

# CALIBRATION

- ▶ Assume objects of interest are confined to a plane in real space (no movement in depth from cameras).
- ▶ Write down constraint equations on three points lying on the same line in real space, taking into account the possible shifted coordinate system in each digital space plane (LCD, face, Sun)

$$x_2 = A_0x_0 - A_1x_1 + C_x$$

$$y_2 = B_0y_0 - B_1y_1 + D_y$$