

Object Coordinates (3D)



World Coordinates (3D)



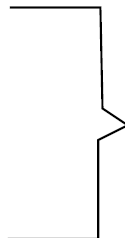
Camera Coordinates (3D)



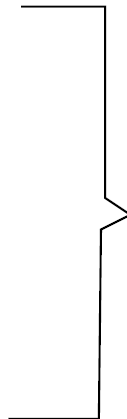
Image Plane Coordinates (2D)



Pixel Coordinates (2D, int)



**extrinsic camera
parameters**



**intrinsic camera
parameters**