



Bo Hm

$$T_{\text{Top}} = (0, y_2)$$

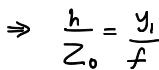
Top

K (camera matrix)

$$\Rightarrow f = 1$$

$$\begin{aligned} \Rightarrow f &= 1 \\ \Rightarrow (u_0, v_0) &= (0, 0) \end{aligned} \quad \text{camera matrix} \quad \begin{bmatrix} f & 0 & u_0 \\ 0 & f & v_0 \\ 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

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



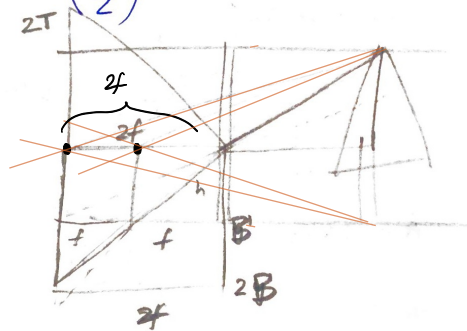
$$\Rightarrow z_0 = \frac{h \cdot f}{y_1} = \frac{h}{y_1} \quad (\because f=1)$$

$$Z_0 = \frac{h}{y_1}$$

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

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

$$\begin{pmatrix} x' \\ y' \\ z' \end{pmatrix} = \frac{f}{z} \begin{pmatrix} x \\ y \\ z \end{pmatrix}$$



$$B = 2y_1$$

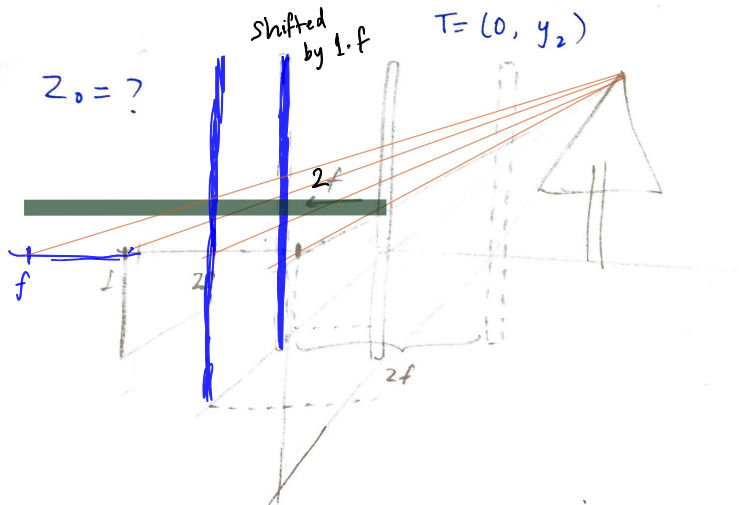
$$T = 2y_2$$

(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 **



Ans Move the projection center by $2f (=2)$ to the left (i.e. away from the tree)

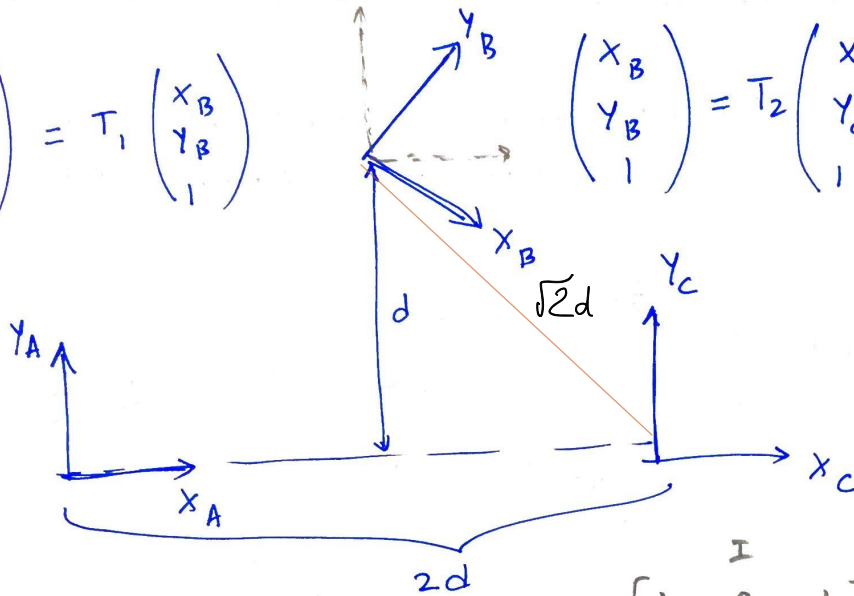
Due to similar triangles, this will reduce the image projection height by a factor of 2

