

Detection and identification of a pattern for camera calibration based on Ankur method

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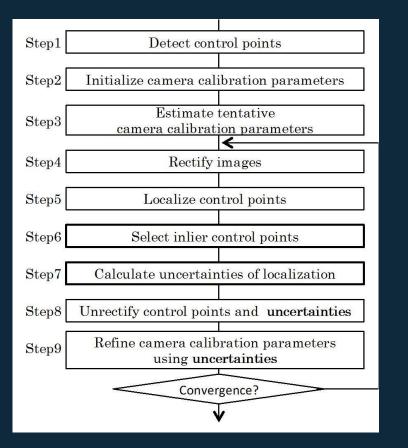








Ankur Pipeline



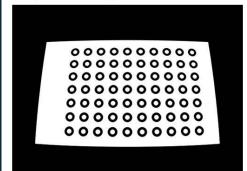




Fronto-parallel projection

UnRectify

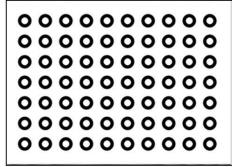
Input Image Coordinate



Refine Camera
 Calibration Parameters



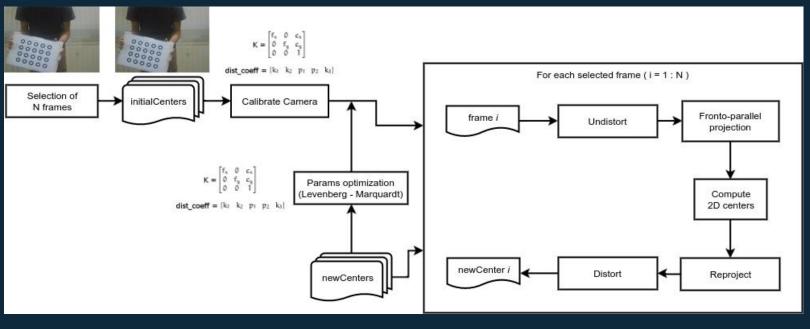
Fronto-parallel Coordinate



- Localize Control Points.
- Calculate Uncertainties of Localization



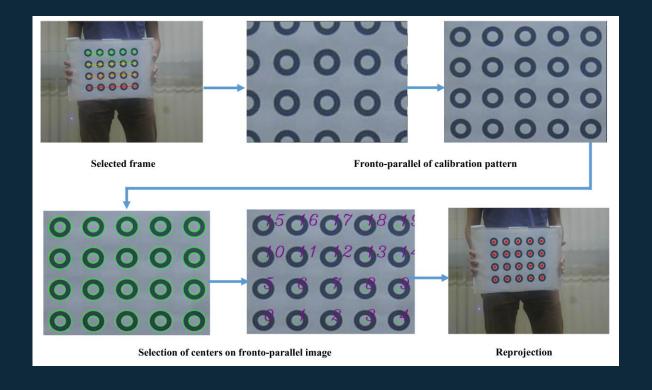
General Pipeline







Flow







Results Part 1



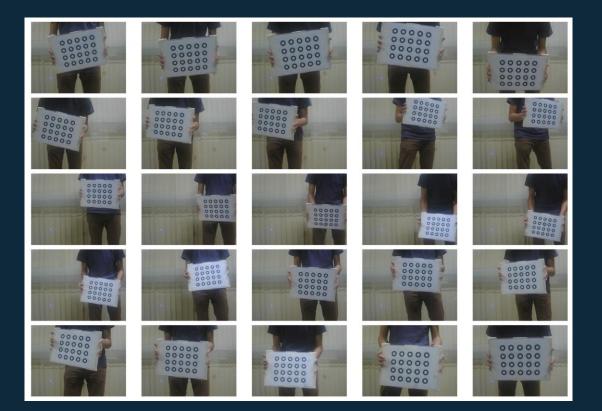
Initial results

Life camera						PS3 camera			
R. error	fx	fy	cx	cy	R. error	fx	fy	CX	cy
0.35204	624.77	624.24	324.33	244.38	0.23562	848.48	847.97	322.21	249.81
0.2208	563.73	567.76	327.83	231.32	0.1695	927.15	931.09	333.47	238.31
0.19327	588.49	591.84	340.02	234.22	0.15135	820.92	823.95	337.91	241.43
	0.35204 0.2208	0.35204 624.77 0.2208 563.73	R. error fx fy 0.35204 624.77 624.24 0.2208 563.73 567.76	R. error fx fy cx 0.35204 624.77 624.24 324.33 0.2208 563.73 567.76 327.83	R. error fx fy cx cy 0.35204 624.77 624.24 324.33 244.38 0.2208 563.73 567.76 327.83 231.32	R. error fx fy cx cy R. error 0.35204 624.77 624.24 324.33 244.38 0.23562 0.2208 563.73 567.76 327.83 231.32 0.1695	R. error fx fy cx cy R. error fx 0.35204 624.77 624.24 324.33 244.38 0.23562 848.48 0.2208 563.73 567.76 327.83 231.32 0.1695 927.15	R. error fx fy cx cy R. error fx fy 0.35204 624.77 624.24 324.33 244.38 0.23562 848.48 847.97 0.2208 563.73 567.76 327.83 231.32 0.1695 927.15 931.09	R. error fx fy cx cy R. error fx fy cx 0.35204 624.77 624.24 324.33 244.38 0.23562 848.48 847.97 322.21 0.2208 563.73 567.76 327.83 231.32 0.1695 927.15 931.09 333.47





