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Period 4

I found the concept of perspective inversion discussed in chapter 17 to be interesting as it showed that computers could fall under the same illusions that humans go through, but for slightly different reasons. Perspective inversion basically becomes problem when you’re dealing with orthographic projection or weak perspective projection that is viewed at a distance, as it will appear to look like an orthographic projection. I also thought it was cool that a compute could select three noncolinear coplanar points to calculate the depth of the object in the scene for a weak perspective projection, or alternatively, select four noncolinear coplanar points for a full perspective projection. The discussion about determining the ambiguity of a solution was also very intuitive and it made a lot of sense that once someone had six points, they could unambiguously determine the pose. Additionally, the way the book presented the difference between an ambiguous solution and a stable solution was very clear. I thought it was interesting how we knew choosing noncoplanar points would be best because the Taylor expansion for the orientation dependence is described by cos(alpha), or the ratio between the major and minor axes of the ellipse created by three points, but when I was initially reading the procedure of having three points and making an ellipse, I did think it was tedious.