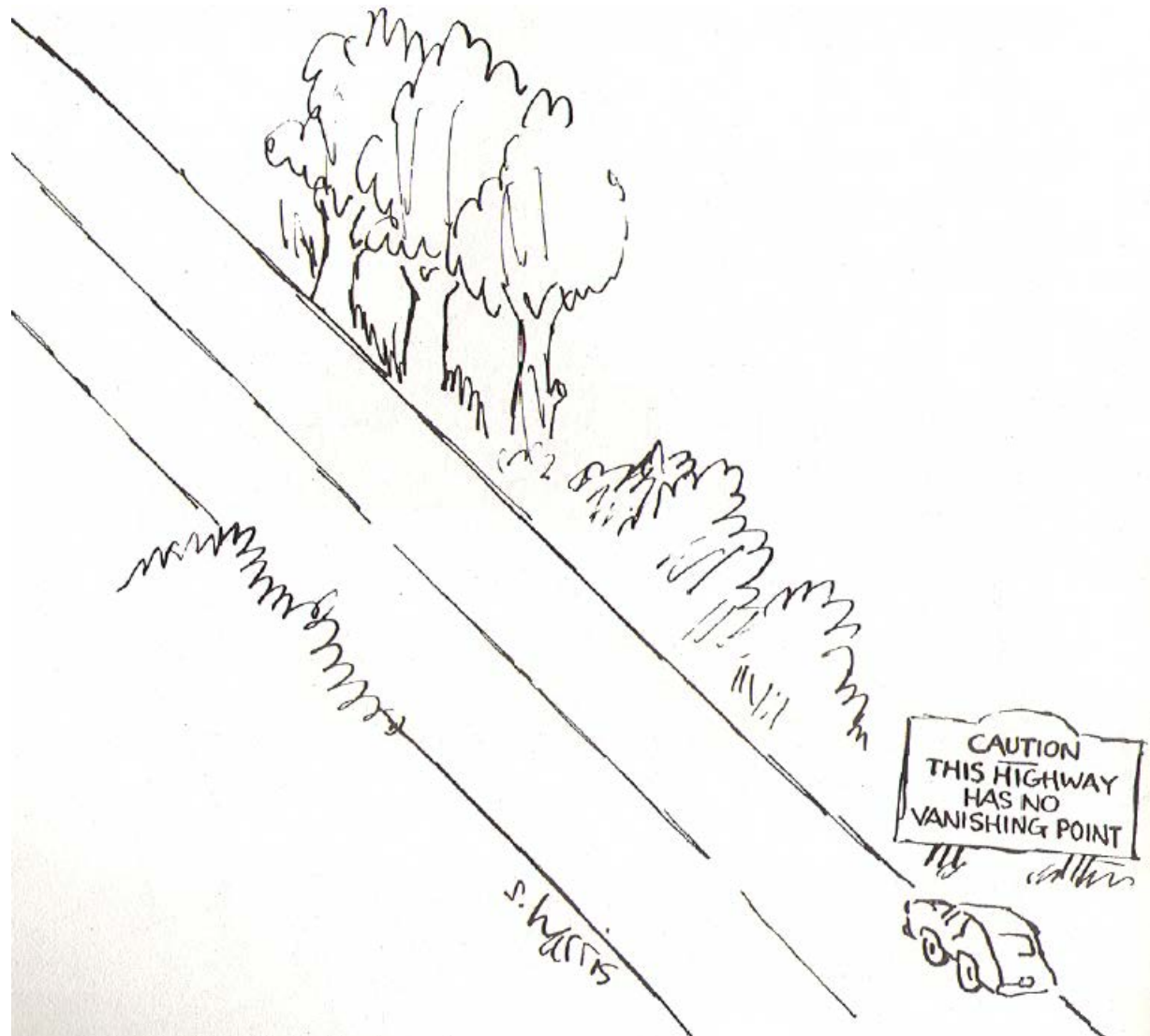
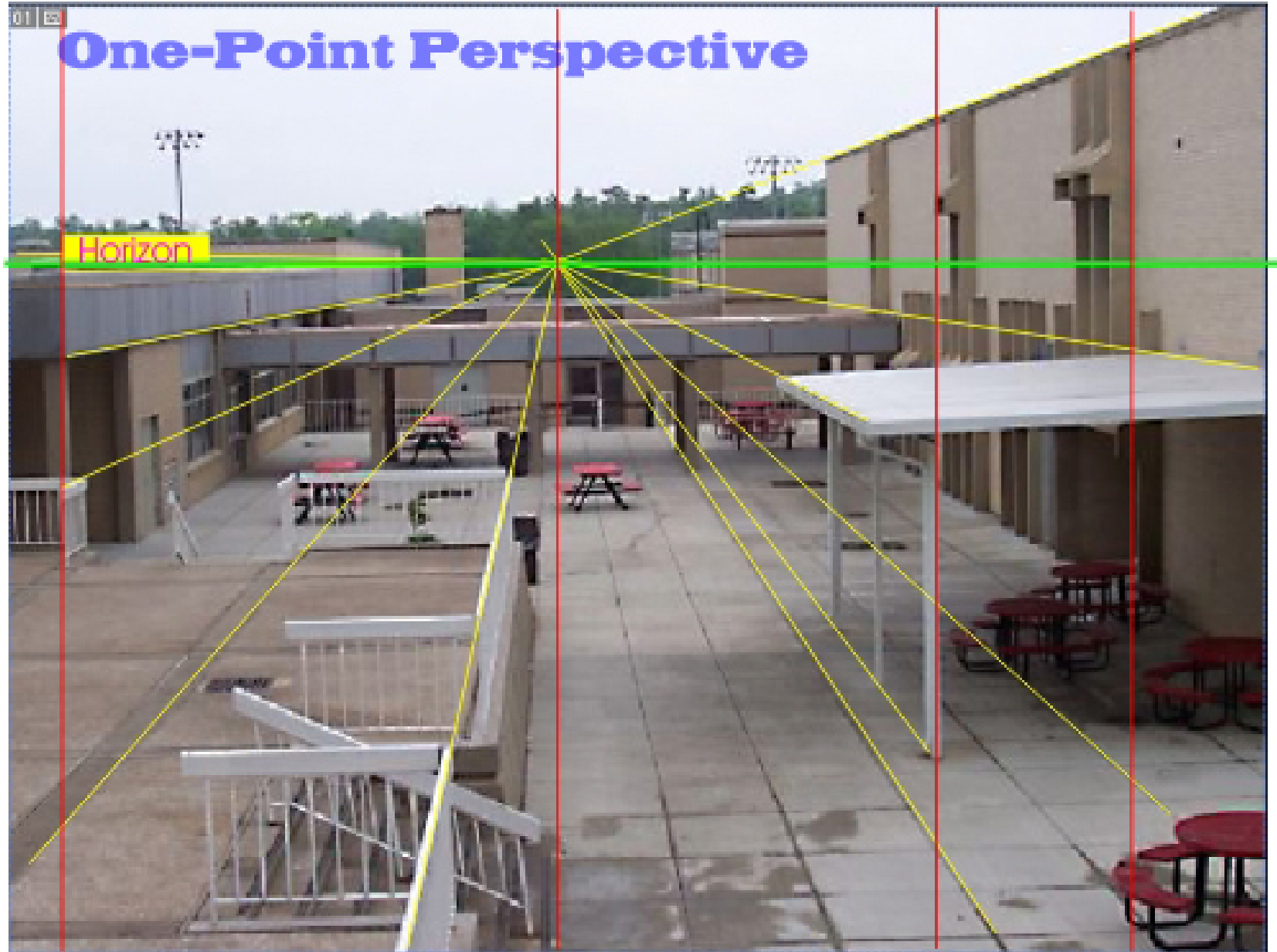


