



UNIVERSITÀ DEGLI STUDI DI PADOVA

The pinhole camera model

Stefano Ghidoni





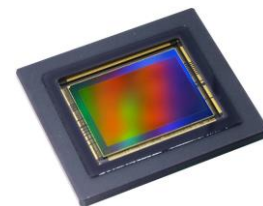
- Image formation
- The pinhole camera
- Geometric description of the projection process
- Intrinsic and extrinsic parameters



- Today we answer this question:
How is an image created?
 - What are the main elements of a camera?
 - How can a camera create an image by "looking" at the real world?



- Anti spoiler 😊



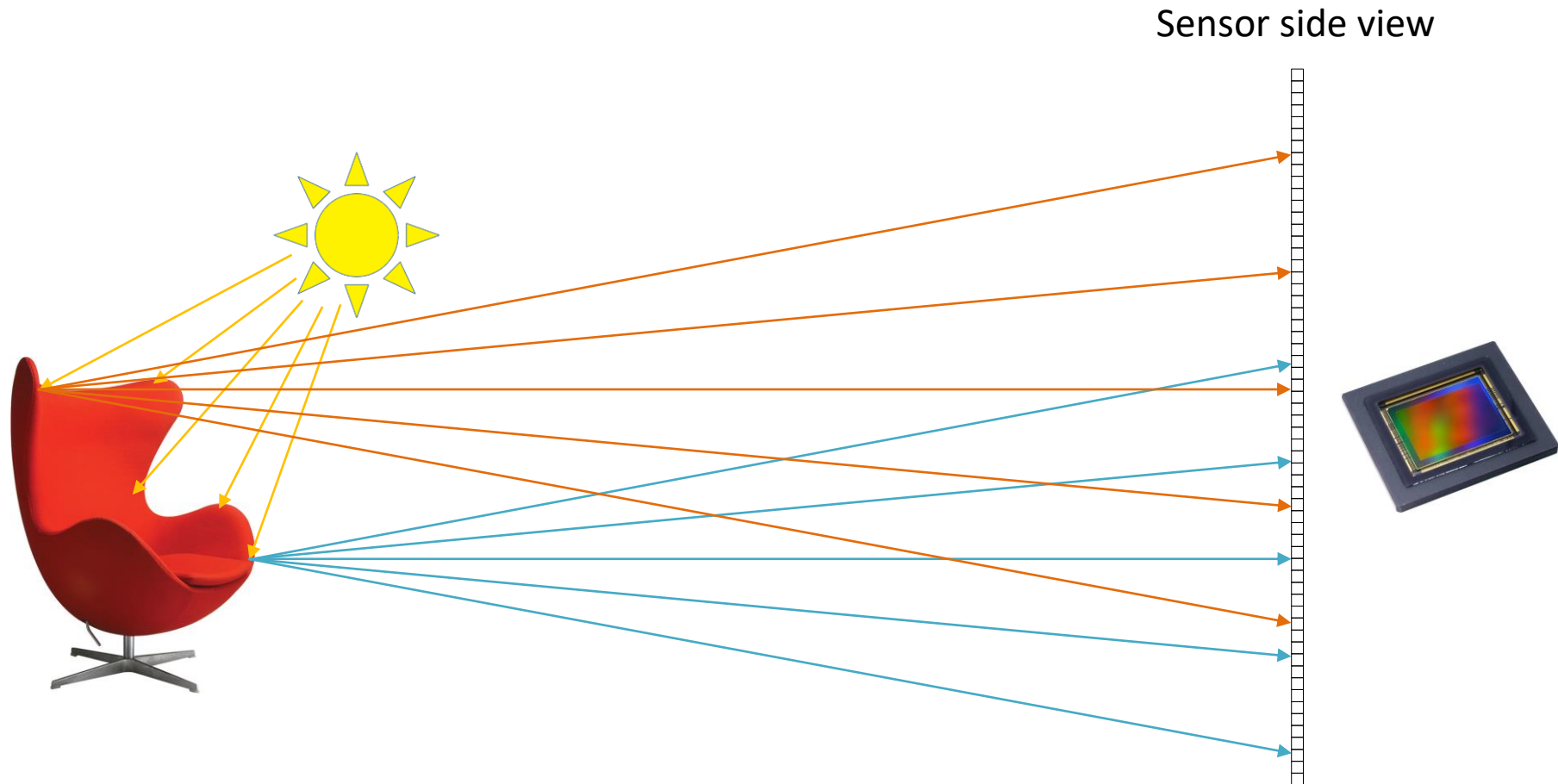
- Object
- Light source
- Sensor



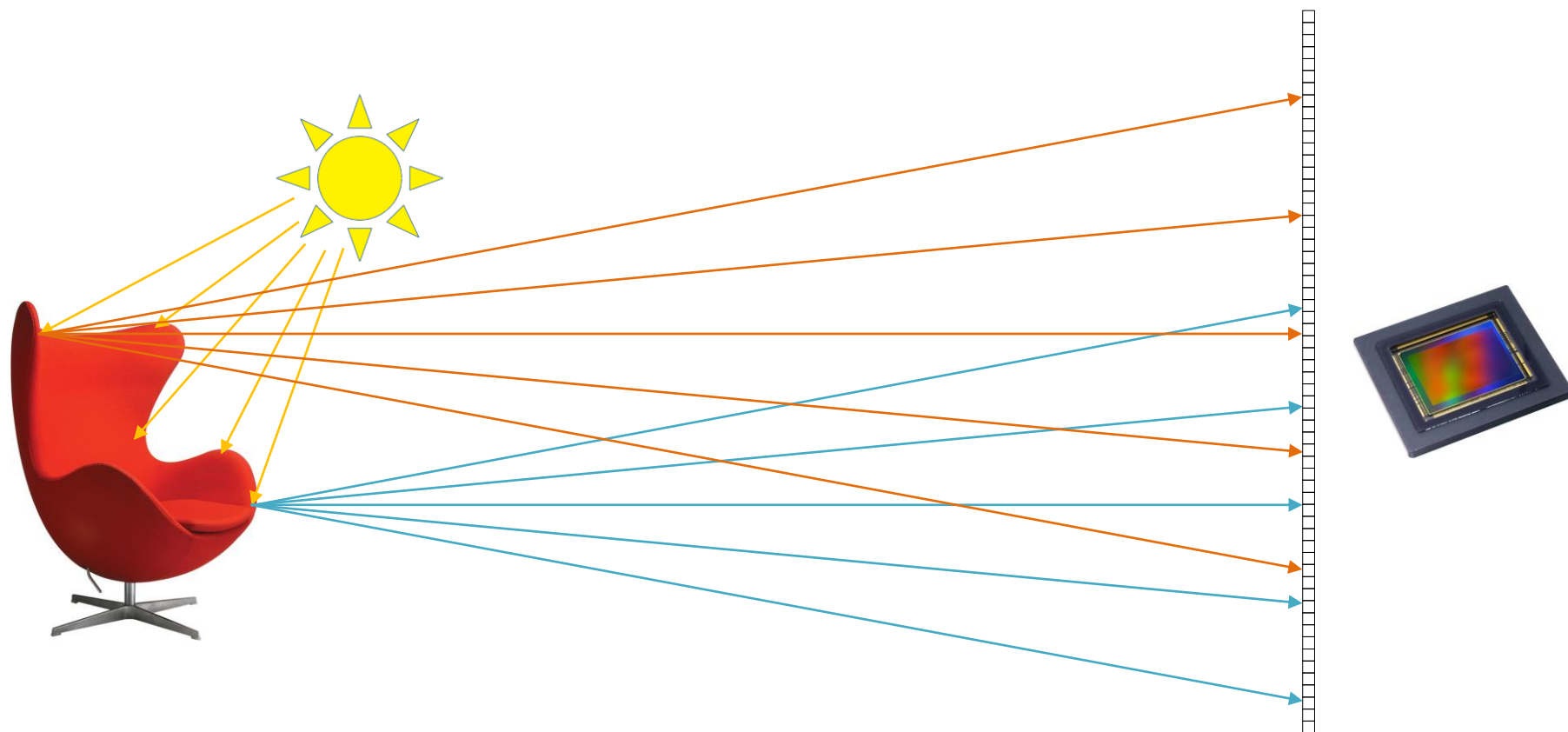
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Light rays propagation

