2D Projective Transformations.

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Abstract—**In this work I applied the theory about 2D projective transformations studied in the computer vision class. There are three experiments to test, the first two expertiments remove perspective from images and the last one adds perspective to one image.**

Keywords—*Computer vision, 2d projective transformations, 2d geometry, homographies.*

I. INTRODUCTION

A. Homography

[1]

B. Bilinear interpolation

[2]

II. EXPERIMENTS

A. Remove perspective

B. Scanner

C. Add perspective

III. CONCLUSION

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[1] Richard Hartley and Andrew Zisserman. *Multiple View Geometry in Computer Vision*. Cambridge University Press, New York, NY, USA, 2 edition, 2003.

[2] Wikipedia. Bicubic interpolation — wikipedia, the free encyclopedia, 2017. [Online; accessed 16-September-2017].