Camera Calibration:

I calibrated my camera by taking a 9,6 chess board, taking 20 pictures around it, and using opencv functions (such as cv2.findChessBoardConers) to locate the chess board corners.

Then, pass these lists to cv2.calibrateCamera(objpoints, imgpoints, ...) function, which outputs the camera matrix and distortion coefficients. Example of unwarped image can be found in output\_images

Pipeline (found in function ‘find\_lane lines’):  
- First undistort the image based on the distortion coeffs and camera matrix found above

- With a manually