**ACKNOWLEDGEMENT**

First and foremost, I sincerely salute our esteemed institution **V.R SIDDHARTHA ENGINEERING COLLEGE** for giving me this opportunity for fulfilling my project. I am grateful to our Principal **Dr. A.V.RATNA PRASAD**, for his encouragement and support all through the way of my project.

On the submission of this Project report, I would like to extend my honour to **Dr. M.Suneetha**, Head of the Department, IT for her constant motivation and support during the course of my work.

I feel glad to express my deep sense of gratefulness to my project guide **Name, Designation** for **his/her** guidance and assistance in completing this project successfully.

I would also like to convey my sincere indebtedness to all faculty members, including supporting staff of the Department, friends and family members who bestowed their great effort and guidance at appropriate times without which it would have been very difficulty on my part to finish the project work.

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**ABSTRACT**

If images are available, then the location of a 3-D factor may be placed because of the intersection of the two projection rays. This method is referred to as triangulation. First, the 2D images are received from cameras and they're processed to find the area of interest. From the location of interest, the 2d images are reconstructed to 3-D fashions. The reconstruction hassle consists of three steps, each of that is equal to the estimation of a selected geometry group. The first step is the estimation of the epi-polar geometry that exists among the stereo image pair, a method regarding feature matching in each image. The second step estimates the affine geometry, a technique of finding a unique aircraft in projective space via vanishing factors. Camera calibration forms a part of the third step in obtaining the metric geometry, from which it's miles feasible to reap a three-D model of the scene. The gain of this system is that the stereo images do not want to be calibrated as a way to gain a reconstruction. Results for each the digital camera calibration and reconstruction are offered to affirm that its miles possible to acquire a 3-D version without delay from features within the photographs.

**Keywords:** camera calibration, triangulation, stereo satellite images.