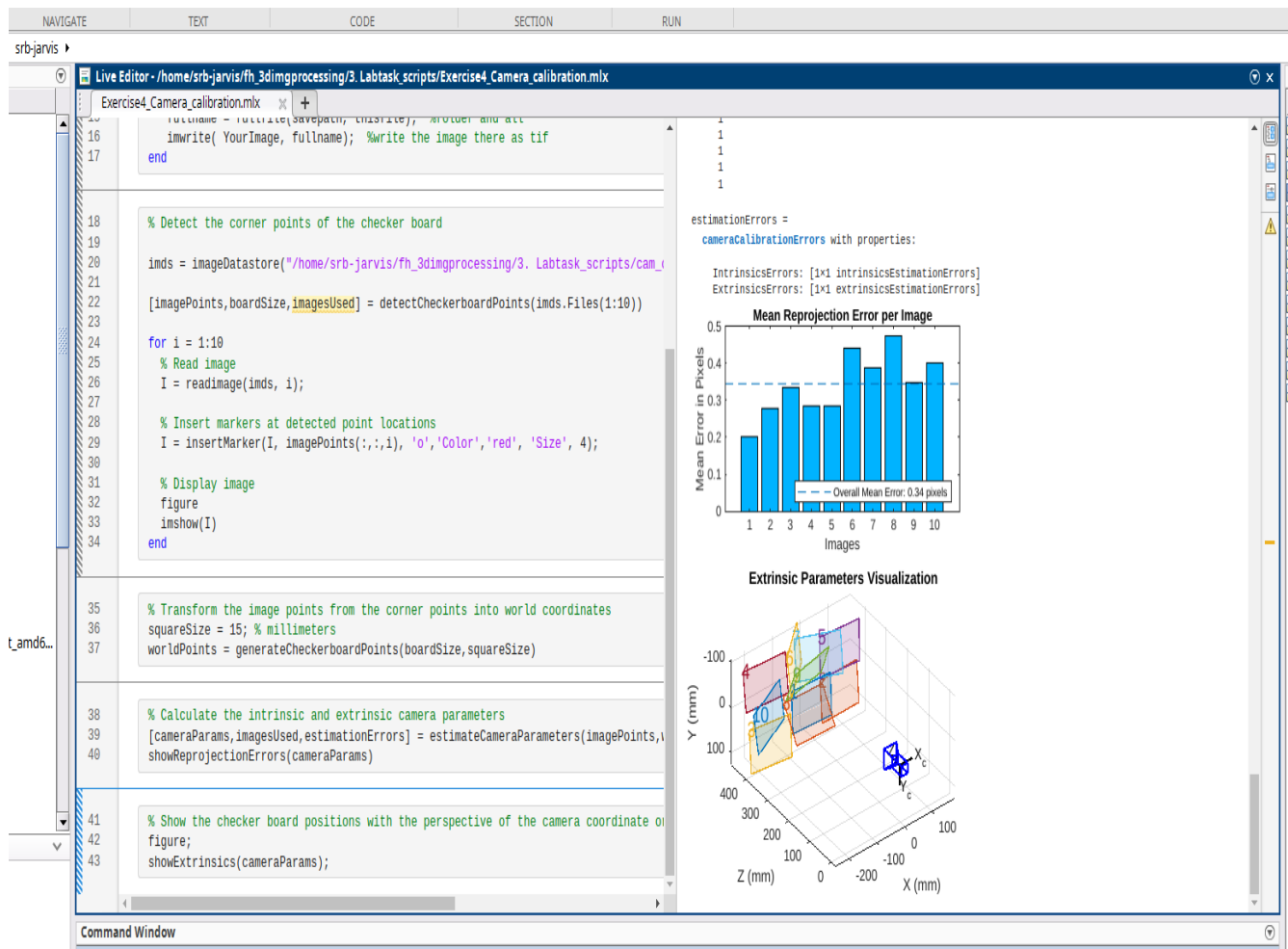


Practicum:1 Mono camera calibration :

output : checker board positions with the perspective of the camera coordinate origin



Source code :

%step1: List webcam, capture images and store in folder ranging from 1-10 nos.

webcamlist

clear('cam');

cam = webcam('/dev/video0');

preview(cam)

savepath = '/home/srb-jarvis/fh_3dimgprocessing/3. Labtask_scripts/cam_calibration'; %the folder

nametemplate = 'image_%02d.jpg'; %name pattern

for K = 1 : 10 %if you want to do this 50 times

pause(2)

[YourImage, t] = snapshot(cam)%capture the image

thisfile = sprintf(nametemplate,K); %create filename

fullname = fullfile(savepath, thisfile); %folder and all

imwrite(YourImage, fullname); %write the image there as tif

end

```

% Step2: Detect the corner points of the checker board
imds = imageDatastore("/home/srb-jarvis/fh_3dimgprocessing/3.
Labtask_scripts/cam_calibration","FileExtensions",[".jpg",".tif"])
[imagePoints,boardSize,imagesUsed] = detectCheckerboardPoints(imds.Files(1:10))
for i = 1:10
    % Read image
    I = readimage(imds, i);
    % Insert markers at detected point locations
    I = insertMarker(I, imagePoints(:,i), 'o','Color','red', 'Size', 4);
    % Display image
    figure
    imshow(I)
end

% Step3: Transform the image points from the corner points into world coordinates
squareSize = 15; % millimeters
worldPoints = generateCheckerboardPoints(boardSize,squareSize)

% Step4: Calculate the intrinsic and extrinsic camera parameters
[cameraParams,imagesUsed,estimationErrors] =
estimateCameraParameters(imagePoints,worldPoints)
showReprojectionErrors(cameraParams)

% Step5: Show the checker board positions with the perspective of the camera coordinate origin
figure;
showExtrinsics(cameraParams);

```