

Van Mai Nguyen Thi
SProj weekly report
Week 9: Oct 31 – Nov 7, 2014

I found this article on Wikipedia about warping images to for curved surfaces, and there is a company that does it:

<http://en.wikipedia.org/wiki/Softwarp>
<http://www.warpalizer.com/>

But mainly for tomorrow, I want to talk about homographies and why they work the way they work... So I guess I still don't understand where the 3×3 matrix comes from, except that it seems to work.

The only constraint of this type of transformation that I could think of is that it preserves straight lines. So I tried to derive H from that, but I couldn't figure it out yet.

An easier thing to do is to prove the other way: that a 3×3 homography will preserve lines. But just because it works doesn't mean it's the best way to do it...

My keystone correction program has a bug, probably in the homography estimation part... After fixing that, I think I can leave improving that for later and maybe move on to the next problem.

I also want to re-evaluate what the next goals of the project will be. I will need for the joint project proposal too.

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<https://mathspig.wordpress.com/category/topics/co-ordinates/>