

### Introduction:

The first step in finding a tennis ball in 3D space is to determine its Z position relative to your stereo camera. For this lab you will provide tennis ball centroid locations for both the left and right camera, and you will compute and display the Z position of the ball. Your module:

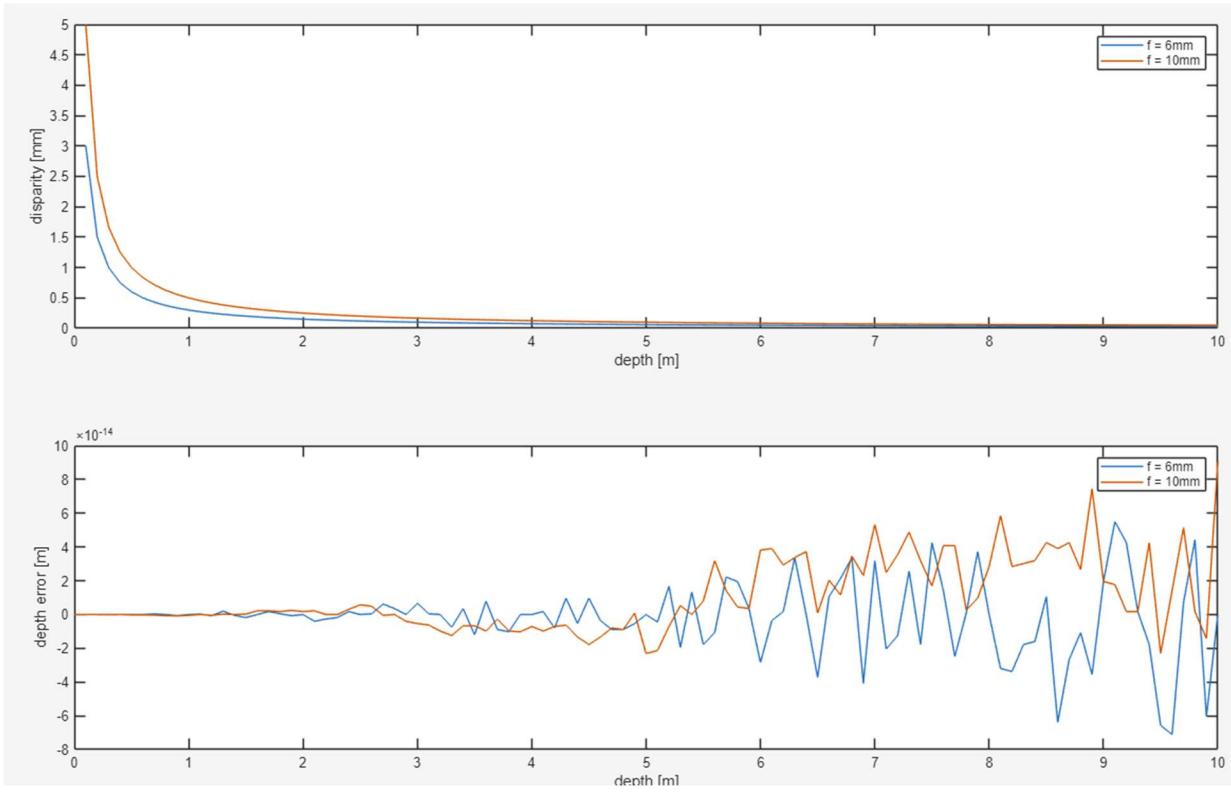
- shall use Peter Corke's toolbox to generate the position of the ball in the left and right images for varying depths
- shall compute and display the Z distance of the ball in meters
- shall use MatLab
- shall output plots similar to the ones below where a parameter such as baseline or focal length is changed

You can hard code the parameters below:

```
• b = 50; % baseline [mm]
• f = 6; % focal length [mm]
• ps = .006; % pixel size [mm]
• xNumPix = 752; % total number of pixels in x direction of the sensor [px]
• cxLeft = xNumPix/2; % left camera x center [px]
• cxRight = xNumPix/2; % right camera x center [px]
```

Use the equations below to find depth:

- ```
• d = (abs((xLeft-cxLeft)-(xRight-cxRight))*ps) % disparity [mm]
• Z = (b * f)/d % depth [mm]
```



**Lab Submission:**

Submit Image(s) of your plot generated by your code to demonstrate functionality

Submit your (professionally commented and structured) .m file(s)

**Assessment Criteria:**

| Grade | Description                          |
|-------|--------------------------------------|
| 0     | Lab handed in late, or not handed in |
| 1     | Poor quality                         |
| 2     | Good quality                         |