

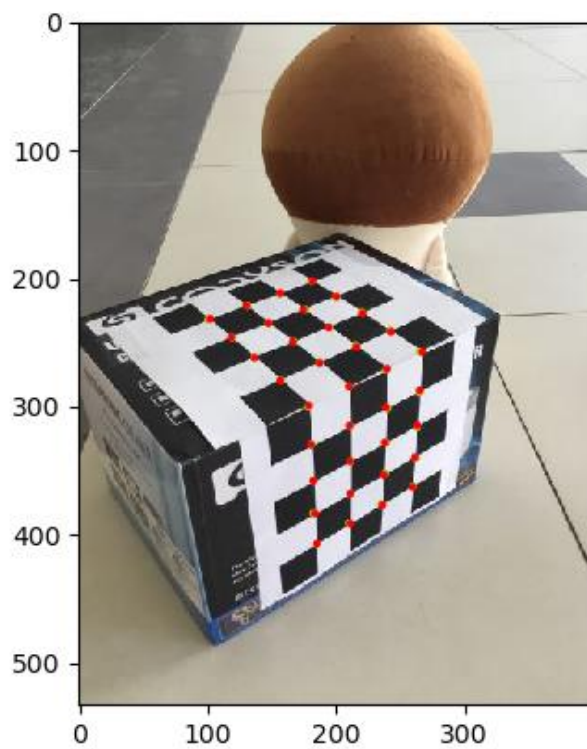
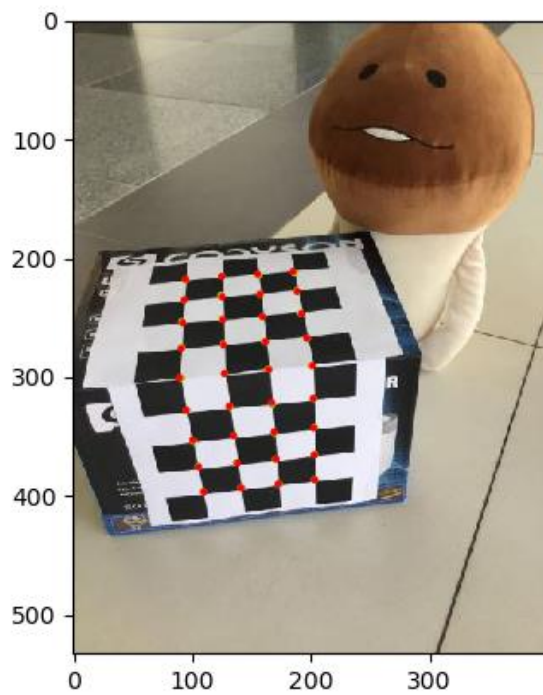
# HW2

