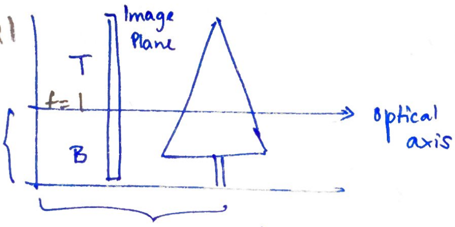
Q1



$K = I$

$B = (0, y_1)$
Bottom

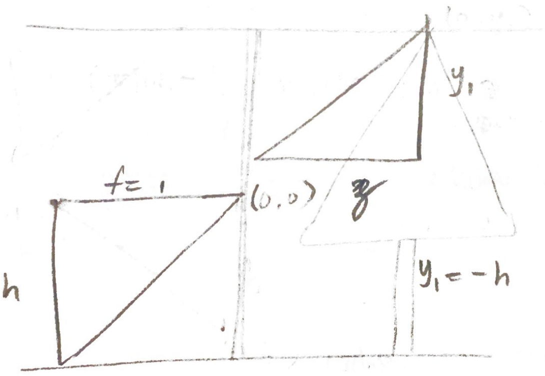
$T = (0, y_2)$
Top

$Z_0 = ?$ (w.r.t. h, y_1 & y_2)

K (camera matrix) $\begin{bmatrix} f & 0 & u_0 \\ 0 & f & v_0 \\ 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$

$\Rightarrow f = 1$

$\Rightarrow (u_0, v_0) = (0, 0)$



Similar through AAA similarity

$$\Rightarrow \frac{h}{y_1} = \frac{f}{z} \Rightarrow z = \frac{f y_1}{h} = \frac{y_1}{h}$$

$$Z_0 = f + z = \boxed{1 + \frac{y_1}{h}}$$

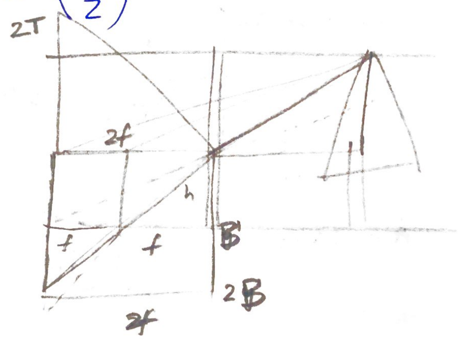
Q2 Double the distance between image plane & projection center ($f' = 2f$
$= 2$)

(a) $B' = ?$ $T' = ?$ new coordinates for top & bottom of tree projected on the image plane

$$\begin{pmatrix} x' \\ y' \\ f \end{pmatrix} = \frac{f}{Z} \begin{pmatrix} X \\ Y \\ Z \end{pmatrix}$$

$\boxed{2B \ \& \ 2T}$

~~Since~~

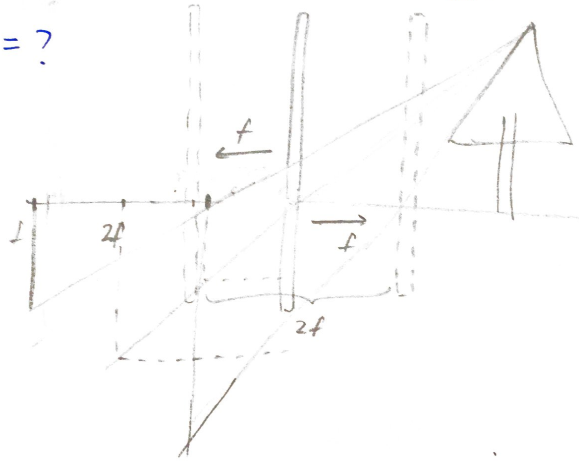


(b) How much to move projection center so that bottom & top of the tree appear at original coordinates $B = (0, y_1)$

$T = (0, y_2)$

** Keeping distance between the projection center & image plane constant **

$Z_0 = ?$



Ans Move the projection center by f $(=1)$ to the left (i.e. away from the tree)

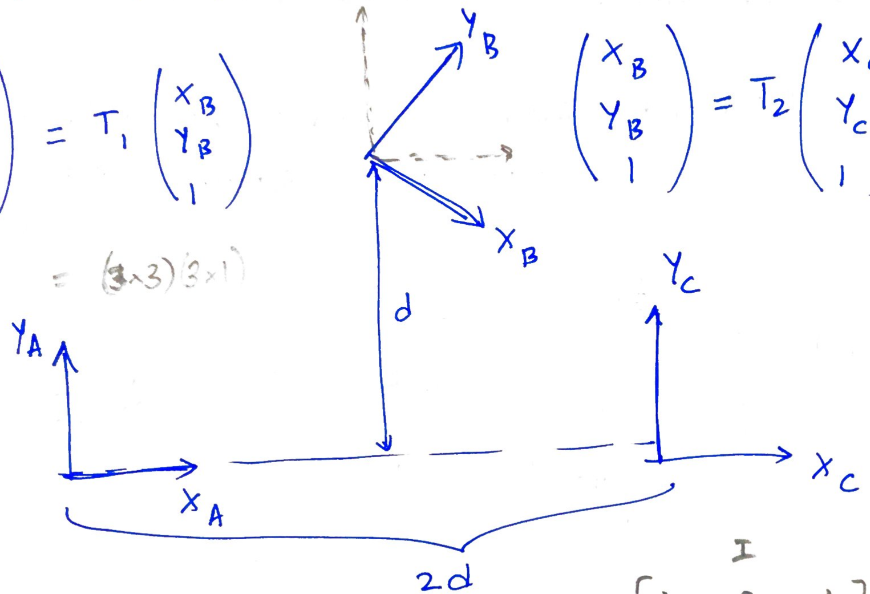
Due to similar triangles, this will reduce the image projection height by a factor of 2