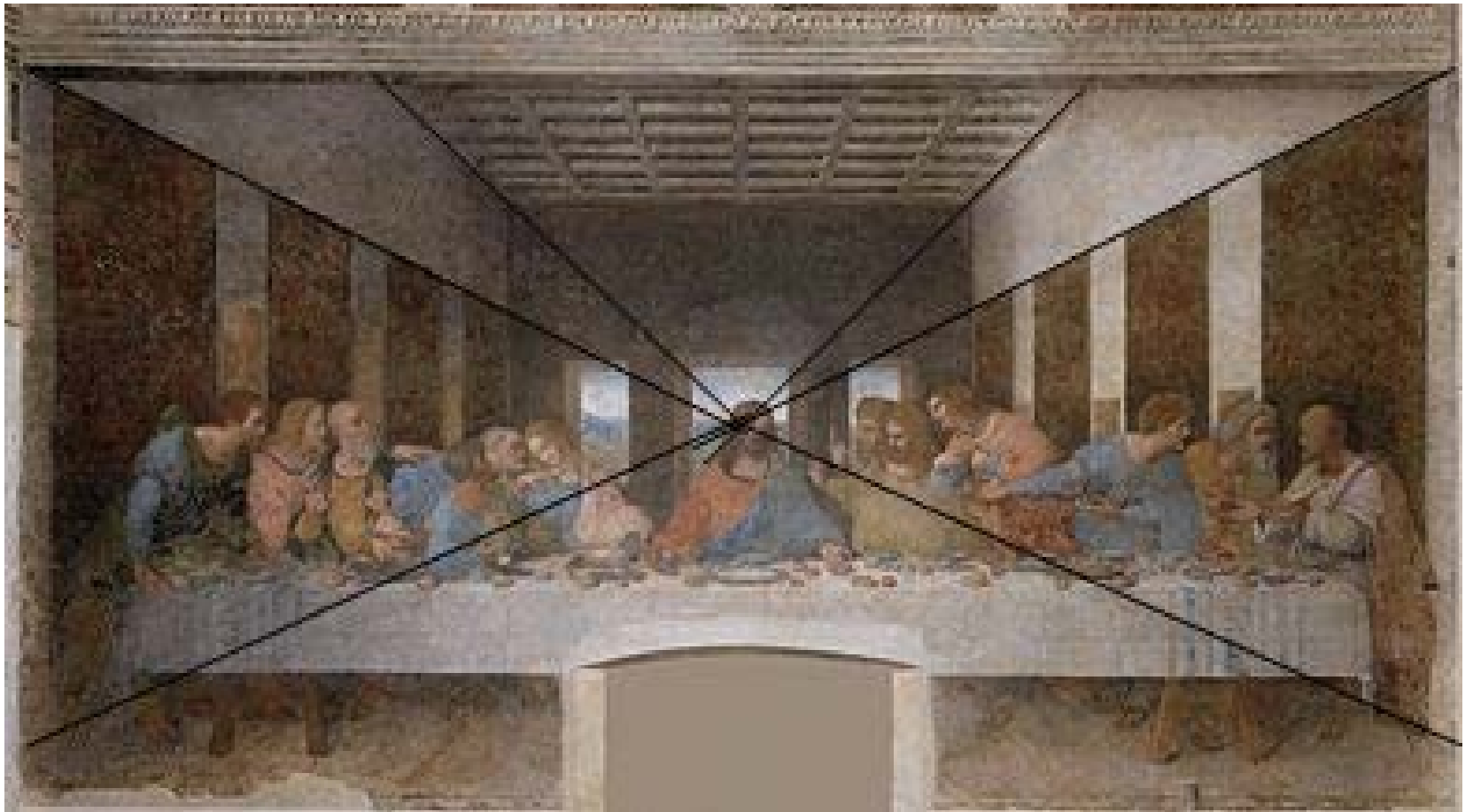
Vanishing point

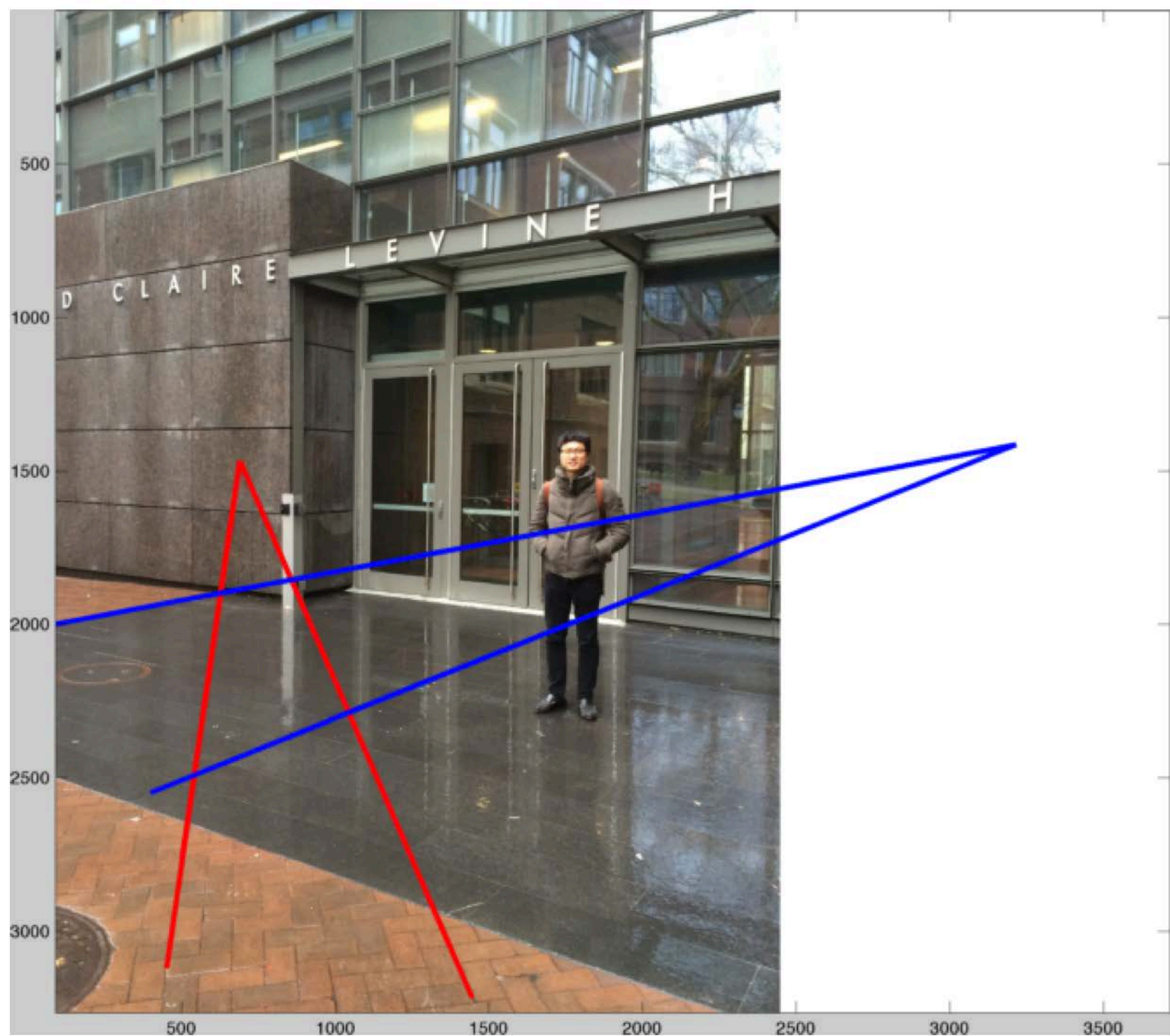


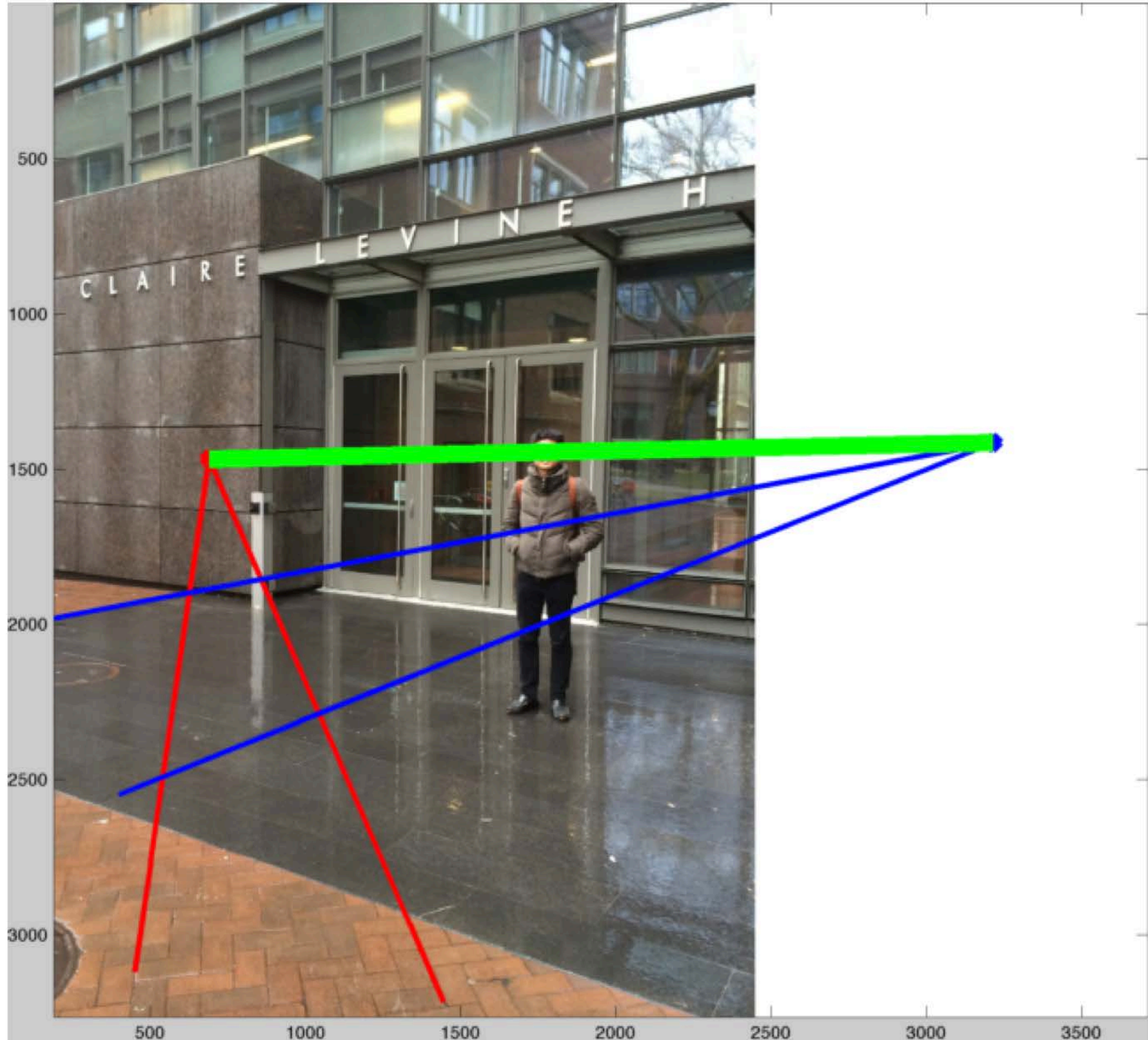
<http://www.wetcanvas.com/>

