Consider interior decoration of palaces and buildings. Develop an interactive tool for copying and pasting artworks from one wall to another. The tool should have the following feature:
(i) Selection of a source rectangular patch of images containing the art work on a wall (or a plane). Define a set of points or patches interactively which will be copied to the target location.
(ii) Selection of the target location on another (or the same wall), where the art work would be pasted.

Consider the images provided with this assignment, namely Palace1 and Palace2. Provide experimental results on those two images in your report. In particular consider following test cases:
(i) On Palace1: Copy and paste different objects (artworks) from the interior front wall to the side walls.
(ii) On palace2: The bluish artwork in the entrance to be copied in the greenish rectangular patches of sidewall.

Marking Policy:
Problem solving using homography: 50
GUI and visualisation: 30
Report:20

Bonus: Quality of solution (10)

You may implement your programs in C++-OpenCV/MATLAB/ Python with necessary user's interfaces and visualization of your results and input.
Please provide a documentation for compiling and running the programs in a README file. The whole project should be submitted in a single tar or zip file.