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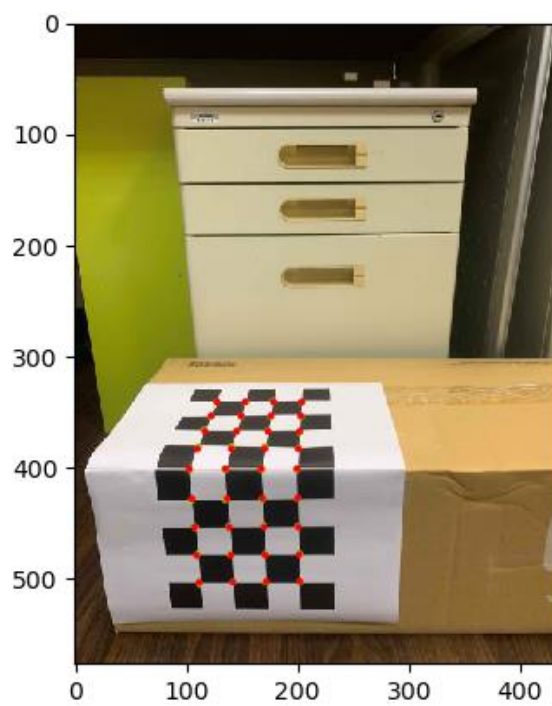
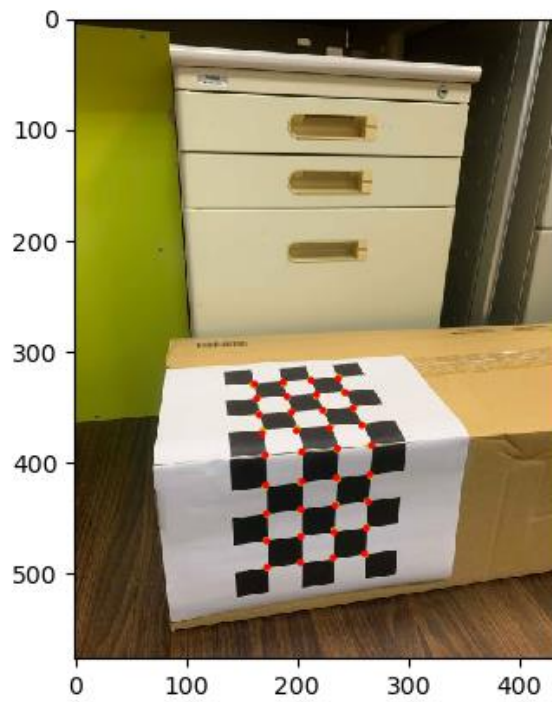
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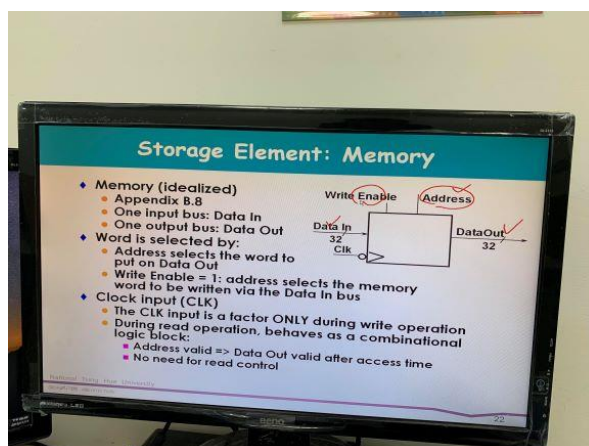
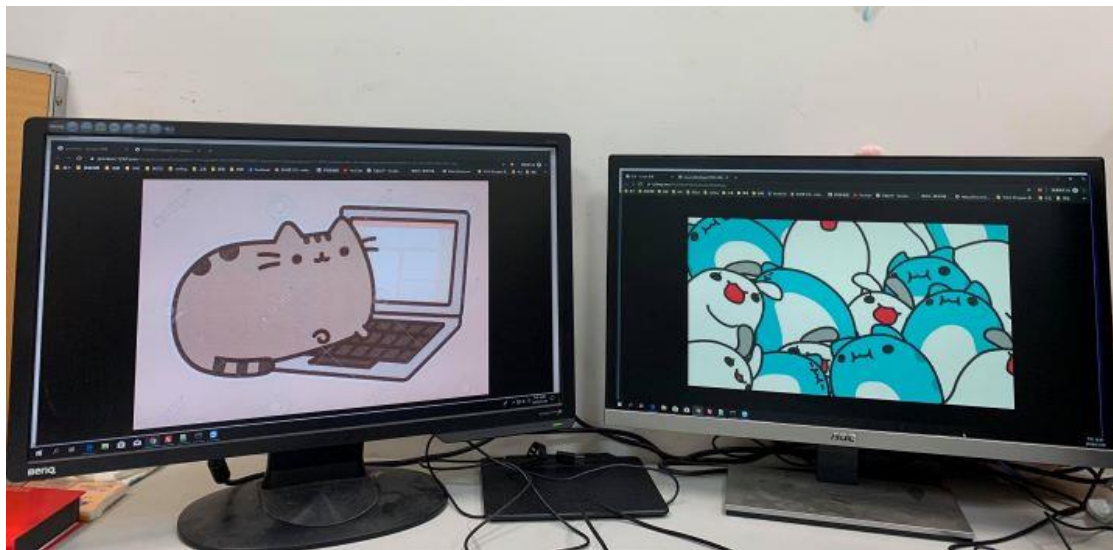
1 – C results: 紅點為 reproject 回去的結果



