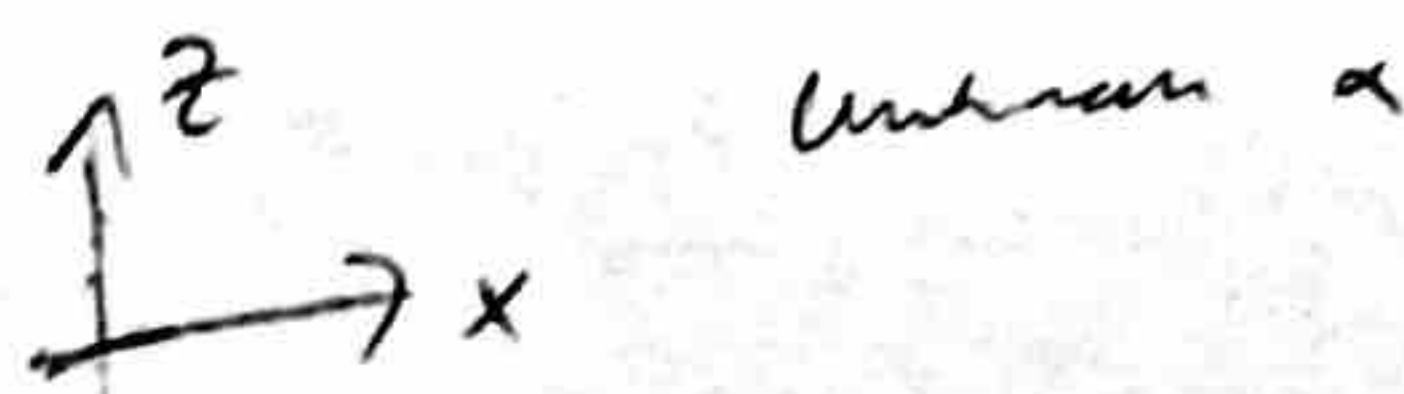


Set center line as  
 $x=0$ , as it does not  
 change into  $z$



$B_p$  ~ The  $YZ$  plane of the ball

$$W_{\text{image}} = 2(\tan \theta)(d_1 + d_2) \quad (\text{m})$$

$\rightarrow P_{x \text{ ball}} = (\tan \alpha)(d_1 + d_2)$  dpts left of center  
is negative  
 $P_{\text{pixBall}} = P_{\text{wball}} \cdot \left( \frac{1920}{W_{\text{image}}} \right)$

Need  $\alpha$ ,  $d_2$

$$P_{z \text{ ball}} = (\tan \beta)(d_1 + d_2)$$

$$d_2 = (\tan \beta)(d_1 + d_x)$$

$$d_x = (\tan \alpha)(d_1 + (\tan \beta)(d_1 + d_x))$$

$$d_x = (\tan \alpha)d_1 + \tan \alpha \tan \beta d_1 + \tan \alpha \tan \beta d_x$$

$$d_x(1 - \tan \alpha \tan \beta) = (\tan \alpha)d_1 + (\tan \alpha \tan \beta)d_1$$

$$d_x = \frac{(\tan \alpha)d_1 + (\tan \alpha \tan \beta)d_1}{(1 - \tan \alpha \tan \beta)}$$