IAS-LAB



- Any problems?

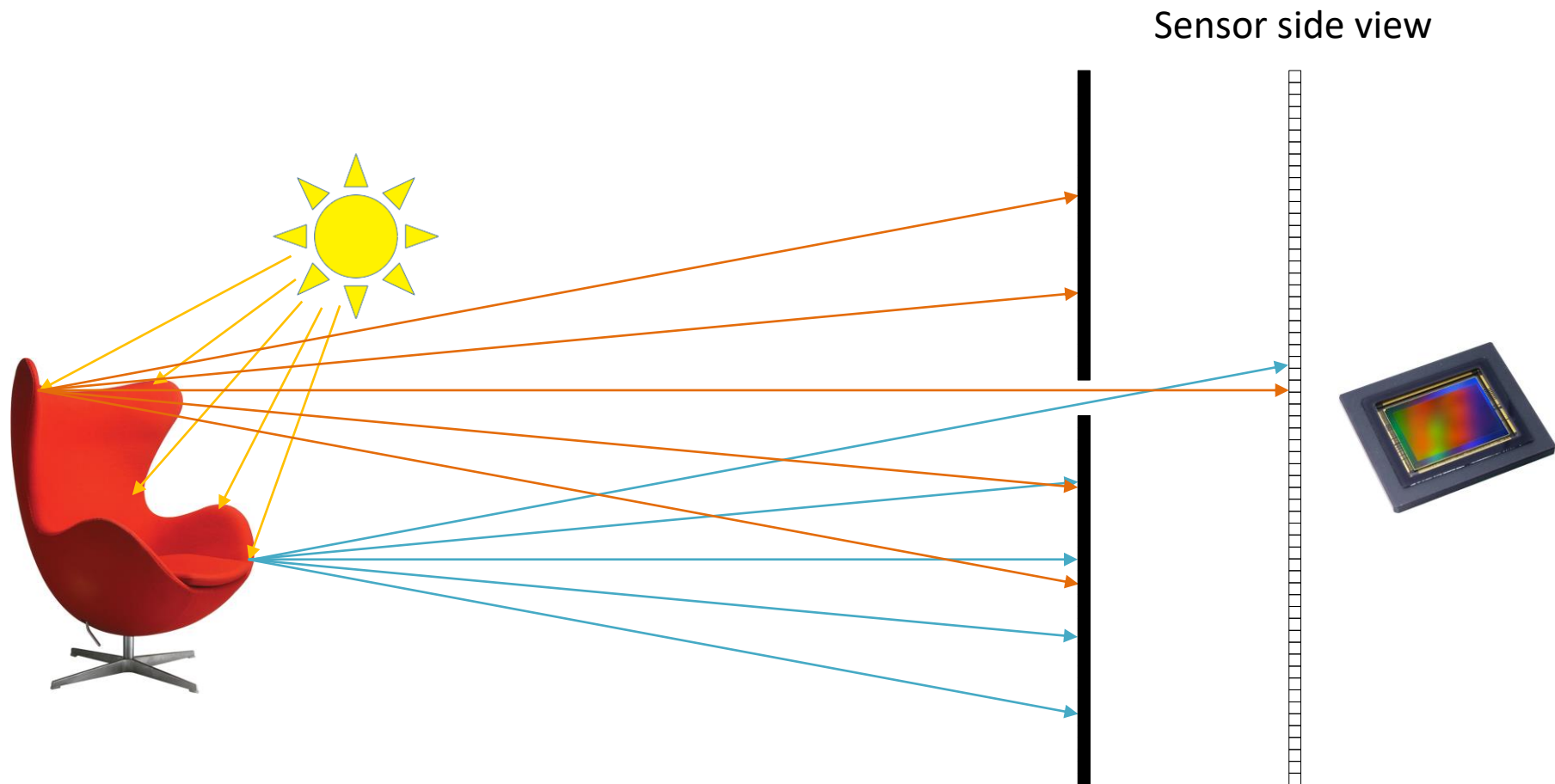




