

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:

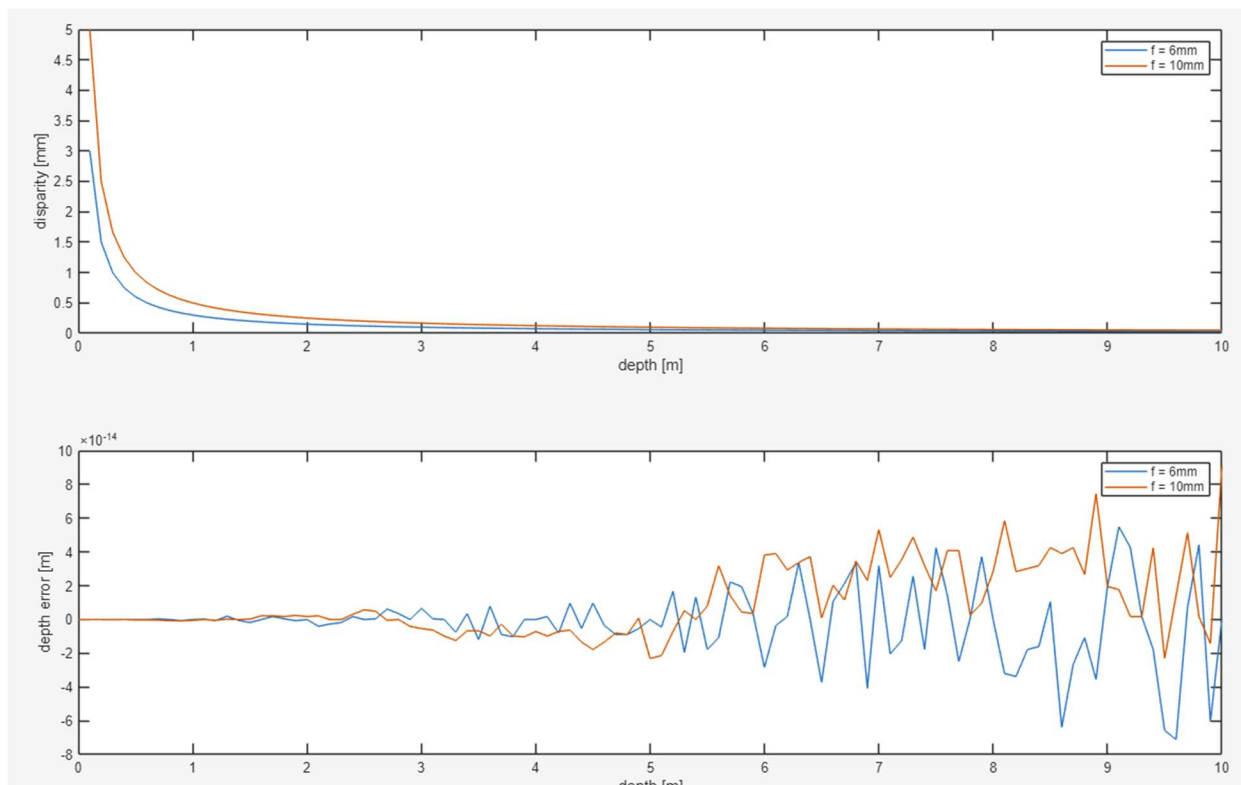
- shall use Peter Corke's toolbox to generate the position of the ball in the left and right images for varying depths
- shall compute and display the Z distance of the ball in meters
- shall use MatLab
- shall output plots similar to the ones below where a parameter such as baseline or focal length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