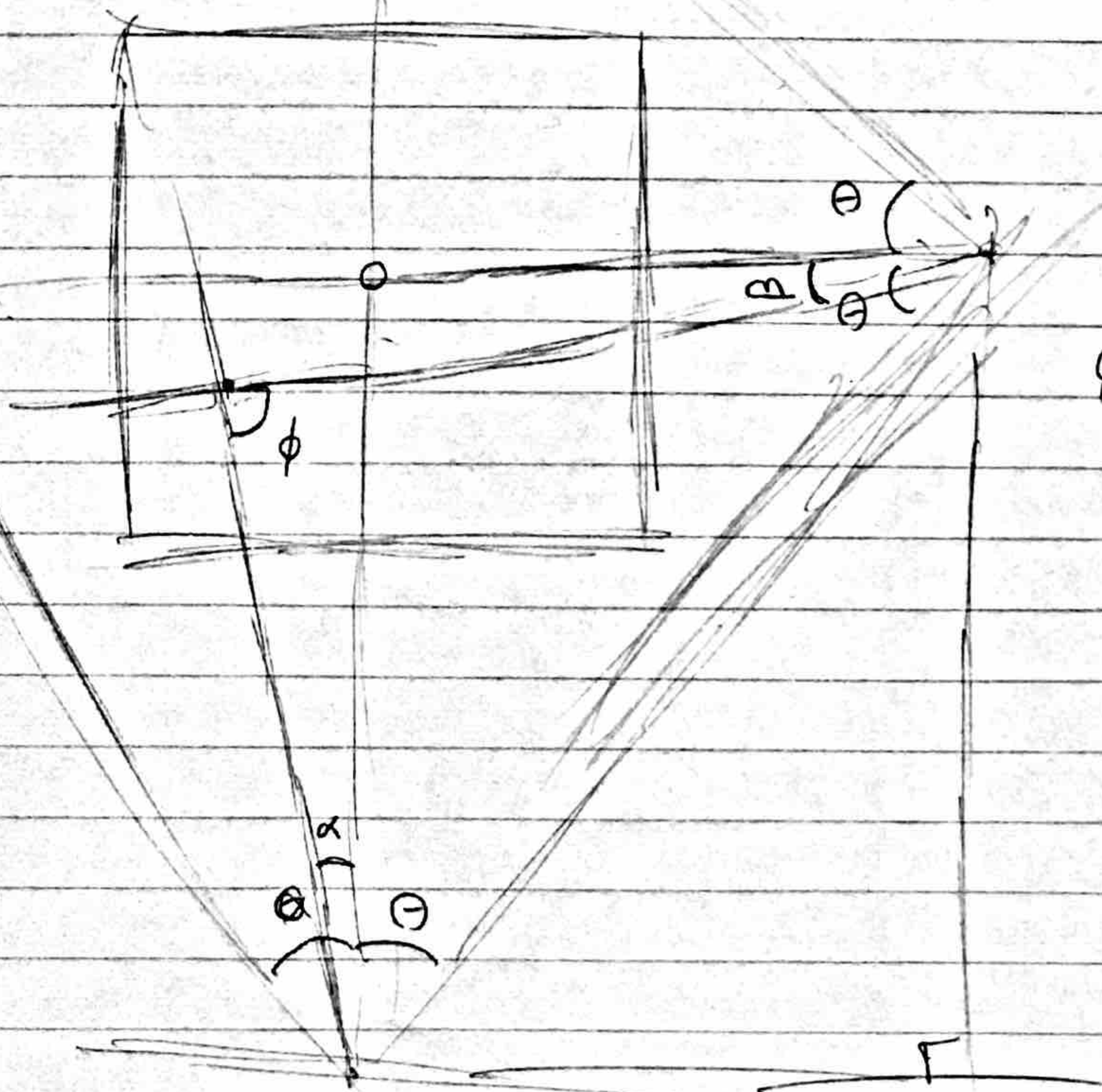
$$= \frac{d_1(\tan \alpha + \tan \alpha \tan \beta)}{(1 - \tan \alpha \tan \beta)}$$

Pixel addressing: (1920, 1080)

(9, 9) (1920, 0)

$$\frac{\text{meters}}{\text{pixels}} = \frac{W_{\text{image}}}{1920}$$

Unknowns are now  $\alpha$  and  $\beta$ ,  
 which we may obtain from  
 Camera  $xz$



$$\phi = 180 - (\alpha + \theta) - (\theta - \beta)$$

$$= 180 - \alpha - 2\theta + \beta$$



Conic for draw

Assumptions ~ Camera perpendicular to ground

$$dx = \text{proj}_{\vec{P_1 P_2}} \vec{u}$$

$$dy = \text{proj}_{\vec{P_1 P_3}} \vec{u}$$