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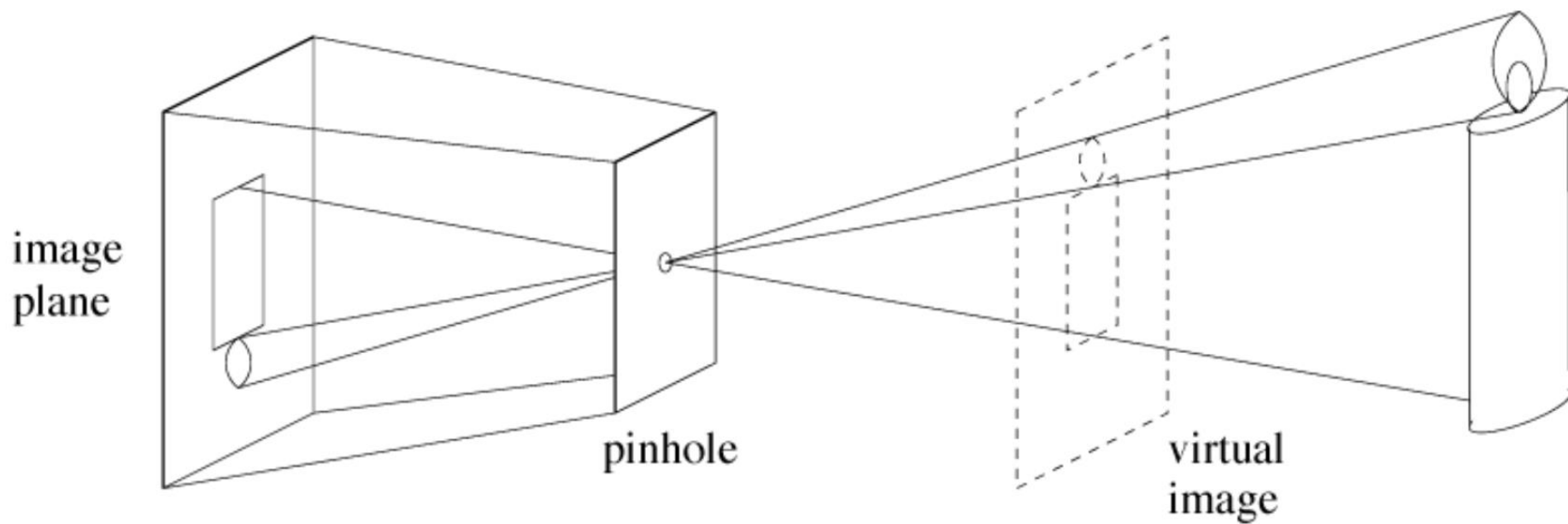
Light rays propagation

