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SProj weekly report
Week 17: Feb 20, 2015

What I did this week:

I am working on the write-up of the new implementations:

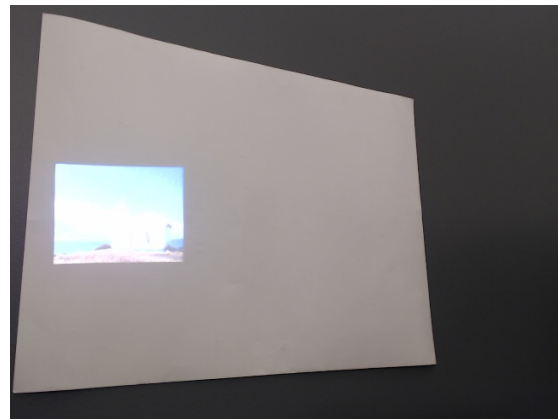
- chessboard corner detection
- auto-reshaping the pre-anamorphic image
- least squares method for the two-viewer system

But I haven't gotten very far with that.

I also did some testing on the two-viewer thing, and the results are a bit worrisome because one camera seems to have a much more "straight" image than the other:



camera 1



camera 2