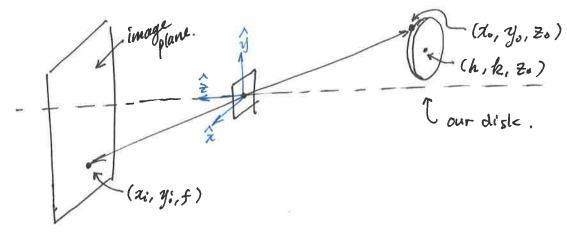
EN. 600.461. - Computer Vision Homework #1

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1) a. Let the center of the circle be denoted (h, k) and radius r.



And other notations as depicted above.

Then, by similar triangles, we have $\frac{\chi_i}{f} = \frac{\chi_o}{\chi_o}$ and $\frac{\chi_i}{f} = \frac{\chi_o}{\chi_o}$.

Our disk can be expressed as $(\chi_o - h)^2 + (\gamma_o - k)^2 = r^2$.

Substitute χ_o with $\frac{\chi_o}{f} \chi_i$ and χ_o with $\frac{\chi_o}{f} \gamma_i$.

 $\left(\frac{2}{f}x_i-h\right)^2+\left(\frac{2}{f}y_i-k\right)^2=r^2$

ディー2 子h zi+h+ ま gi- 2 を kyi+k= 「 Divide both sides by デ.

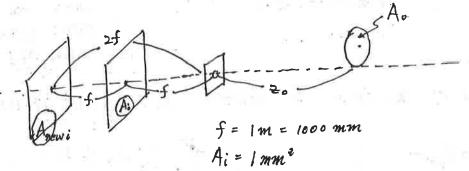
 $x_i^2 - 2 \int_{\mathbb{R}^2} h x_i + \int_{\mathbb{R}^2}^2 h^2 + y_i^2 - 2 \int_{\mathbb{R}^2}^2 k y_i + \int_{\mathbb{R}^2}^2 k^2 = \int_{\mathbb{R}^$

 $(z_i - \frac{f}{z_0}h)^2 + (y_i - \frac{f}{z_0}k)^2 = (\frac{fr}{z_0})^2$

Thus, the image is a circle with center $(\frac{f}{z_0}h, \frac{f}{z_0}k, f)$ and radius $\frac{fr}{z_0}$.

1/2

b



The original magnification
$$m_0 = \frac{f}{Z_0}$$

$$\frac{Ai}{A_0} = m_0^2 = \left(\frac{f}{Z_0}\right)^2 = \frac{f^2}{Z_0^2} = \frac{1}{A_0}$$
Thus, $A_0 = Z_0^2 = \frac{f^2}{Z_0^2} = \frac{1}{A_0}$
The changed magnification $M_c = \frac{2f}{Z_0}$

The changed magnification
$$m_e = \frac{\pi}{2}$$
.

Answ $i = m_e^2 = \left(\frac{2f}{2o}\right)^2 = \frac{4f^2}{2o^2}$

By setting
$$(1) = (2)$$
, we get
$$\frac{2^{2}}{4} = A_{\text{new}}; \quad \frac{2^{2}}{4} = \frac{4}{4}$$

$$\therefore A_{\text{mew}} = 4 \text{ mm}^{2}$$

C. Let us assume perspective projection and a viewpoint external to the sphere. Then, the boundary that is formed by the viewpoint and the circle on the sphere will be a cone.

The image of the sphere will then be determined by intersecting this "cone" with the image plane, which produces a conic section. Thus, we can get a circle, ellipse, parabola, or hyperbola depending on the circumstances.