

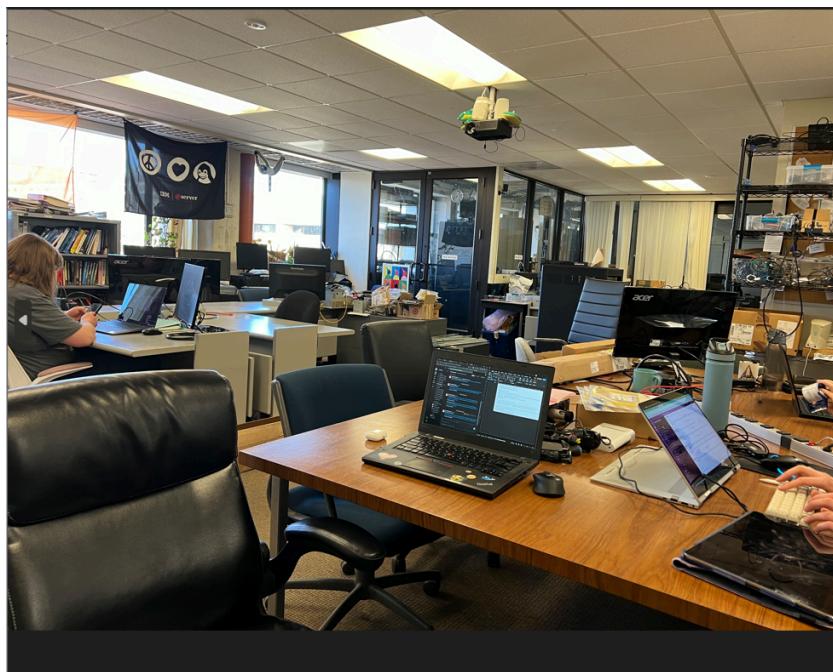
Assignment 2: Creating Panoramas

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Image 1



Image 2



Transform Matrix A based on Sample Points

	1	2	3
1	-4.2722e-04	-2.5879e-04	0.8379
2	-5.7596e-05	-7.0647e-04	0.5458
3	-4.7003e-08	-3.1191e-07	1.0914e-04

Transform Matrix A1 based upon image 1 and 2 points obtained using detectSURFfeatures and ransac, used to transform Image 2

	1	2	3
1	-7.7747e-04	-6.8502e-06	0.9710
2	-9.5757e-05	-6.9007e-04	0.2391
3	-8.3209e-08	-2.0201e-09	-5.0290e-04

Image 2 after applying the transformation matrix using transform_image.m from assignment 1



Image 1 blend using ramp

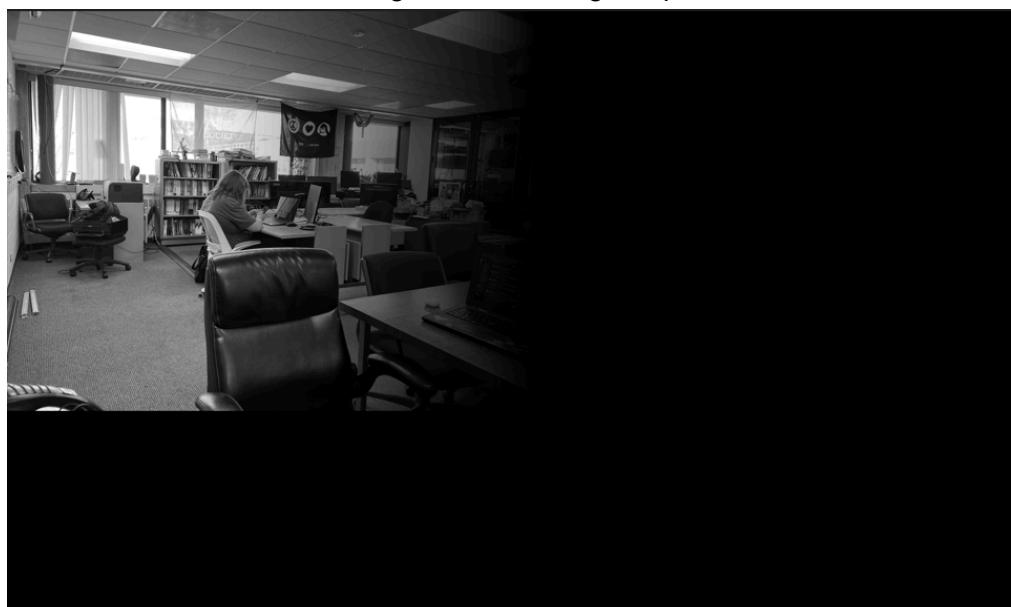


Image 2 blend using ramp



Final Panorama



7)

$$\begin{aligned}
 \hat{\vec{x}} &= \begin{bmatrix} a & b & t_x \\ -b & a & t_y \\ 0 & 0 & 1 \end{bmatrix} \quad \hat{\vec{x}} = ax + by + t_x \\
 \hat{\vec{y}} &= \begin{bmatrix} a & b & t_x \\ -b & a & t_y \\ 0 & 0 & 1 \end{bmatrix} \rightarrow \hat{y} = -bx + ay + t_y \quad \hat{y} = \frac{\hat{y}}{\hat{w}} = -bx + ay + t_y \\
 \hat{w} &= 0x + 0y + 1 = 1 \quad \hat{w} = \frac{\hat{w}}{\hat{w}} = 1
 \end{aligned}$$

At minimum, we
 need 2 correspondences
 for a full square matrix.

$$\begin{bmatrix} x_1, y_1, 1 & 0 \\ y_1, -x_1, 0 & 1 \\ \vdots & \vdots \end{bmatrix} \begin{bmatrix} a \\ b \\ t_x \\ t_y \end{bmatrix} = \begin{bmatrix} \hat{x}_1 \\ \hat{y}_1 \\ \vdots \end{bmatrix}$$

$2N \times 4$ 4×1 $2N \times 1$