

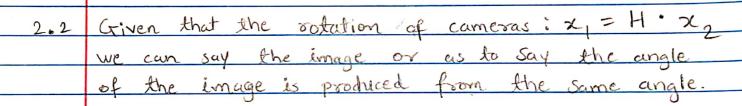
Part I. Submitted as image output.

2. Projections and Homographies

2.1. x = H · X2

if $x_1 = x_2$, H matrix would be 3×3 matrix w/ translation of image by half of width of the image.

2.1. If H is identity matrix x, will be same picture because identity matrix don't change.



2.3 H² corresponds to 20, you would need movement twice because when you voltate it once, you will go half way, multiply H motorix by itself.