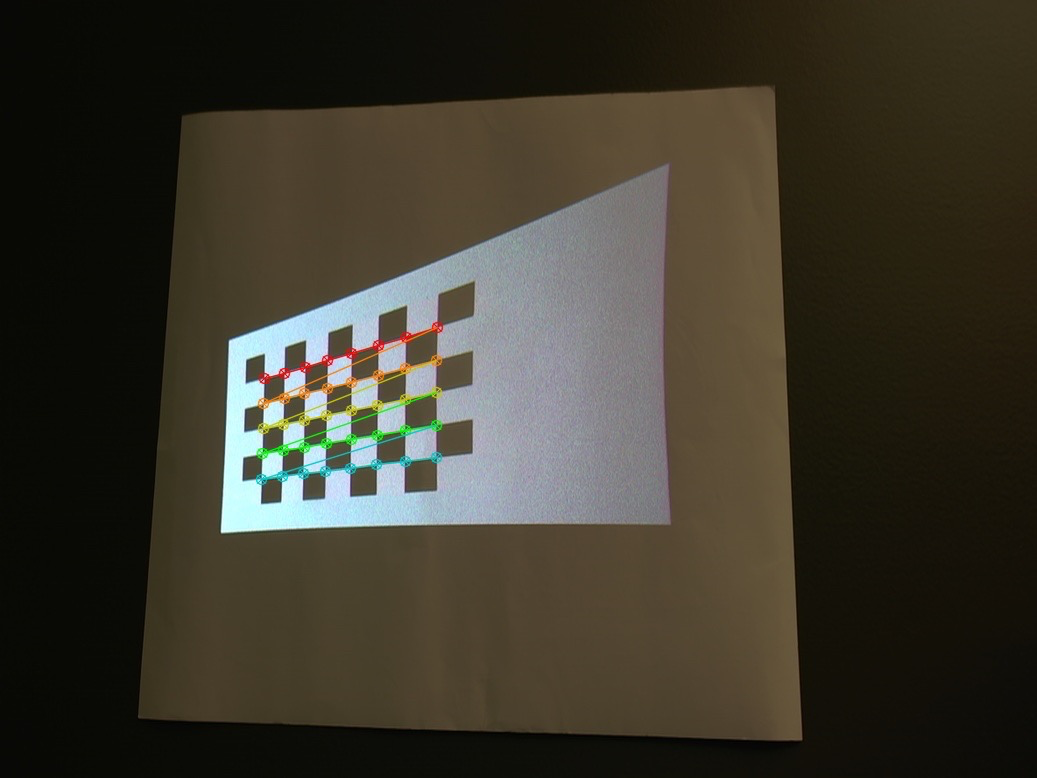
What I did during the winter intersession:

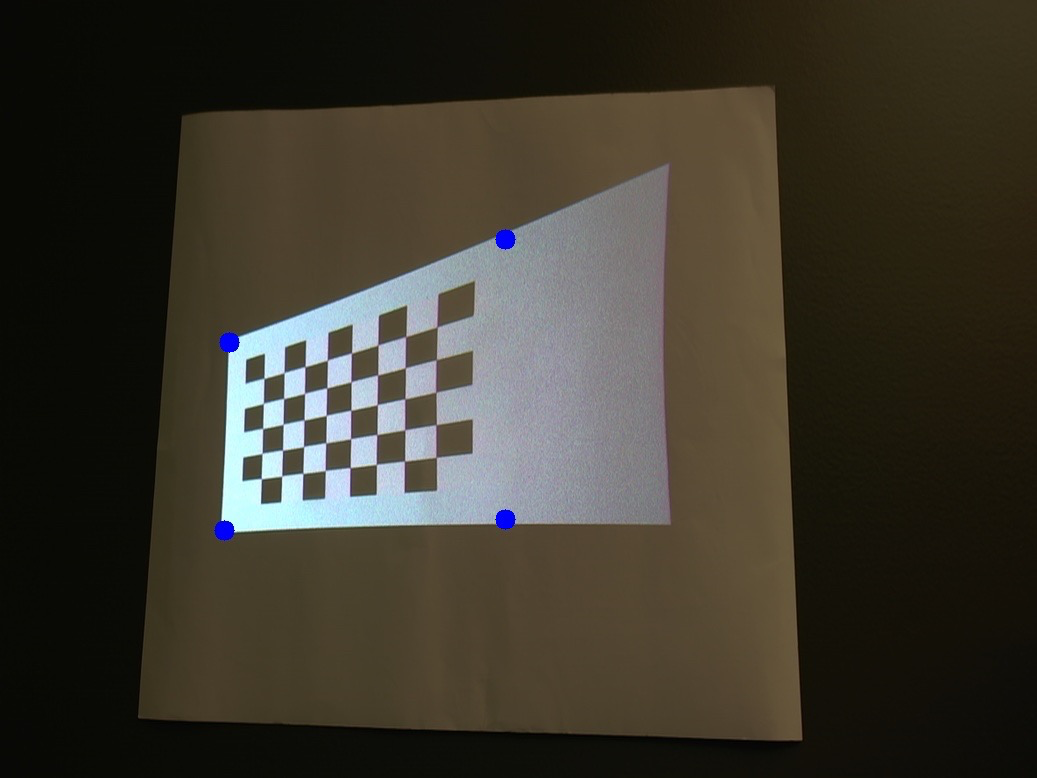
* Clean up code
* Chessboard detection
* Get both and to work
* Automatically resize and re-position the image before warping so that it lands within the projection