1 – E results: 紅點為 reproject 回去的結果

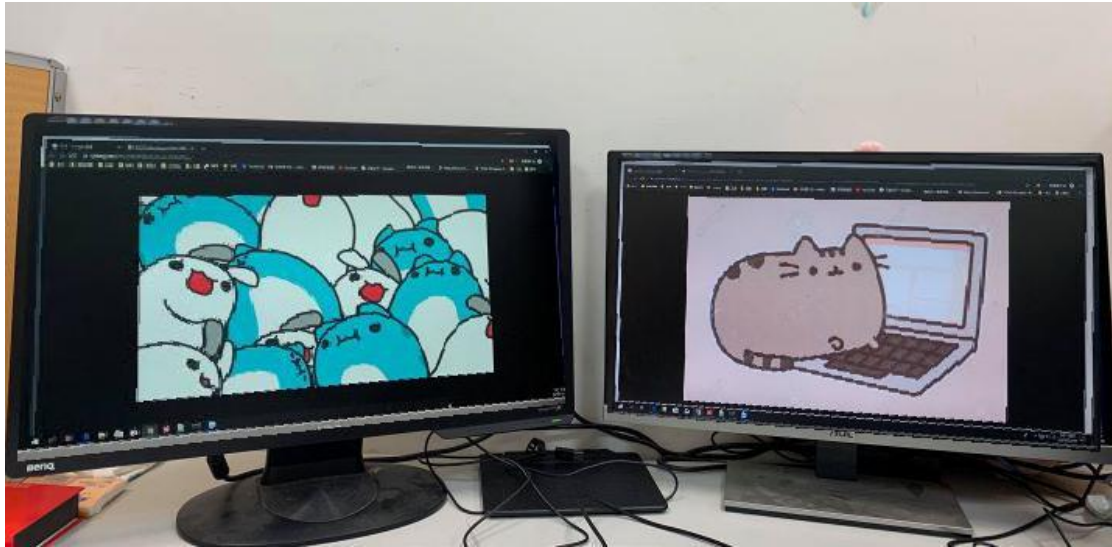


2-A

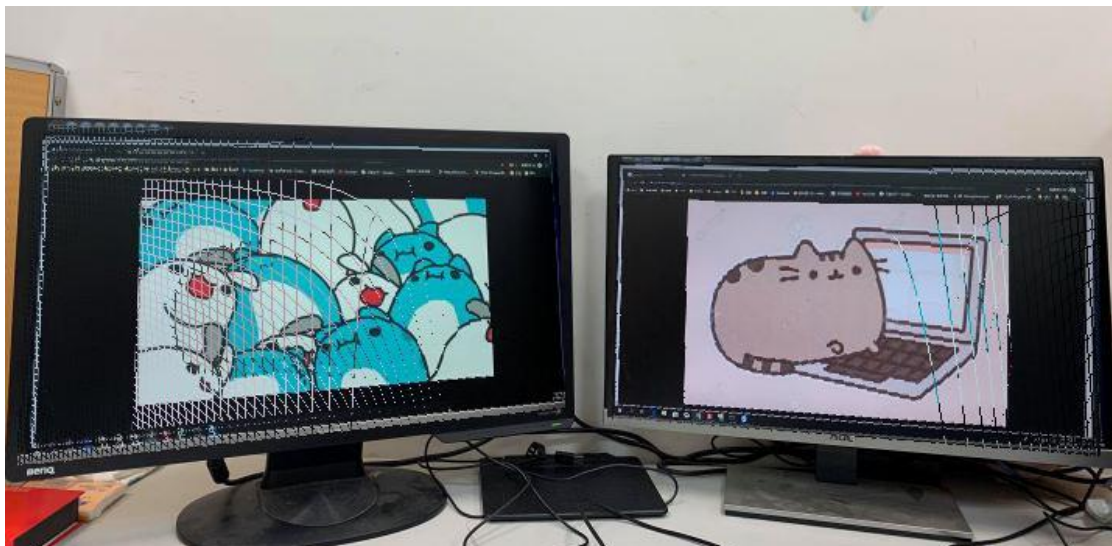


2 – B

Backward warping

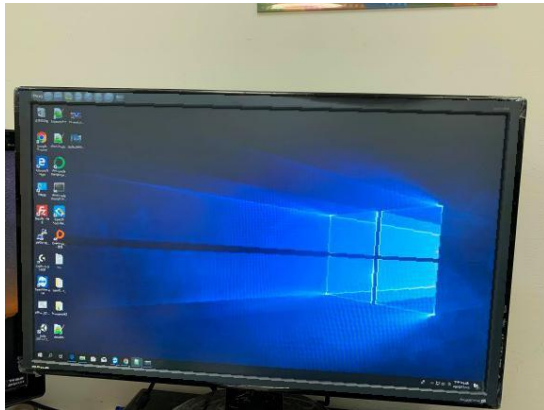


Forward warping

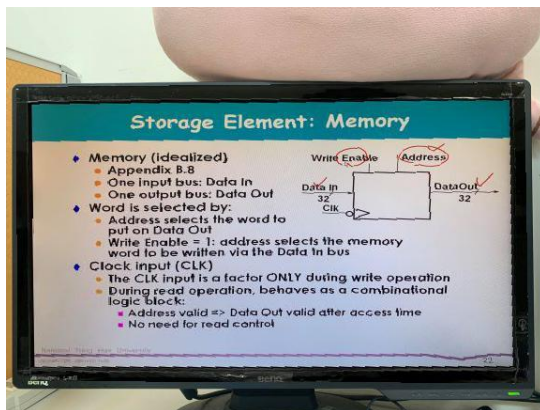




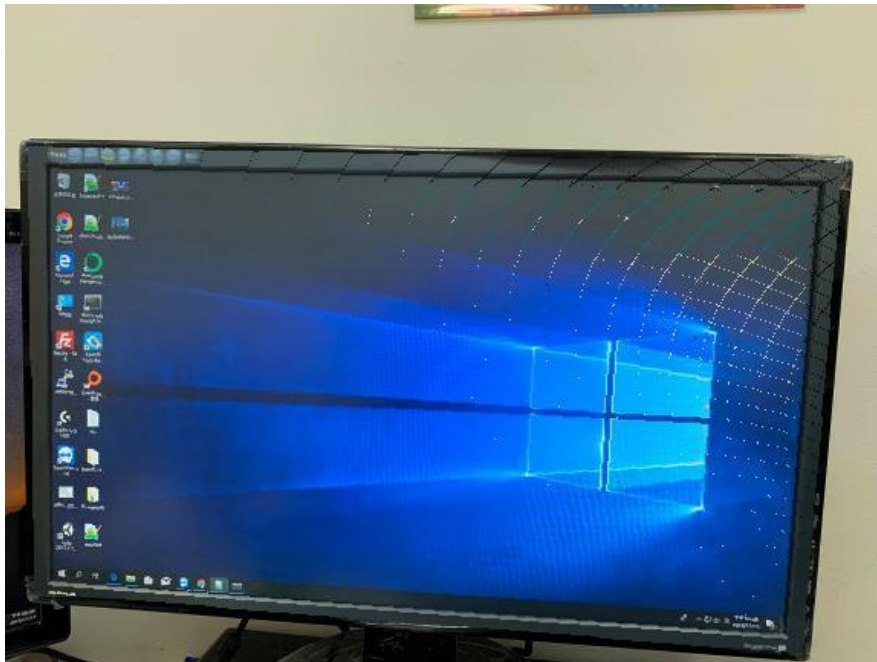
2 – C  
Backward1



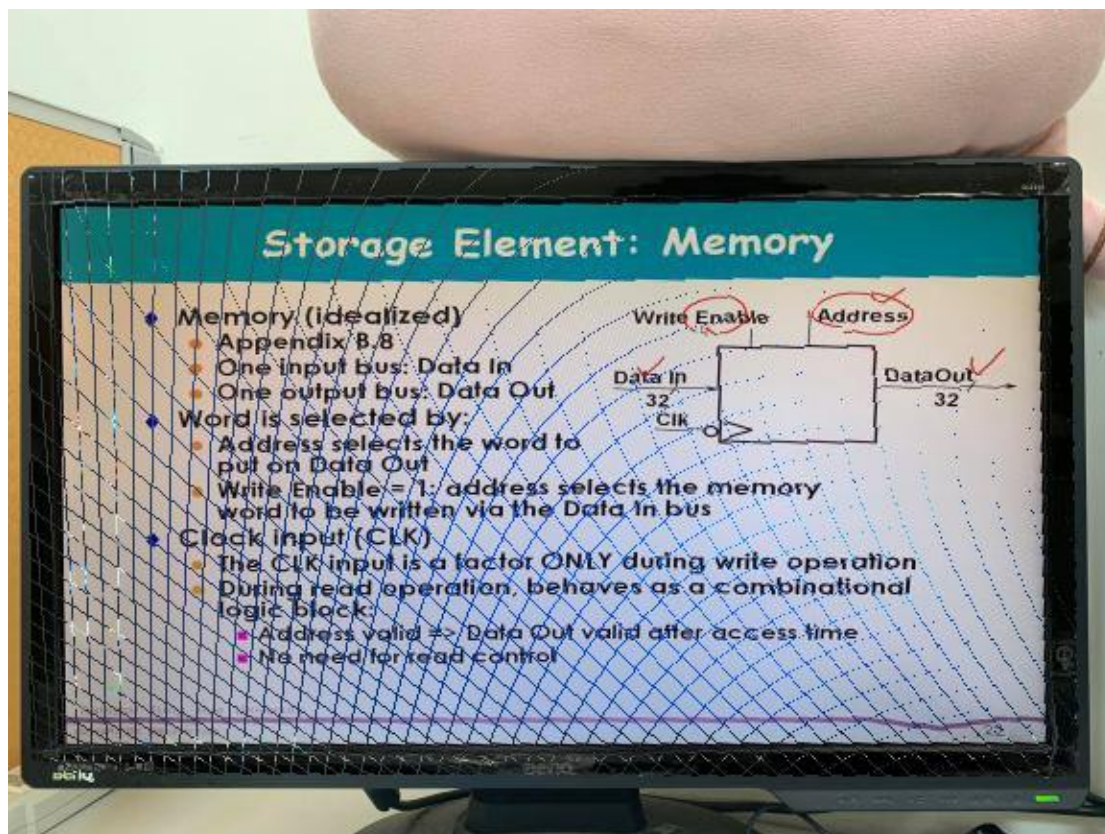
Backward2



Forward1



## Forward2



## 2 – D

Backward warping 和 forward warping 都用 nearest neighbor 方法去做。  
backward warping 不會有沒填到 pixel 的問題，所以照片相對完整；  
forward warping 會有沒填到的 pixel，所以會有網狀不完整的情形。