IAS-LAB

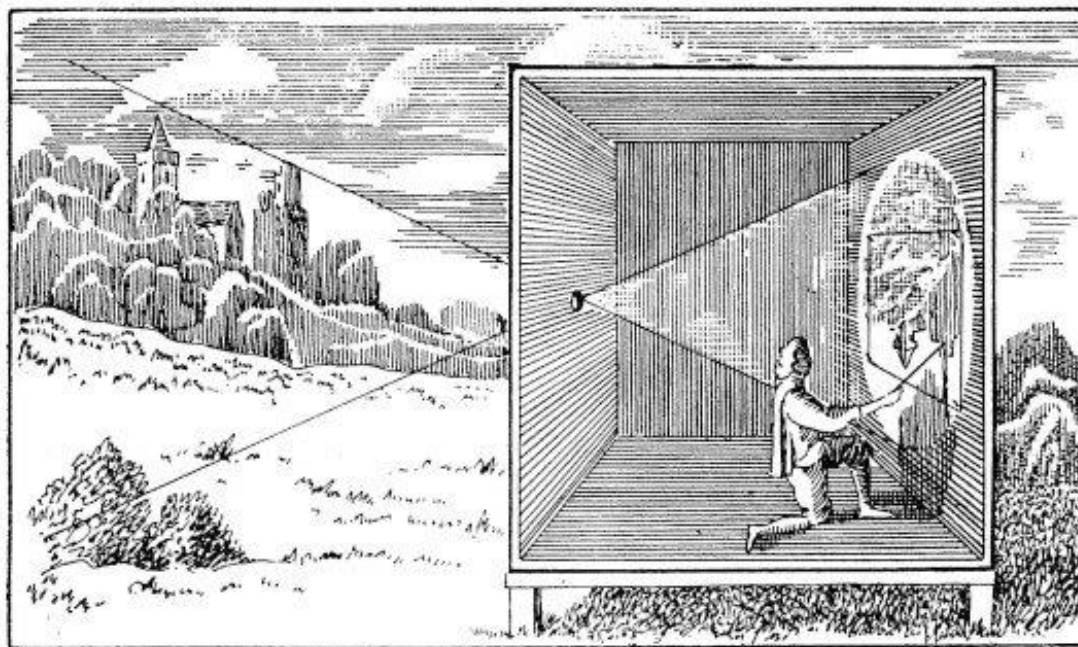
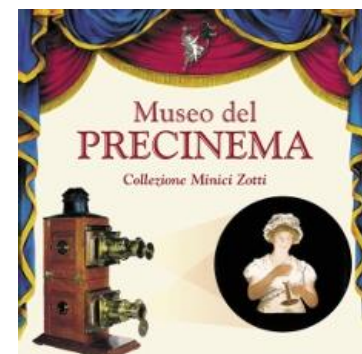




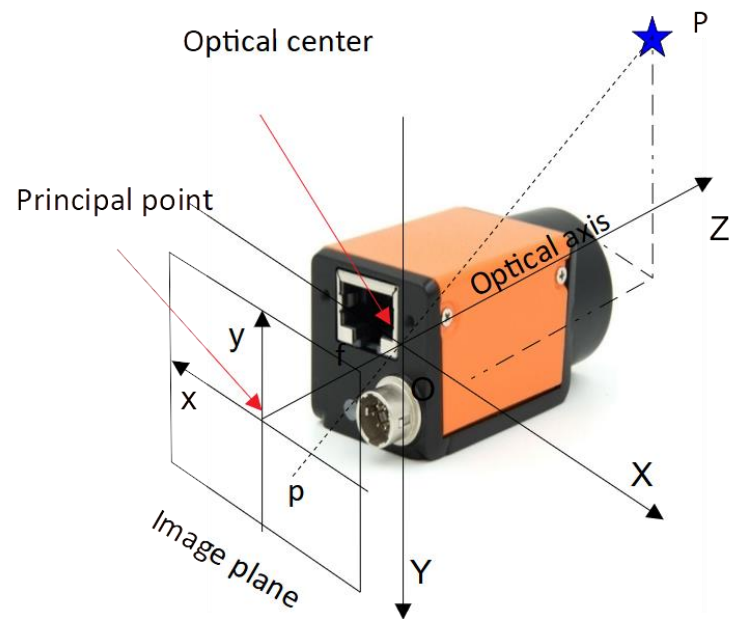
- The selection of rays depends on the size of the hole
- We get a perfect definition if only one ray per point reaches the sensor
- This happens if the hole is just a point
 - **Pinhole camera model**