Chessboard detection:

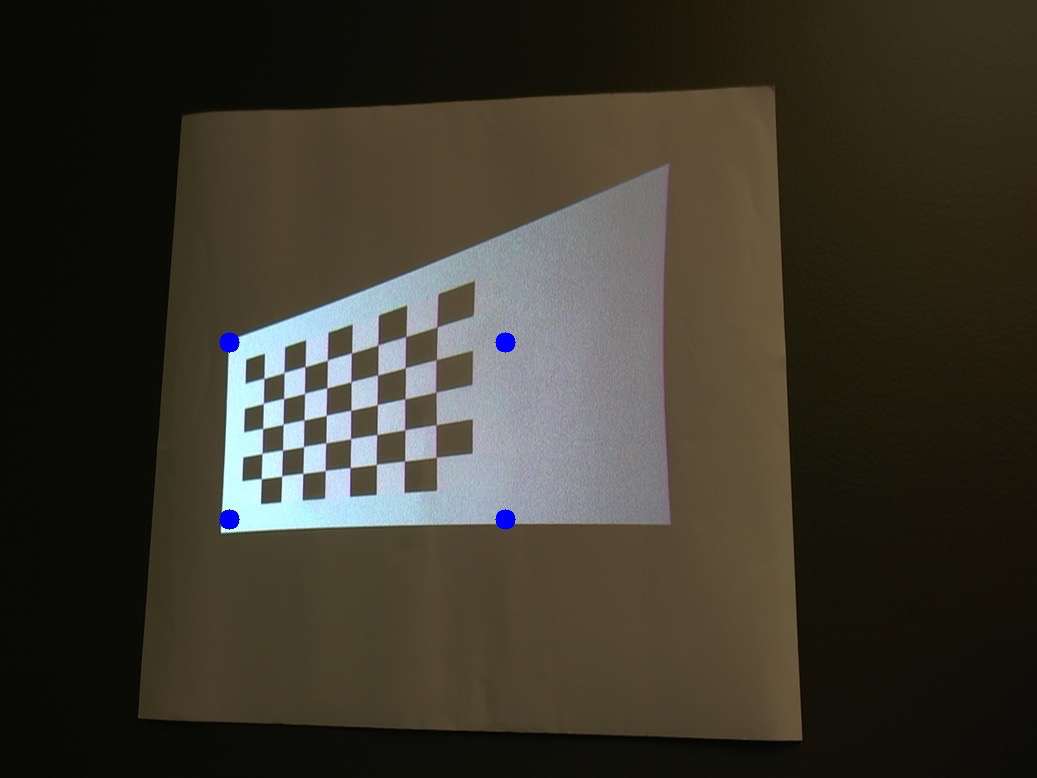


Auto-fitting the image prior to warping

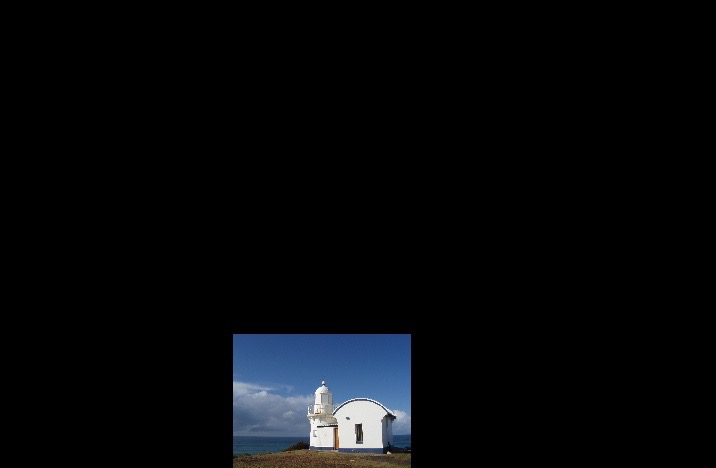
* Get corners of the boundaries of the projection:



* Max. rectangle that fits inside the projection:



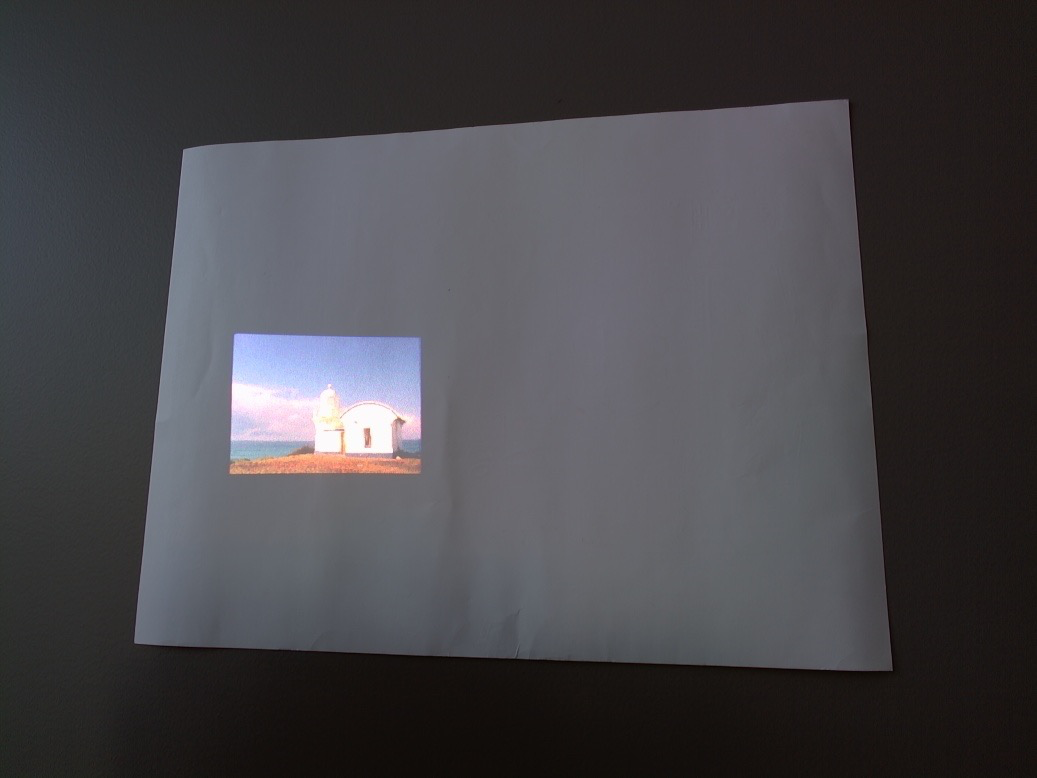
* pre\_anamorph:



* anamorph (warped image):



* check\_anamorph (camera view when anamorph is projected):



TODO: Multi-viewer problem (2 viewers)

* Method 1: average the homographies
* Method 2: calculate "error" for each viewer and have the program decide what homography minimizes that error (sum of error2)