$\Rightarrow$ $B = (0, y_1)$ & $T = (0, y_2)$ again

3) $T_1 = ?$ $\quad T_2 = ?$

$$\begin{pmatrix} x_A \\ y_A \\ 1 \end{pmatrix} = T_1 \begin{pmatrix} x_B \\ y_B \\ 1 \end{pmatrix} \qquad \begin{pmatrix} x_B \\ y_B \\ 1 \end{pmatrix} = T_2 \begin{pmatrix} x_C \\ y_C \\ 1 \end{pmatrix}$$

$3\times1 = (3\times3)(3\times1)$



$T_1 \Rightarrow$ - shifted right by d
- shifted up ~~by~~ by d
- rotated clockwise by 45° (about Z axis)

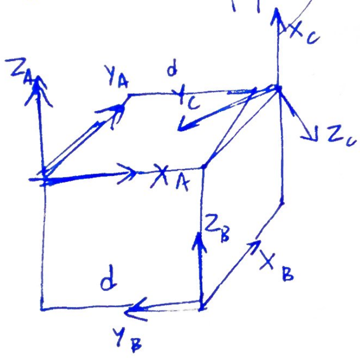
$$T_1 = \underline{T}\,\underline{R} \quad \overset{I}{\begin{bmatrix} 1 & 0 & d \\ 0 & 1 & d \\ 0 & 0 & 1 \end{bmatrix}} \overset{R}{\begin{bmatrix} \cos(-\frac{\pi}{4}) & -\sin(\frac{\pi}{4}) & 0 \\ \sin(-\frac{\pi}{4}) & \cos(-\frac{\pi}{4}) & 0 \\ 0 & 0 & 1 \end{bmatrix}}$$

$(-45°)$ about Z

$$T_2 = TR \quad \overset{I}{\begin{bmatrix} 1 & 0 & -d \\ 0 & 1 & -d \\ 0 & 0 & 1 \end{bmatrix}} \begin{bmatrix} \cos(\frac{\pi}{4}) & \sin(\frac{\pi}{4}) & 0 \\ \sin(\frac{\pi}{4}) & \cos(\frac{\pi}{4}) & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

4)

$$\begin{pmatrix} x_A \\ y_A \\ z_A \\ 1 \end{pmatrix} = A \begin{pmatrix} x_B \\ y_B \\ z_B \\ 1 \end{pmatrix} \qquad \begin{pmatrix} x_C \\ y_C \\ z_C \\ 1 \end{pmatrix} = B \begin{pmatrix} x_A \\ y_A \\ z_A \\ 1 \end{pmatrix} \qquad \begin{pmatrix} x_C \\ y_C \\ z_C \\ 1 \end{pmatrix} = C \begin{pmatrix} x_B \\ y_B \\ z_B \\ 1 \end{pmatrix}$$



$A =$

$$\begin{bmatrix} 1 & 0 & 0 & d \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & -d \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} \cos(\frac{\pi}{2}) & -\sin(\frac{\pi}{2}) & 0 & 0 \\ \sin(\frac{\pi}{2}) & \cos(\frac{\pi}{2}) & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$A = T R_{z,90°}$

~~B = TR~~

$$B = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & d\sin(\frac{\pi}{4}) \\ 0 & 0 & 1 & d\cos(\frac{\pi}{4}) \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & \cos(135°) & -\sin(135°) & 0 \\ 0 & \sin(135°) & \cos(135°) & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} \cos(\pi/2) & 0 & -\sin(\frac{\pi}{2}) & 0 \\ 0 & 1 & 0 & 0 \\ \sin(\pi/2) & 0 & \cos(\frac{\pi}{2}) & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$B = T R_{x,135} R_{y,90}$

$C = T R_{x,-45} R_{y,90}$

$$\begin{bmatrix} 1 & 0 & 0 & -d \\ 0 & 1 & 0 & d\sin(\frac{\pi}{4}) \\ 0 & 0 & 1 & d\cos(\frac{\pi}{4}) \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & \cos(\frac{-\pi}{4}) & \sin(\frac{-\pi}{4}) & 0 \\ 0 & -\sin(\frac{-\pi}{4}) & \cos(\frac{-\pi}{4}) & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} \cos(\frac{\pi}{2}) & 0 & -\sin(\frac{\pi}{2}) & 0 \\ 0 & 1 & 0 & 0 \\ \sin(\frac{\pi}{2}) & 0 & \cos(\frac{\pi}{2}) & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$