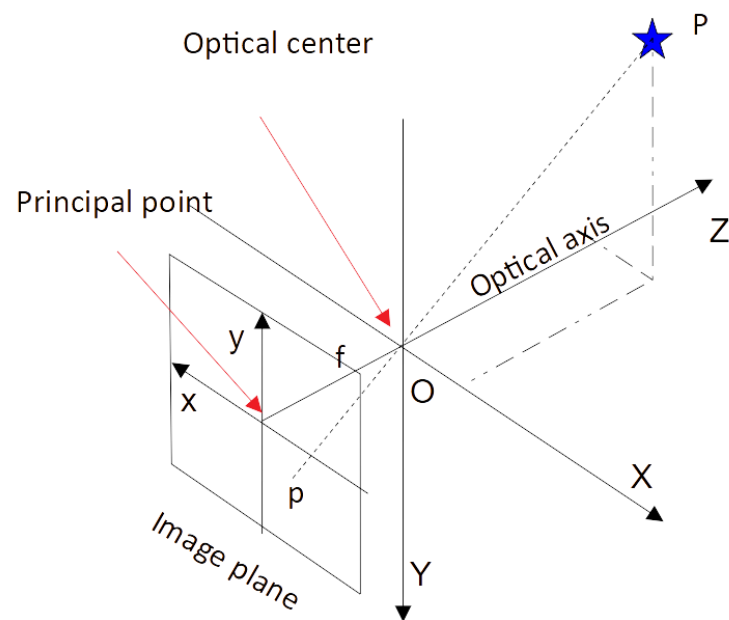
- A model used since many years...
- One is available in Padova
 - Museo del precinema, Prato della Valle



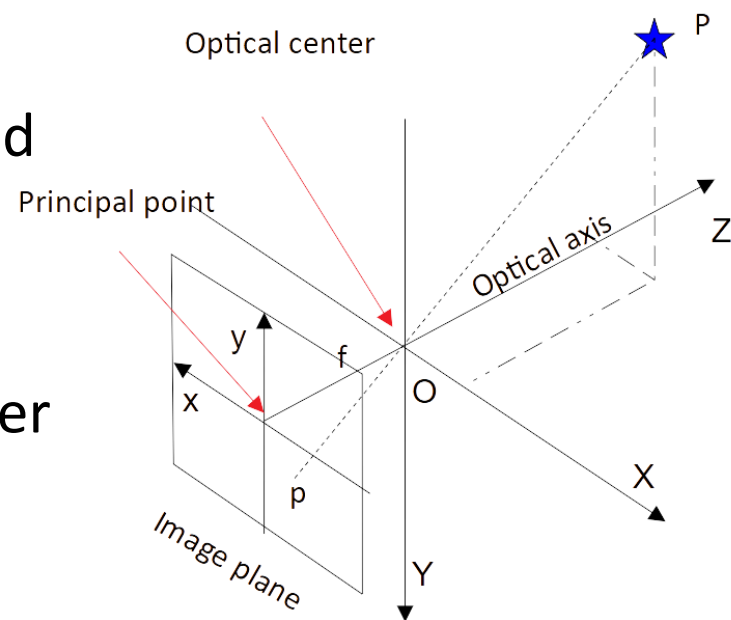
- Let's try to model a real camera using a pinhole model
 - Some effects are neglected
 - A first, simplified model to start studying the geometric projection



- Main elements
 - Optical center O
 - Location of the pinhole
 - Image plane Π
 - Optical axis Z
 - Perpendicular to image plane
 - Passing through the optical center



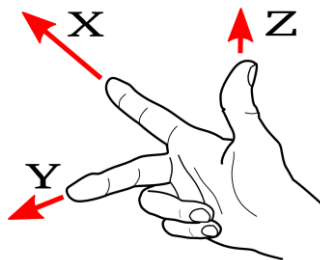
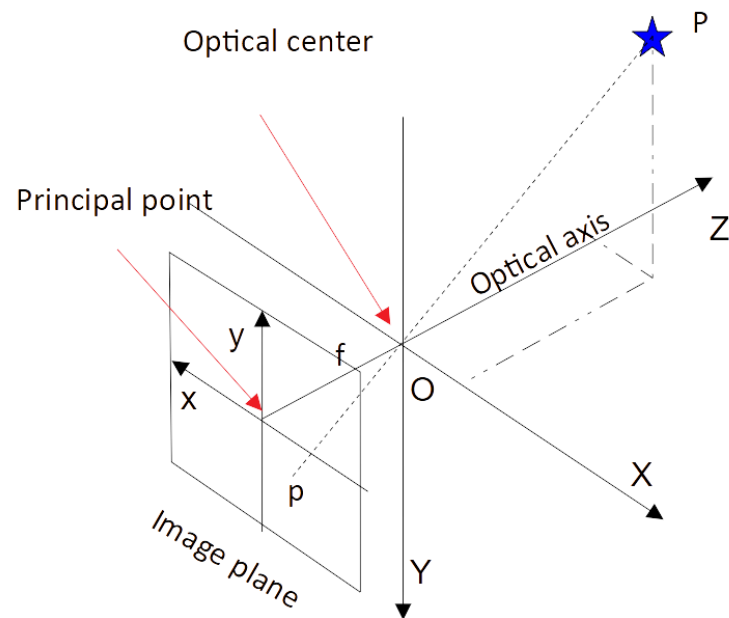
- Main elements
 - Principal point
 - Intersection of image plane and optical axis
 - Focal length f
 - Distance between optical center and image plane



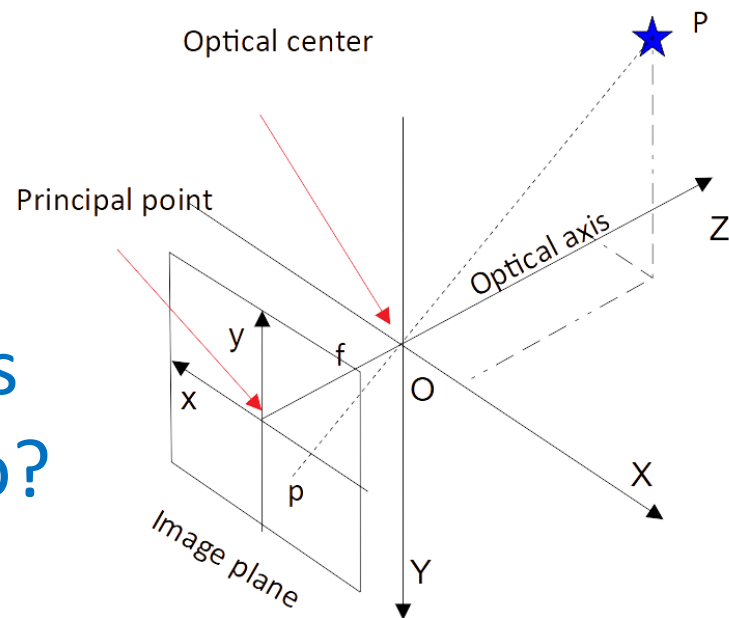
UPPERCASE-> 3d world

LOWERCASE-> camera reference system

- Main elements
 - Reference systems
 - One describes the camera
 - One describes the image plane
- Remember the orientation
 - Right-hand rule
 - Remember? Try!



- Consider when
 - We find a keypoint
 - We detect an edge
 - We detect a line or a blob
- In which reference system is given the output of the algo?
- Did we use any other reference system?





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