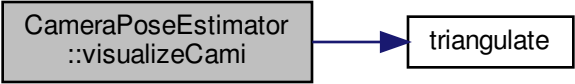


CameraPoseEstimator
::visualizeCami



```
graph LR; A[CameraPoseEstimator::visualizeCami] --> B[triangulate]
```

A diagram showing a call to the function `CameraPoseEstimator::visualizeCami` in a gray box, with a blue arrow pointing to a white box labeled `triangulate`.

triangulate