

Programming Project #5: Video Stitching and Processing

CS445: Computational Photography - Spring 2020

Part I: Stitch two key frames

This involves:

1. compute homography H between two frames;
2. project each frame onto the same surface;
3. blend the surfaces.



Check that your homography is correct by plotting four points that form a square in frame 270 and their projections in each image, like this:

