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SProj weekly report
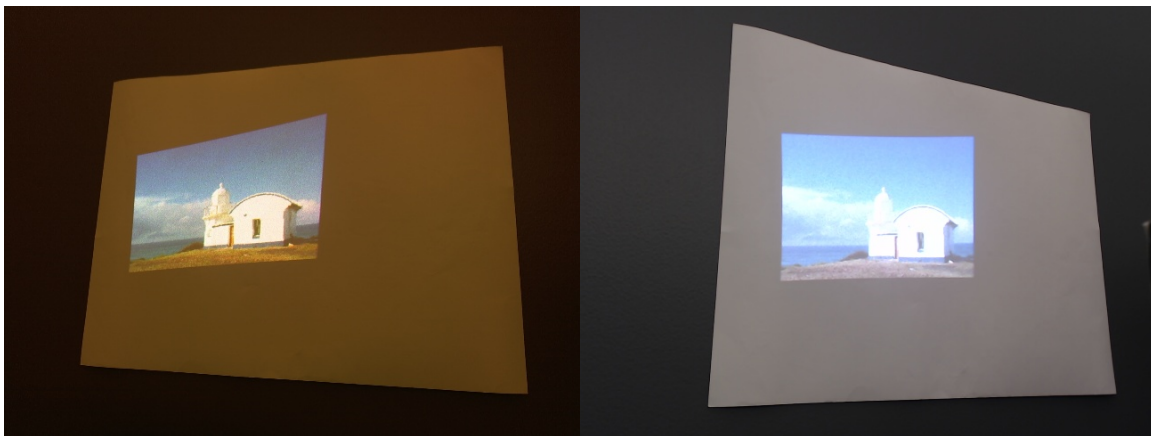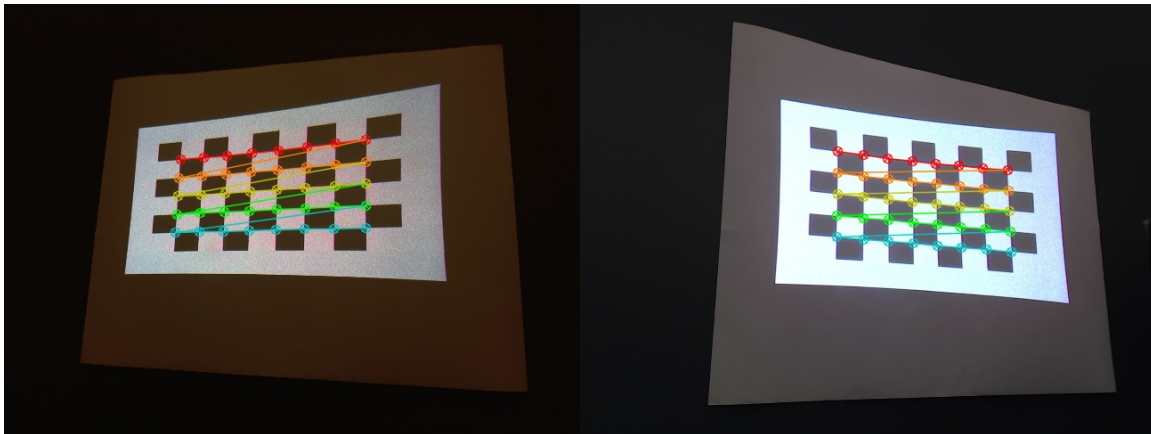Week 19: May 6, 2015

What I did this week:
1. Re-do the tests on: 2 cameras; using the least squares to find the optimal homography.
2. Try to (dis)prove that the least squares method will work for 2 cameras
3. Find some literature on "Adaptive structured lighting"

I found this paper (also attached in the email), but I'm not sure if this is what we need:
http://klab2.ibe.kagoshima-u.ac.jp/papers/2007_2009/3-1/7-cvpr08final.pdf

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1. In the previous tests, the chessboard corners were not detected correctly, so we were not sure if the results weren't nice because of the least squares, or the chessboard detection.

   I tested the 2-camera + least squares again, making sure that the chessboard is detected correctly. However, the least squares method is not doing a great job: the anamorphosis is almost perfectly straight for 1 camera, but very distorted for the other camera.

camera 1   camera 2