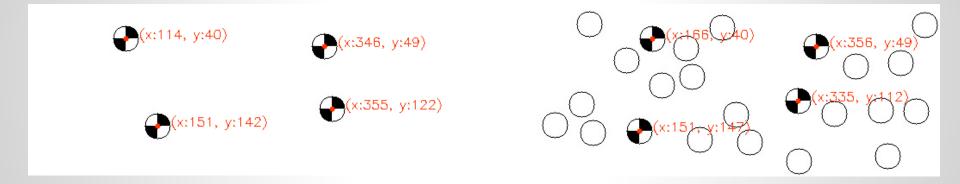
Computer Vision Fall-2019 Problem Set #3

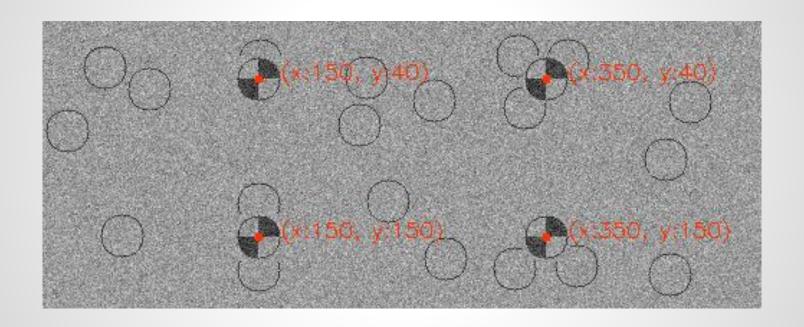
Sahil Dhingra sdhingra31@gatech.edu

1: Marker detection

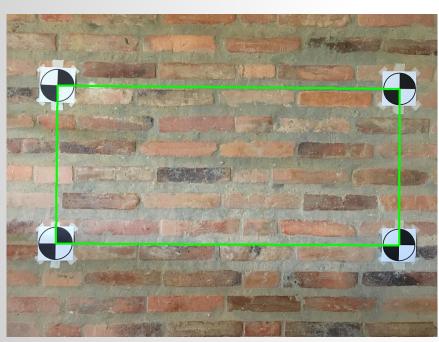


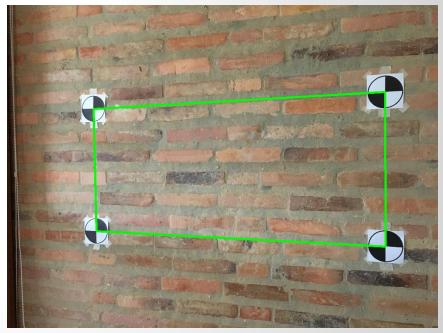
ps3-1-a-2

1: Marker detection (cont.)



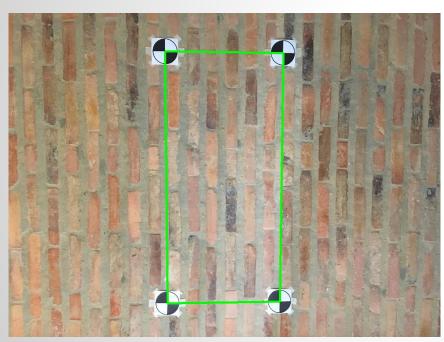
2: Marker detection (wall scene)

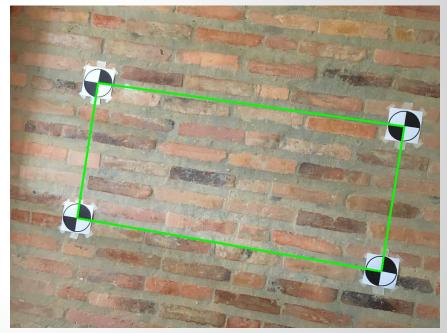




ps3-2-a-1 ps3-2-a-2

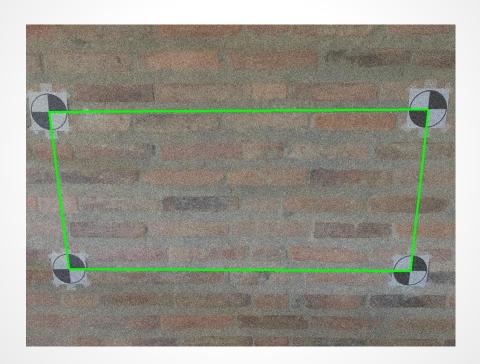
2: Marker detection (wall scene)





ps3-2-a-3 ps3-2-a-4

2: Marker detection (wall scene)



ps3-2-a-5

3: Projective Geometry





ps3-3-a-1 ps3-3-a-2

3: Projective Geometry (cont.)



ps3-3-a-3

4: Markers in Video





ps3-4-a-1 ps3-4-a-2



ps3-4-a-3





ps3-4-a-4 ps3-4-a-5



ps3-4-a-6

4: Markers in Video





ps3-4-b-1 ps3-4-b-2



ps3-4-b-3





ps3-4-b-5



ps3-4-b-6

5: AR in Video





ps3-5-a-2 ps3-5-a-2

5: AR in Video (cont.)



ps3-5-a-3

4: AR in Video (cont.)





ps3-5-a-4 ps3-5-a-5

5: AR in Video (cont.)



ps3-5-a-6

5: Markers in Video



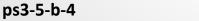


ps3-5-b-1 ps3-5-b-2



ps3-5-b-3







ps3-5-b-5



ps3-5-b-6

6: Video in Video





ps3-6-a-1 ps3-6-a-2

6: Video in Video (cont.)



ps3-6-a-3