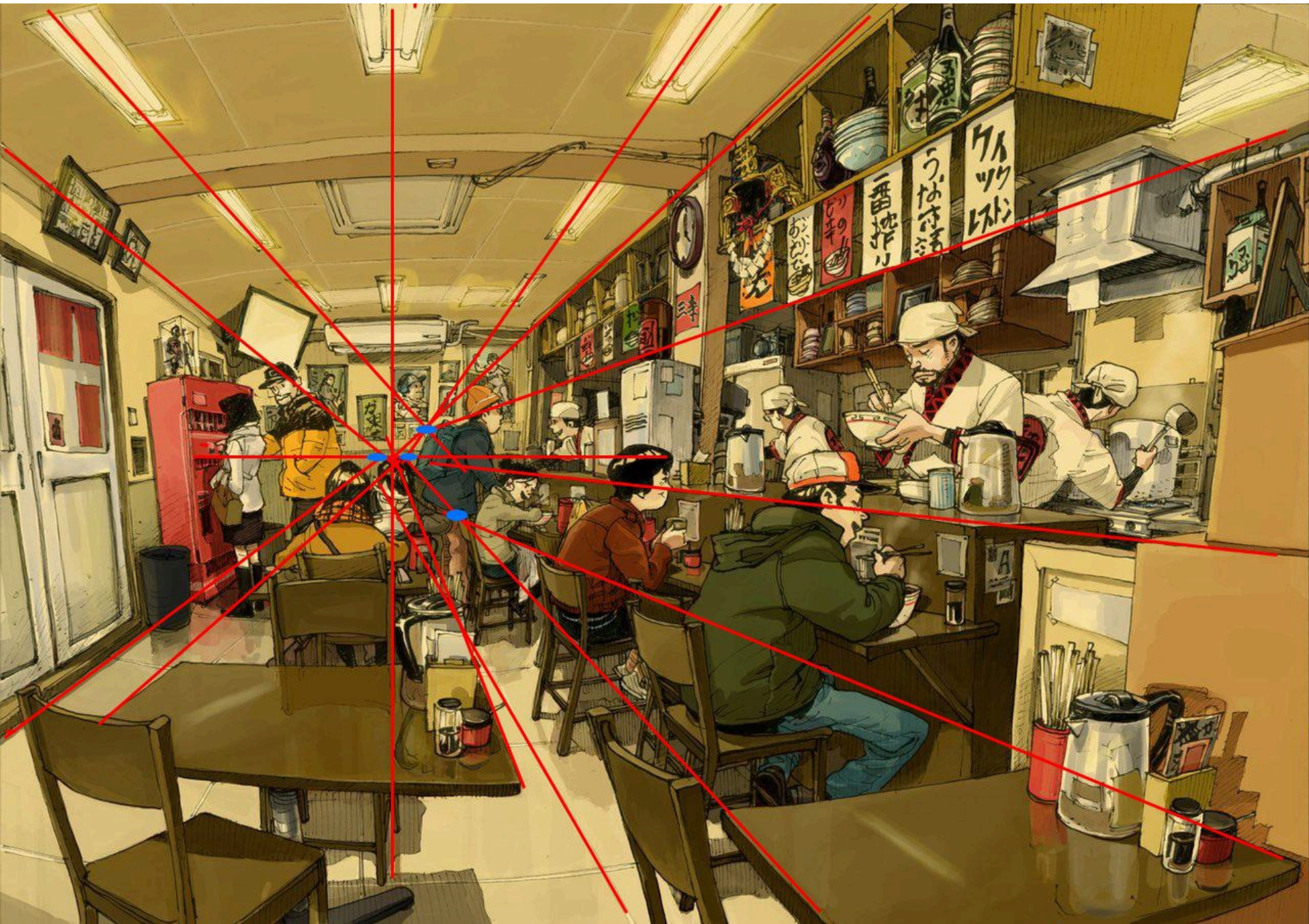


<http://pennpaint.blogspot.com/>

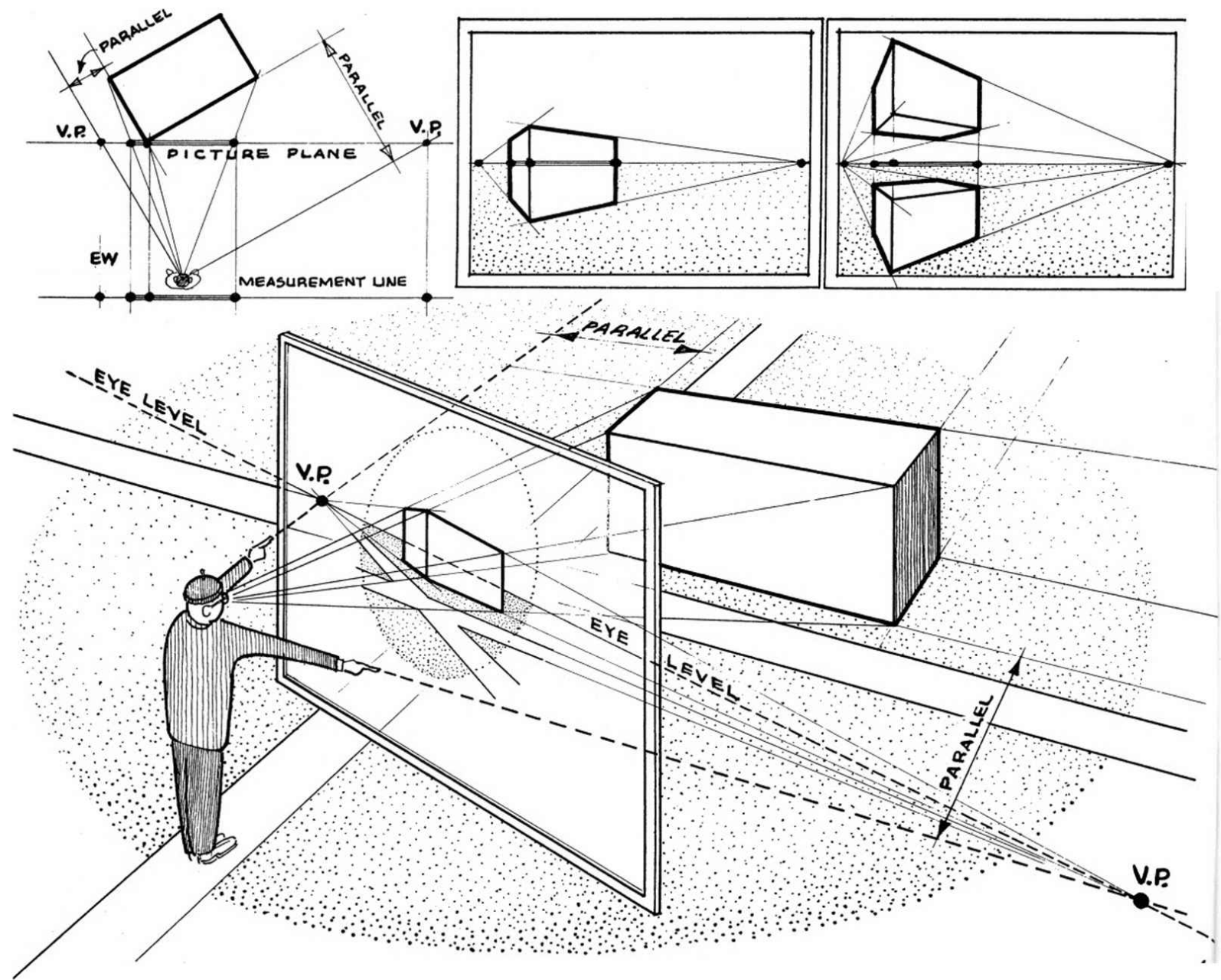






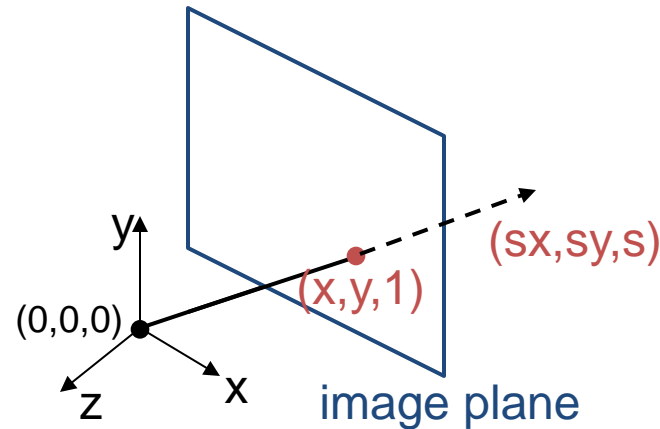


<http://www.joshuanava.biz/perspective