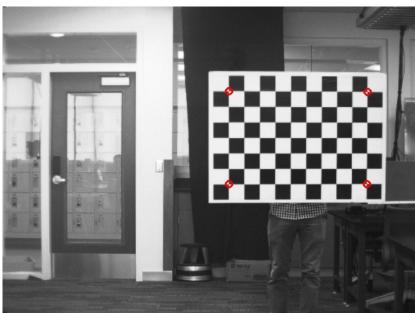
ECEn 631 3D Trajectory Estimation – HW 4 Seth Nielsen

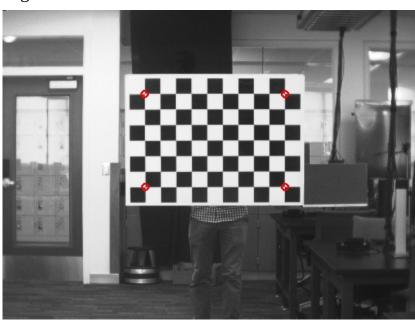
Task 1

Left:



Left pts: [38.5474, 5.67971, 277.41] [3.51612, 5.91889, 277.296] [38.3723, -17.5588, 275.304] [3.37155, -17.3091, 274.585]

Right:



Right pts: [18.2687, 5.5991, 277.41] [-16.7626, 5.8765, 277.296] [18.0936, -17.6365, 275.304] [-16.9072, -17.3983, 274.585]

The points are quite consistent in their x and y positions, and the x positions of the right camera are 20 less than the left, which is the distance between the two cameras.

Task 2

Left:











Right:



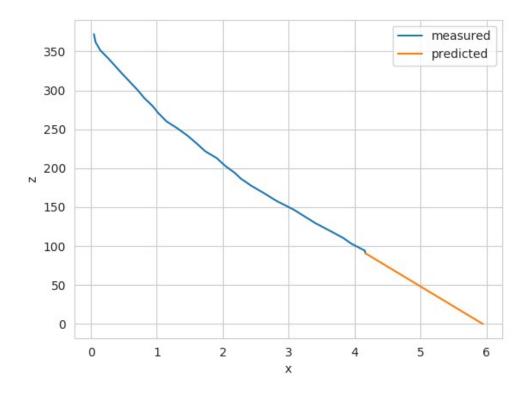


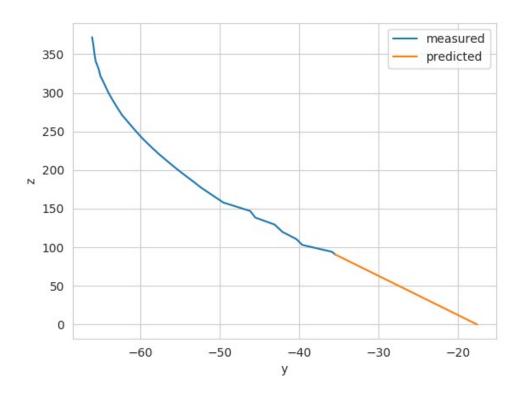






Task 3





The method I used to predict the x and y positions when z = 0 was a simple linear extrapolation. I took the average velocity of the last 5 frames in z in inches/sec, as well as the average x and y velocities of the last 5 frames. The time \mathbf{t} needed for the ball to reach z = 0 was used to extrapolate the the x and y position at time \mathbf{t} .