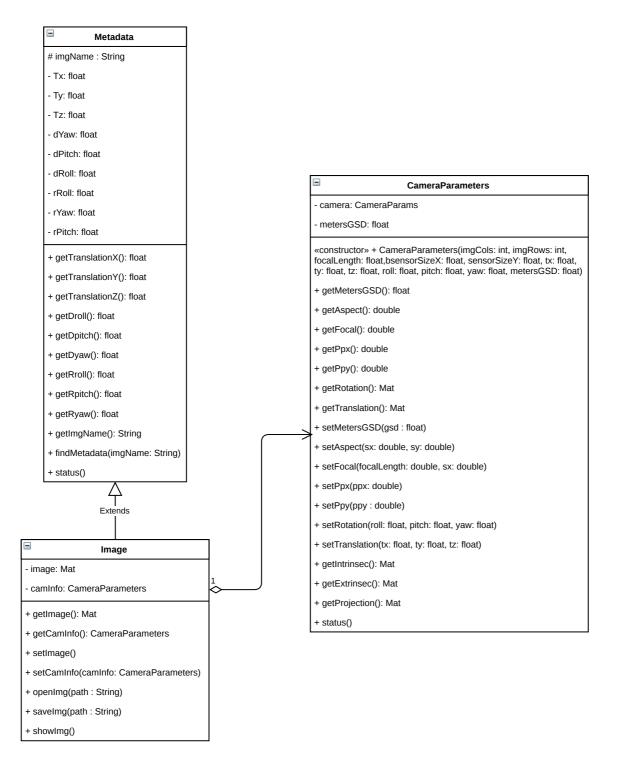
7/5/2017 Preview



7/5/2017 Preview

■ Features
- keypoints: std::vector <cv::keypoint></cv::keypoint>
- descriptors: cv::Mat
+ getKeypoints(): std::vector <cv::keypoint></cv::keypoint>
+ getDescriptors(): cv::Mat
$+ compute Keypoints And Descriptors_SURF (minHessian: int, image: cv::Mat)\\$

Match
- maches: vector <dmatch></dmatch>
- point2DList: vector <vector<keypoint> ></vector<keypoint>
+ getMaches(): vector <dmatch></dmatch>
+ getPoints2DList(): vector <vector<point2f> ></vector<point2f>
+ setMaches(matches: vector <dmatch>)</dmatch>
+ findMatches(Mat descrip1, Mat descrip2, vector <keypoint> key1, vector<keypoint> key2)</keypoint></keypoint>
+ printKeypointsMetched()
+ drawMatches(img_1: Mat, img_2: Mat, key1: vector <keypoint>, key2: vector<keypoint>)</keypoint></keypoint>

☐ Triangulation
- points3D: Mat
+ getPoints3D(): Mat
+ compute3Dpoints(points2DList: vector <vector<point2f>>, projections: vector<mat>)</mat></vector<point2f>
+ print3Dpoints()