/in-other-words-the-observer-simply-points-in-the-same-direction-as-the-lines-in-order-to-find-their-vanishing-point.html>



The projective plane

- Why do we need homogeneous coordinates?
 - represent points at infinity, homographies, perspective projection, multi-view relationships
- What is the geometric intuition?
 - a point in the image is a *ray* in projective space

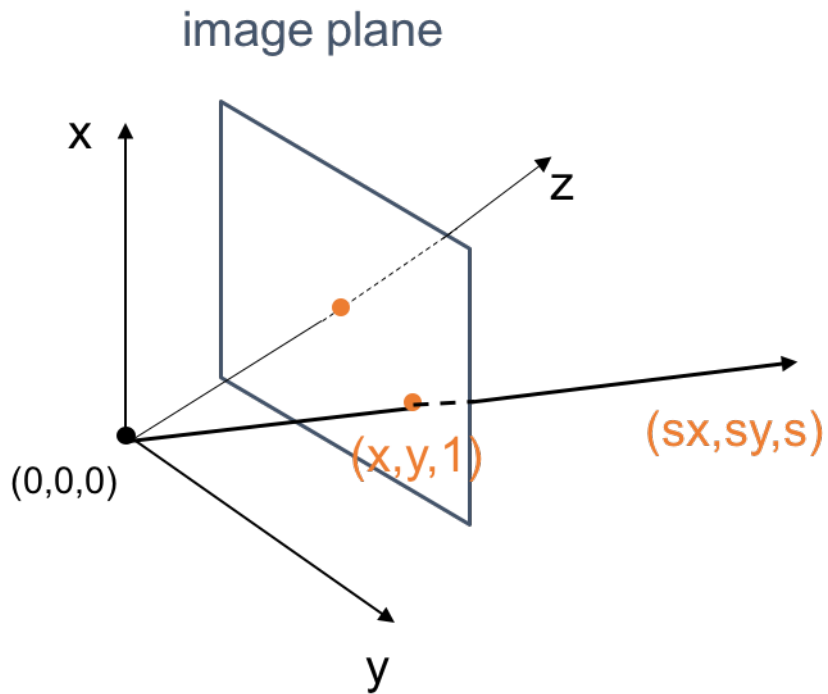


- Each *point* (x,y) on the plane is represented by a *ray* (sx,sy,s)
 - all points on the ray are equivalent: $(x, y, 1) \cong (sx, sy, s)$

