Question 1 Transformations

1. Rotation

θ = 30  
  
θ = 60

θ = 120

θ = -50

Skew

θ = 10

θ = 40

θ = 60

1. i) Rotation 20 then Skew 50

ii) Skew 50 then Rotation 20

*Are the results the same?  
  
Why is this?;*

Question 2 Filtering and Convolution

1. Average pixel result using the kernel

*result*

1. Convolution with kernel A  
     
   Convolution with kernel B  
     
   *Comment on the effect of the kernels*
2. A followed by A  
     
   A followed by B  
     
   B followed by A  
     
   *Comments on the results*
3. *Discuss how to extend the kernel.*

*5x5 result  
  
7x7 result*

*Comment on the results and compare the results those in c)*

Question 3 Histogram

2. *Does this cause changes in the results?*
3. *What does the intersection value represent? Can this be used to make descsions about scene changes. How robust is this? When does it fail. What are aother application for histogram calculation and histogram intersection.*

Question 4 Motion Estimation



Question 5 Objects



Question 6 Texture

6. *Discuss how LBP can be used/modified for dynamic texture analysis*