Started on	Thursday, 28 January 2021, 2:07 PM
State	Finished
Completed on	Thursday, 28 January 2021, 2:30 PM
Time taken	23 mins 25 secs
Grade	**5.33** out of 10.00 (**53**%)

Question **1**

Partially correct

Mark 1.33 out of 2.00

Which of the following applications can benefit from planar homography estimation? (Mark all correct answers)

- [x] a. Recovering the 3D shape of a human actor ✖
- [ ] b. Drawing of graphics on a football field during telecast
- [x] c. Rectification of document images taken by a mobile camera ✔
- [x] d. Texture Mapping of buildings ✔
- [ ] e. Semantic segmentation of objects in an image

Your answer is partially correct.

You have correctly selected 2.
The correct answers are:
Drawing of graphics on a football field during telecast,

Texture Mapping of buildings,

Rectification of document images taken by a mobile camera

Question **2**

Partially correct

Mark 4.00 out of 6.00

You have a display that has its 4 corners at (0,0) , (4,0) , (0,3) and (4,3). You image this display and measure the corresponding image locations of the corners. They were computed as (2,1) , (11,3) , (2,9) and (11,7) respectively. Give the values of the homography matrix that transforms the world point to the image points, if h33 = 1. Enter the values, row-wise.

h11 = 2.25 ✖ , h12= 0 ✔ , h13= 2 ✔ , h21= 0.5 ✖ , h22= 2.66 ✔ , h23= 1 ✔ , h31= 0 ✖ , h32= 0 ✔ , h33=1.

Question **3**

Incorrect

Mark 0.00 out of 2.00

You need to estimate the homography between two images of a whiteboard you are imaging. How many correspondences do you require at a minimum to estimate this homography?

- a. 2
- b. 9
- c. 3
- d. 8 ✖
- e. 4

Your answer is incorrect.

The correct answer is:
4

◄ Lecture 7: In class Quiz (ODD)

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Lecture 08: In Class Quiz (ODD) ►