Virtual Reality Assignment

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Abstract—This report looks at designing, implementing and evaluating a Virtual Reality (VR) lens distortion correction system.

Index Terms—Virtual reality, lens distortion, distortion correction.

I. INTRODUCTION

 $Introduction. \ . \ .$

[1]

REFERENCES

[1] D. C. Brown, "Decentering distortion of lenses," *Photogrammetric Engineering and Remote Sensing*, 1966.