#### **3D Transformations**

hom\_mat3d\_identity
hom\_mat3d\_translate
hom\_mat3d\_translate\_local
hom\_mat3d\_rotate
hom\_mat3d\_rotate\_local
hom\_mat3d\_compose
hom\_mat3d\_invert
affine\_trans\_point\_3d

create\_pose
hom\_mat3d\_to\_pose
pose\_to\_hom\_mat3d
convert\_pose\_type
set\_origin\_pose
pose\_invert
pose compose

write\_pose
read\_pose

vector\_to\_pose

## **Object Model 3D**

gen\_empty\_object\_model\_3d
gen\_object\_model\_3d\_from\_points
gen\_box\_object\_model\_3d
gen\_sphere\_object\_model\_3d
gen\_cylinder\_object\_model\_3d
gen\_plane\_object\_model\_3d

read\_object\_model\_3d

set\_object\_model\_3d\_attrib
set\_object\_model\_3d\_attrib\_mod
get\_object\_model\_3d\_params

rigid\_trans\_object\_model\_3d
affine\_trans\_object\_model\_3d
projective\_trans\_object\_model\_3d

xyz\_to\_object\_model\_3d
triangulate\_object\_model\_3d
surface\_normals\_object\_model\_3d

prepare\_object\_model\_3d
sample\_object\_model\_3d

fit\_primitives\_object\_model\_3d
segment object model 3d

area\_object\_model\_3d
distance\_object\_model\_3d

max\_diameter\_object\_model\_3d
smallest\_bounding\_box\_object\_model\_3d
smallest\_sphere\_object\_model\_3d
intersect\_plane\_object\_model\_3d

select\_points\_object\_model\_3d
select\_object\_model\_3d

connection\_object\_model\_3d
union\_object\_model\_3d

visualize\_object\_model\_3d
disp\_3d\_coord\_system

### **Camera Calibration**

gen\_cam\_par\_area\_scan\_division

create\_calib\_data
set\_calib\_data\_cam\_param
set\_calib\_data\_calib\_object
get calib data

find\_calib\_object
set\_calib\_data\_observ\_points
get\_calib\_data\_observ\_contours
get\_calib\_data\_observ\_points

calibrate\_cameras
get\_calib\_data

write\_cam\_par

project\_3d\_point
image\_to\_world\_plane
image\_points\_to\_world\_plane

gen\_image\_to\_world\_plane\_map
map\_image

# **Stereo Reconstruction: Calibration**

get\_calib\_data
create\_camera\_setup\_model
set\_camera\_setup\_param
get\_camera\_setup\_param

write\_camera\_setup\_model
read\_camera\_setup\_model

intersect\_lines\_of\_sight

#### **Stereo Reconstruction: Binocular**

binocular\_disparity
binocular\_distance
binocular\_disparity\_mg
binocular\_distance\_mg
binocular\_disparity\_ms
binocular\_distance\_ms

gen\_binocular\_rectification\_map
map\_image

disparity\_image\_to\_xyz
xyz\_to\_object\_model\_3d

#### **Stereo Reconstruction: Multi-View**

create\_camera\_setup\_model
create\_stereo\_model
set\_stereo\_model\_param
reconstruct\_surface\_stereo
reconstruct\_points\_stereo

### **Shape-Based Matching**

prepare\_object\_model\_3d

create\_shape\_model\_3d

find\_shape\_model\_3d

project\_shape\_model\_3d

write\_shape\_model\_3d

read\_shape\_model\_3d

### **Surface-Based Matching**

create\_surface\_model
set\_surface\_model\_param

find\_surface\_model
refine\_surface\_model\_pose

debug\_find\_surface\_model
get\_surface\_matching\_result
write\_surface\_model
read\_surface\_model