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

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

$$\begin{pmatrix} x_A \\ y_A \\ 1 \end{pmatrix} = T_1 \begin{pmatrix} x_B \\ y_B \\ 1 \end{pmatrix}$$

$$\begin{pmatrix} x_B \\ y_B \\ 1 \end{pmatrix} = T_2 \begin{pmatrix} x_C \\ y_C \\ 1 \end{pmatrix}$$



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

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

(-45°)
about Z

$T_2 = \underline{T} \underline{R}$

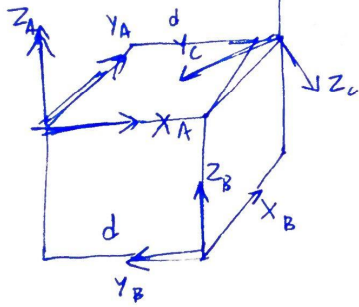
$$\begin{bmatrix} 1 & 0 & \sqrt{2}d \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} \cos(\frac{\pi}{4}) & \sin(\frac{\pi}{4}) & 0 \\ -\sin(\frac{\pi}{4}) & \cos(\frac{\pi}{4}) & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

4)

$$\begin{pmatrix} x_A \\ y_A \\ z_A \\ 1 \end{pmatrix} = A \begin{pmatrix} x_B \\ y_B \\ z_B \\ 1 \end{pmatrix}$$

$$\begin{pmatrix} x_C \\ y_C \\ z_C \\ 1 \end{pmatrix} = B \begin{pmatrix} x_A \\ y_A \\ z_A \\ 1 \end{pmatrix}$$

$$\begin{pmatrix} x_C \\ y_C \\ z_C \\ 1 \end{pmatrix} = C \begin{pmatrix} x_B \\ y_B \\ z_B \\ 1 \end{pmatrix}$$



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

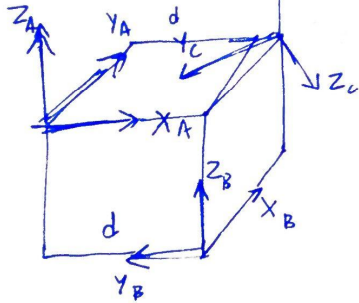
$$A = T \cdot R_{z, 90^\circ}$$

4)

$$\begin{pmatrix} x_A \\ y_A \\ z_A \\ 1 \end{pmatrix} = A \begin{pmatrix} x_B \\ y_B \\ z_B \\ 1 \end{pmatrix}$$

$$\begin{pmatrix} x_C \\ y_C \\ z_C \\ 1 \end{pmatrix} = B \begin{pmatrix} x_A \\ y_A \\ z_A \\ 1 \end{pmatrix}$$

$$\begin{pmatrix} x_C \\ y_C \\ z_C \\ 1 \end{pmatrix} = C \begin{pmatrix} x_B \\ y_B \\ z_B \\ 1 \end{pmatrix}$$



$$A = T \cdot R_{z, 90^\circ}$$

B =

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

$$B = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & \cos(135^\circ) & \sin(135^\circ) & 0 \\ 0 & -\sin(135^\circ) & \cos(135^\circ) & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} \cos(\pi/2) & 0 & -\sin(\pi/2) & 0 \\ 0 & 1 & 0 & 0 \\ \sin(\pi/2) & 0 & \cos(\pi/2) & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

4)

$$\begin{pmatrix} x_A \\ y_A \\ z_A \\ 1 \end{pmatrix} = A \begin{pmatrix} x_B \\ y_B \\ z_B \\ 1 \end{pmatrix}$$

$$\begin{pmatrix} x_C \\ y_C \\ z_C \\ 1 \end{pmatrix} = B \begin{pmatrix} x_A \\ y_A \\ z_A \\ 1 \end{pmatrix}$$

$$\begin{pmatrix} x_C \\ y_C \\ z_C \\ 1 \end{pmatrix} = C \begin{pmatrix} x_B \\ y_B \\ z_B \\ 1 \end{pmatrix}$$

$$A = T \cdot R_{z, 90^\circ}$$

$$C = TR_{x, 45} R_{y, 90} \begin{bmatrix} 1 & 0 & 0 & -d \\ 0 & 1 & 0 & d \sin\left(\frac{\pi}{4}\right) \\ 0 & 0 & 1 & d \cos\left(\frac{\pi}{4}\right) \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & \cos\left(\frac{\pi}{4}\right) \sin\left(\frac{\pi}{4}\right) & 0 & 0 \\ 0 & -\sin\left(\frac{\pi}{4}\right) \cos\left(\frac{\pi}{4}\right) & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} \cos\left(\frac{\pi}{2}\right) & 0 & -\sin\left(\frac{\pi}{2}\right) & 0 \\ 0 & 1 & 0 & 0 \\ \sin\left(\frac{\pi}{2}\right) & 0 & \cos\left(\frac{\pi}{2}\right) & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$