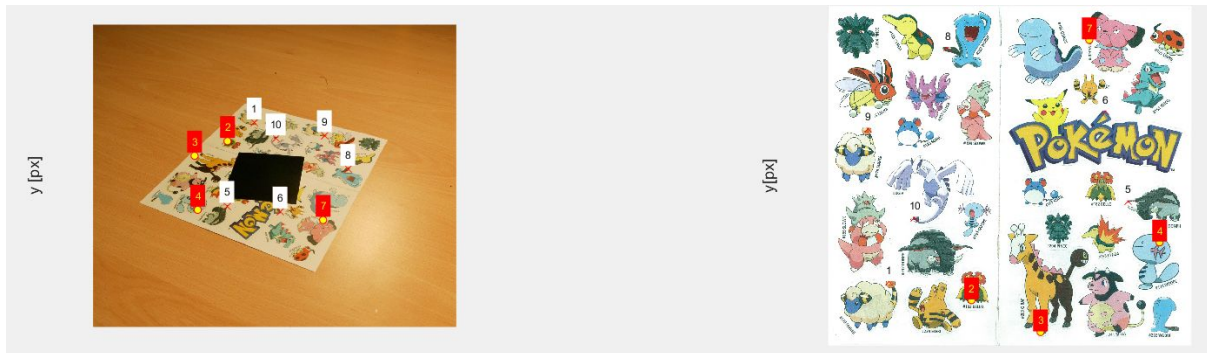


Report

First I picked corresponding points, using `edit_points.m`
Then found optimal homography (`u2h_optim.m` + `u2H.m`):



For filling I took black region and bounding box that contains that region. And for each pixel in this bounding box I calculated color from second picture. I tried to normalize with means, but it is still not perfect:

