3D Transformations

pose\_invert.hdev

pose\_compose.hdev

Object Model 3D

set\_object\_model\_3d\_attrib.hdev

set\_object\_model\_3d\_attrib(\_mod)

visualize\_object\_model\_3d

gen\_plane\_object\_model\_3d

distance\_object\_model\_3d

gen\_primitives\_object\_model\_3d.hdev

select\_object\_model\_3d.hdev

xyz\_to\_object\_model\_3d

prepare\_object\_model\_3d

select\_points\_object\_model\_3d

connection\_object\_model\_3d

volume\_object\_model\_3d\_relative\_to\_plane

max\_diameter\_object\_model\_3d

affine\_trans\_object\_model\_3d

select\_object\_model\_3d

Camera Calibration

camera\_calibration\_multi\_image.hdev

gen\_cam\_par\_area\_scan\_division

create\_calib\_data

set\_calib\_data\_cam\_param

set\_calib\_data\_calib\_object

find\_calib\_object

get\_calib\_data\_observ\_contours

get\_calib\_data\_observ\_points

calibrate\_cameras

get\_calib\_data

set\_origin\_pose

image\_points\_to\_world\_plane

check\_calib\_image\_quality.hdev

Stereo Reconstruction: Calibration

calibrate\_cameras\_multiple\_camera\_setup.hdev

get\_calib\_data

'camera\_setup\_model'

'reference\_camera'

'calib\_obj\_pose'

'params\_labels'

set\_camera\_setup\_param

'coord\_transf\_pose'

get\_camera\_setup\_param

'params'

'pose'

stereo\_calibration.hdev

Stereo Reconstruction: Binocular

disparity\_image\_to\_xyz.hdev

gen\_binocular\_rectification\_map

map\_image

binocular\_disparity

disparity\_image\_to\_xyz

xyz\_attrib\_to\_object\_model\_3d

Stereo Reconstruction: Multi-View

locate\_pipe\_joints\_stereo.hdev

create\_camera\_setup\_model

create\_stereo\_model

set\_stereo\_model\_param

reconstruct\_surface\_stereo

Shape-Based Matching

create\_shape\_model\_3d\_lowest\_model\_level.hdev

read\_shape\_model\_3d

read\_object\_model\_3d

prepare\_object\_model\_3d

create\_shape\_model\_3d

find\_shape\_model\_3d

project\_shape\_model\_3d

Surface-Based Matching

find\_surface\_model.hdev

decompose3 + threshold + connection

create\_surface\_model

find\_surface\_model

get\_surface\_matching\_result

locate\_pipe\_joints\_stereo.hdev

debug\_find\_surface\_model.hdev

create\_surface\_model

'train\_3d\_edges'

debug\_find\_surface\_model