Handwritten notes:

1. Lower resolution ///×

2. Change cam matrix based on res.
   (return to full res when triggered)

3. undistort → integral distort map
   directly (only once)
   +
   map

4. to YOLOv8 implementation

Diagram labels:
- CAM 1, CAM 2
- undistort
- warp perspective
- concatenate
- persp. warp
- push to get signal
- YOLO
- 0.18 s (5.5 fps)
- 0.06 s
- 0.065
- 0.0945