Projection

Module `matrix_utils`

Functions

Function `getCwTc`

```
def getCwTc() -> numpy.ndarray
```

Get the transformation matrix from the camera to the world frame

$$^{C_W}T_C = \begin{pmatrix} 0 & 0 & 1 & 0 \\ -1 & 0 & 0 & 0 \\ 0 & -1 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

Returns

np.ndarray Transformation matrix from the camera to the world frame

Function `left2RightHand`

```
def left2RightHand(
    Tmat: numpy.ndarray
) -> numpy.ndarray
```

Transform a transformation matrix from left hand to right hand

- $$y = -y$$

- $$rot(x) = -rot(x)$$

- $$rot(z) = -rot(z)$$

Args

Tmat : np.ndarray Transformation matrix, left hand

Returns

np.ndarray Transformation matrix from right hand

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