Selected frames





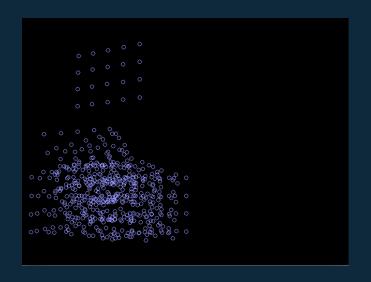


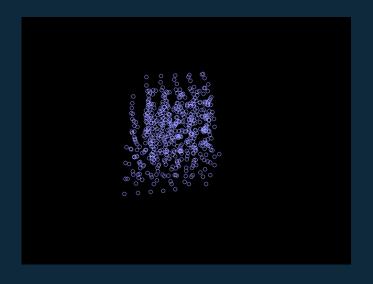
Results Part 2





Bad distribution of points

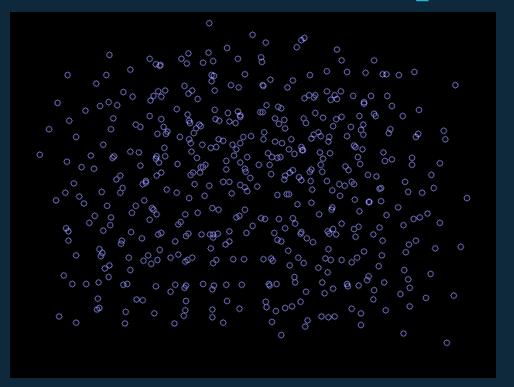








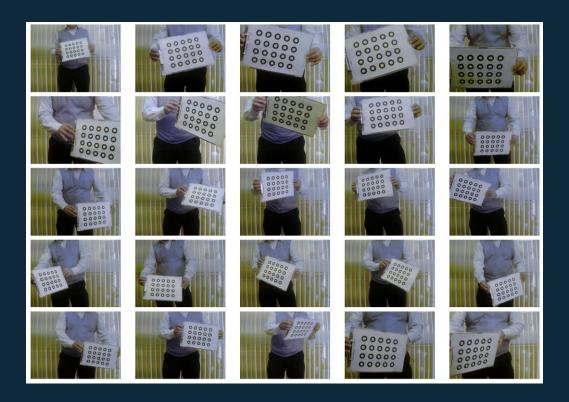
Good distribution of points







Selected frames







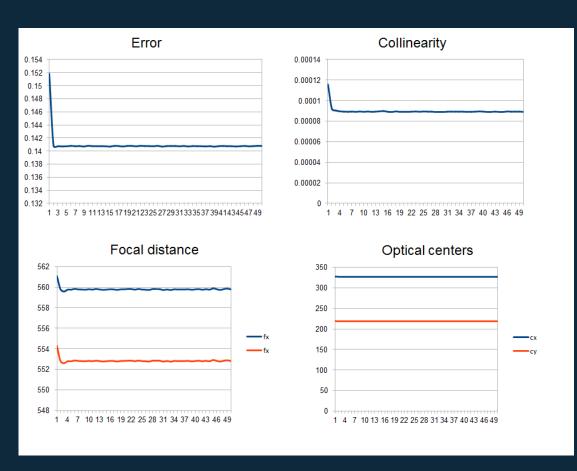
Reprojection of computed centers





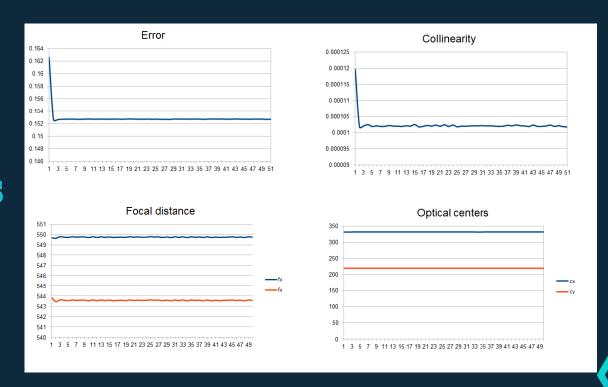
Life camera-Rings pattern

Numer of frames	Life camera-Rings pattern								
	fx	fy	CX	cy	R. error	Col			
25	559.794	552.813	326.995	218.718	0.14079	0.000089			
30	549.744	543.572	331.376	219.521	0.152673	0.000101834			
40	567.745	560.507	334.311	227.778	0.182651	0.000111931			
50	577.685	571.781	327.861	228.734	0.207857	0.000106074			





