1. Calculate the minimum and maximum x-limits of the world coordinates. Which option below most closely matches your result? The options below are given as:

1 / 1 point

[xMin, xMax]

- (●) **[-1050, 1024]**
- ( ) **[1, 1024]**
- ( ) **[1, 2134]**
- ( ) **[-623, 1024]**

Correct

Because the left image is warped with respect to the right, it extends in the negative x-direction.

2. Calculate the minimum and maximum y-limits of the world coordinates. Which option below most closely matches your result? The options below are given as:

1 / 1 point

[yMin, yMax]

- ( ) **[1, 1024]**
- ( ) **[-10, 1146]**
- (●) **[-164, 1385]**

Correct

Yes. The warping of the left image extends the range in the y-direction.

3. Which option below most closely resembles the size of your final panorama? The options are listed as:

1 / 1 point

[height, width] which is the same as **[rows, columns]**

- ○ **[1024, 1024]**
- ○ **[1156, 1647]**
- ○ **[1500, 2130]**
- ◉ **[1550, 2073]**

Correct

Notice that even though there is overlap between the two images, the final is about twice the width of a single image due to the warping.

4. Now, create the `vision.AlphaBlender` object and placed the warped images into the panorama. Included in the course files is a function to test your final panoramic image. Pass your image as input to the function to see if you're correct!

1 / 1 point

```
testMarsImage(your_panorama_img)
```

1984

Correct

Congratulations!