Point

Homogeneous coordinates

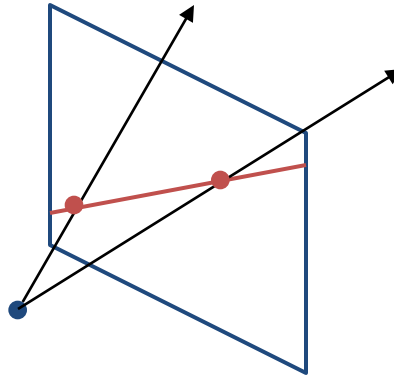
- represent coordinates in 2 dimensions with a 3-vector



$$\begin{bmatrix} x \\ y \end{bmatrix} \xrightarrow{\text{homogeneous coords}} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix}$$

Projective lines

- What does a line in the image correspond to in projective space?



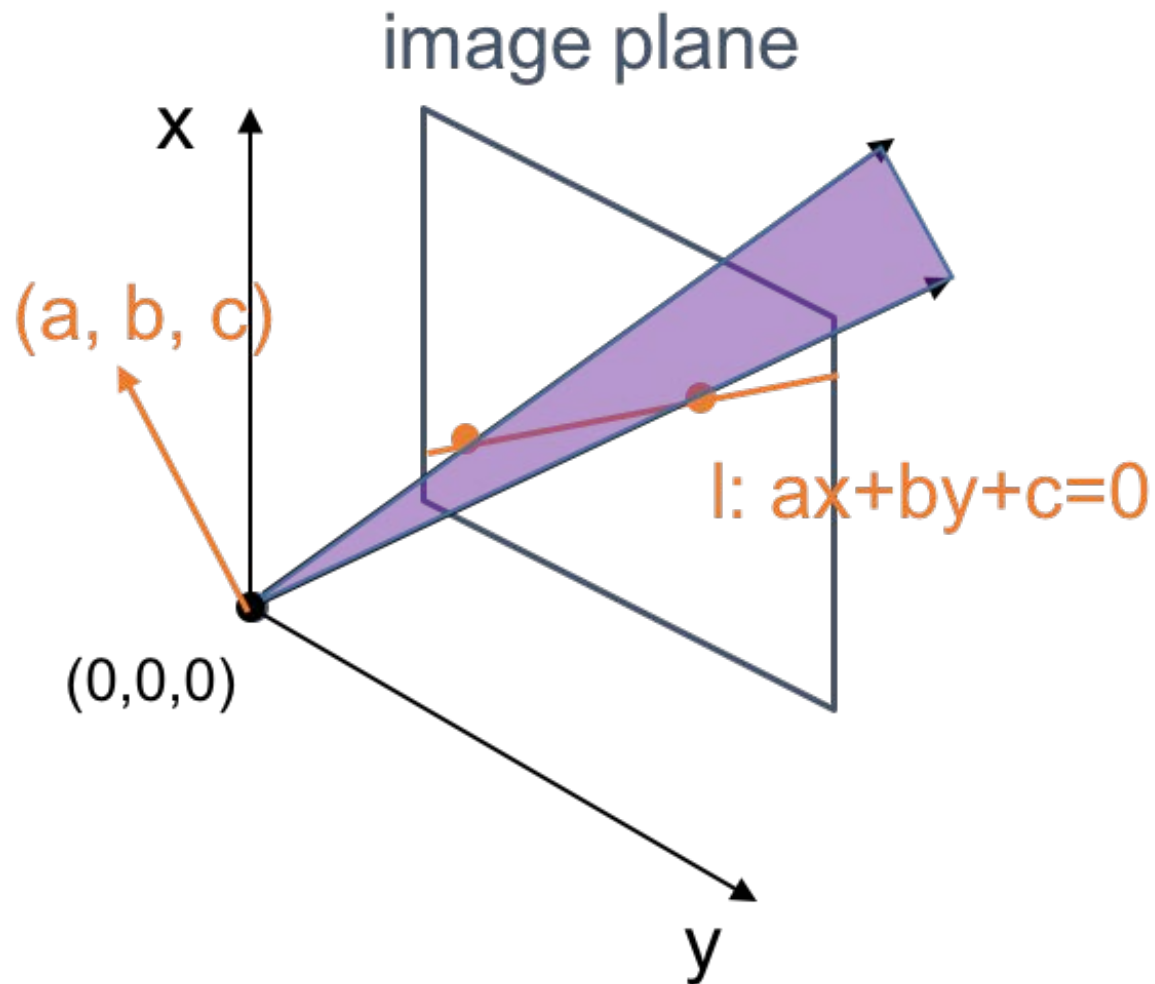
- A line is a *plane* of rays through origin
 - all rays (x,y,z) satisfying: $ax + by + cz = 0$

in vector notation :

$$0 = \underset{\mathbf{l}}{\begin{bmatrix} a & b & c \end{bmatrix}} \underset{\mathbf{p}}{\begin{bmatrix} x \\ y \\ z \end{bmatrix}}$$

