

What I've done this week:

I tried to add the function to find H_{SC} (screen – camera homography). In order to do this I will have to modify the way I'm detecting the corners, because my current implementation detects exactly 4 corners, and this does not work for detecting the corners of the projected shape. -> I could change the projected shape to a chessboard and use the chessboard detection we used in a Computational Image lab.

For now, I used a picture of just the screen, without the projector image, and find the corners of the screen to calculate H_{SC} . This step is basically the same as finding H_{PC} .

I also changed my prospectus presentation a tiny bit for the (midway?) presentation tomorrow.

Next...

Planar:

Keystone correct like in the "Smarter Presentations: Exploiting Homography in Camera-Projector Systems" paper, to verify that my homographies work.

Given a viewer (not necessarily a camera) at some distance d and angle θ from the screen, generate an anamorphic image for that viewer.

Multiplanar:

Construct a 2-plane (and later 3-plane) setting, and then detect boundaries between the surfaces.