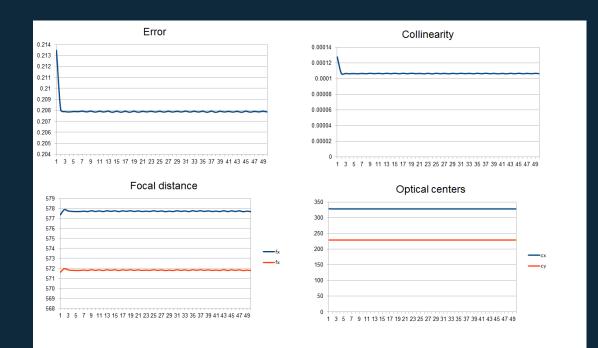








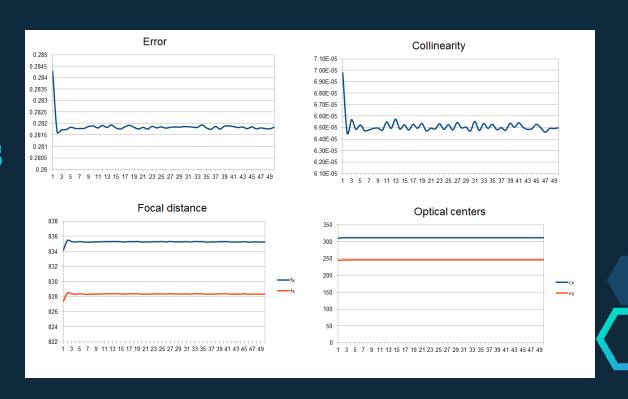




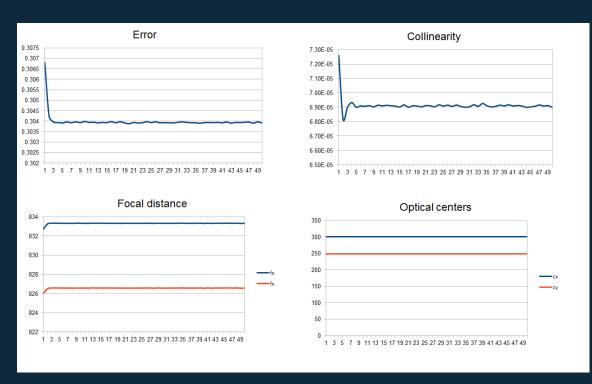
PS3 camera-Rings pattern

Numer of frames	PS3 camera-Rings pattern							
	fx	fy	CX	cy	R. error	Col		
25	835.258	828.331	311.722	245.671	0.281844	0.000065		
30	833.331	826.575	300.828	248.625	0.303913	0.00006.9		
40	822.559	815.67	302.04	249.15	0.350216	0.00008.55		
50	827.881	821.391	299.945	244.493	0.411	0.000123271		



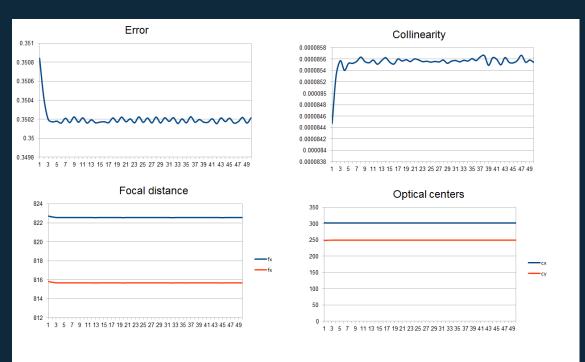


















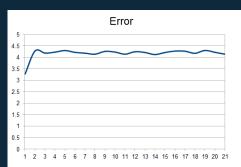


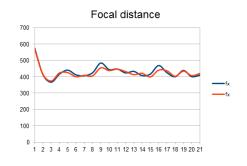
Life camera-Chessboard pattern

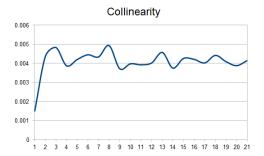
Numer of frames	Life camera-Chessboard pattern							
	fx	fy	cx	су	R. error	Col		
25	401.053	407.25	373.806	192.64	4.22128	0.00387705		
