

**Introduction to Computer Vision**

**Coursework**

**Submission 1**

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**Question 1(a):**

**Rotated images:**

θ = -50 deg

θ = 60 deg

θ = 30 deg

θ = 120 deg

**Skewed images:**

θ = 10 deg

θ = 40 deg

θ = 60 deg

**Your comments:**

**At first, I skew very much in the wrong dimentio. Resulting in a matrix that implied I had skew. Turns out this was actually that I was multiply the matrix in the wrong order. Resulting in a y skew instead of an x skew.**

**I was skewing with the bottom left pixel at 1,1 not 0,0**

**In addition because matlab treats the top left as the origin. The skew matrix is the symtrical matrix of the standard bottom left origin based matrix.**

**New problem. When I use a negative value for the angel it errors out. As the position of some points is below 0.**

**Solved by sizing the image based on the difference in location of the max and min points in the image. Then shifting the image into positive space to display the image.**

**Because matlab matrix origin is in the top left then to get then to get a right shifting skew from the bottom left we need to**

**I had no problems with rotation until I got to gap filling. The main problem I had was differentiating between a hole and a piece of the edge of the .**

**Question 1(b):**

θ2=50 and θ1=20 clockwise

θ1=20 clockwise and θ2=50

**Your comments:**

**Question 2(a)**:

**Designed kernel:**

**A box blur**

Averaged image



Original image

**Your comments:**

**Question 2(b):**

**Filtered image with kernel A**

**Filtered image with kernel B**

**Your comments:**

**Question 2(c):**

A followed by A

**A followed by B**

**B followed by A:**

**Your comments:**

**Question 2(d):**

**Extended kernels of A and B (5x5):**

**Results obtained by applying 5x5 kernel:**

**B followed by A**

**A followed by B**

**A followed by A**

**Extended kernels of A and B (7x7):**

**Results obtained by applying 7x7 kernel:**

**A followed by A**

**B followed by A**

**A followed by B**

**Your comments:**

I identified kernel A as a gaussian blur so my 5x5 kernel is what I remember a 5x5 gaussian blur to be.

**Question 3(a):**

**Two non-consecutive frames:**

Image 1

Image 2

**Corresponding colour histograms:**

Histogram 2

Histogram 1

**Your comments:**

**Question 3(b):**

**Example 1:**

It

It+1

**Histograms:**

Histogram of It

Histogram of It+1

Intersection result

**Example 2:**

It+1

It

**Histograms:**

Histogram of It

Histogram of It+1

Intersection result

**Your Comments:**

**Question 3(c):**

**Comments:**