- A line is also represented as a homogeneous 3-vector \mathbf{l}

Projective Lines



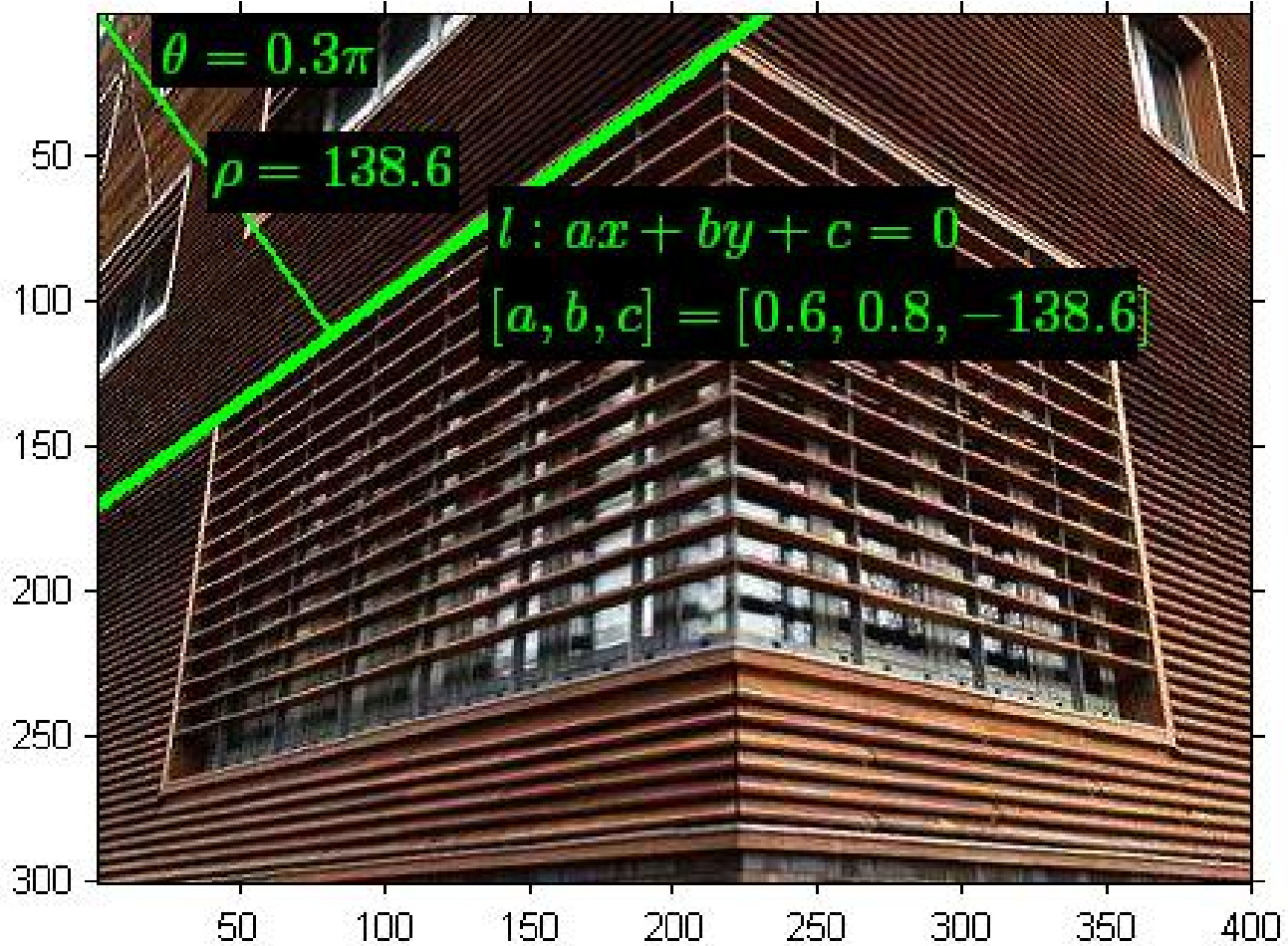
Line Representation

- a line is $\rho = x \cos \theta + y \sin \theta$
- ρ is the distance from the origin to the line
- θ is the norm direction of the line

- It can also be written as

$$ax + by + c = 0;$$
$$\begin{aligned}\cos \theta &= \frac{a}{\sqrt{a^2 + b^2}} \\ \sin \theta &= \frac{b}{\sqrt{a^2 + b^2}} \\ \rho &= -\frac{c}{\sqrt{a^2 + b^2}}\end{aligned}$$

Example of Line



Example of Line (2)