30	509.817	517.819	349.112	212.217	3.76644	0.00299109		
40	588.951	578.237	332.354	236.734	3.23615	0.00187685		
50	585.427	579.667	334.313	239.309	2.82979	0.00150241		

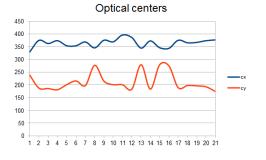
















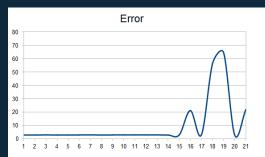


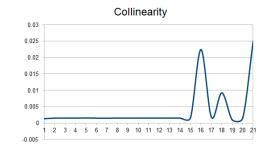


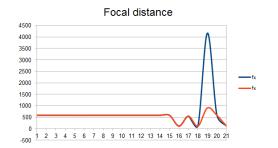


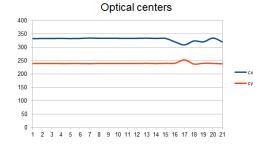














PS3 camera-Chessboard pattern

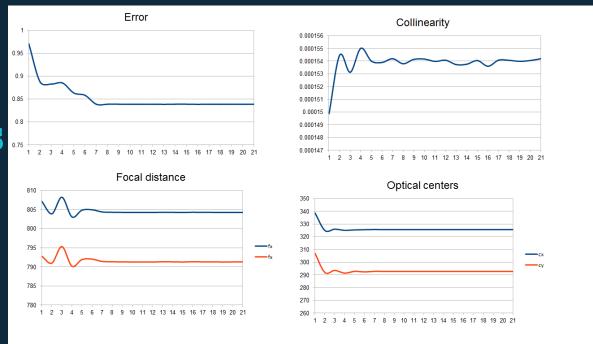
Numer of frames	PS3 camera-Chessboard pattern								
	fx	fy	сх	cy	R. error	Col			
25	791.046	776.881	333.761	298.362	0.893937	0.000151916			
30	804.248	791.28	325.62	292.727	0.838611	0.00015405			
40	817.088	808.095	313.358	282.489	0.797239	0.000151916			
50	812.07	802.006	315.525	255.765	0.772288	0.000134092			















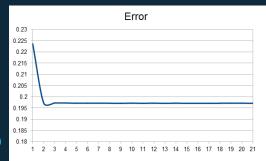


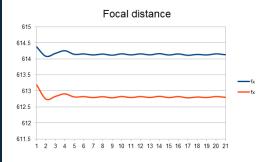


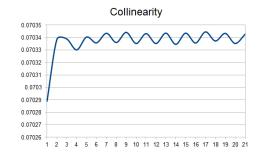
Life camera-Asymmetric pattern

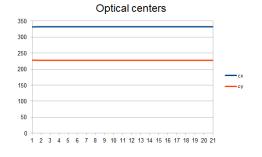
Numer of frames	Life camera-Asymmetric pattern								
	fx	fy	cx	су	R. error	Col			
25	614.156	612.825	332.037	227.527	0.197152	0.070335225			
30	611.596	610.001	330.532	227.759	0.201854	0.0756189			
40	606.7	605.028	327.581	227.581	0.251959	0.0907024			
50	611.122	608.233	332.812	223.02	0.284187	0.0990664			







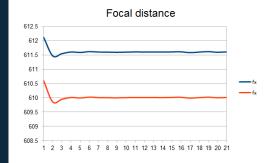


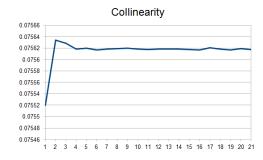


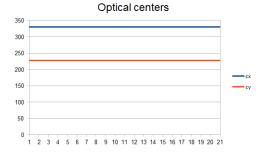


















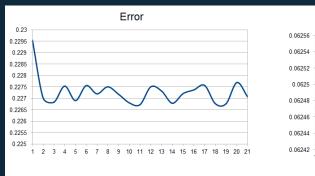


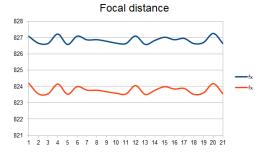


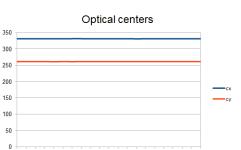
Life camera-Asymmetric pattern

Numer of frames	PS3 camera-Asymmetric pattern						
	fx	fy	cx	cy	R. error	Col	
25	827.249	824.173	331.117	261.044	0.227696	0.062478	
30	826.765	823.52	323.022	266.383	0.232171	0.0640078	
40	837.656	831.34	362.501	248.74	0.267859	0.0671237	
50	870.909	862.939	402.742	276.328	0.316867	0.074168	









Collinearity



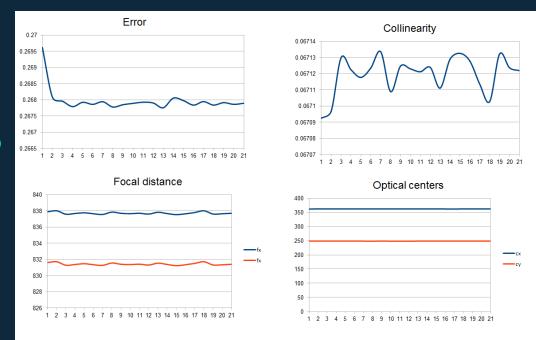


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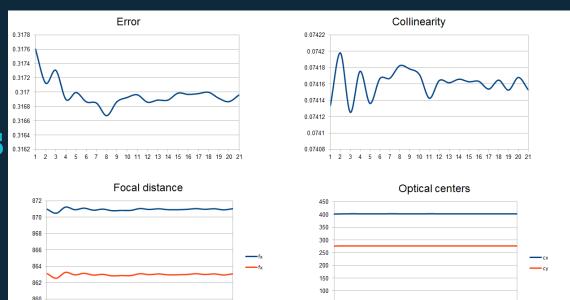














Thanks! Questions?

