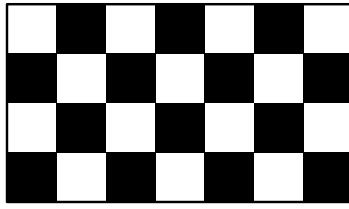
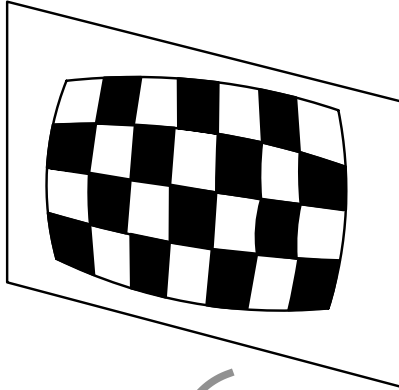


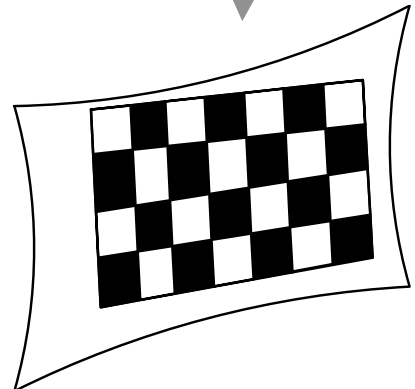
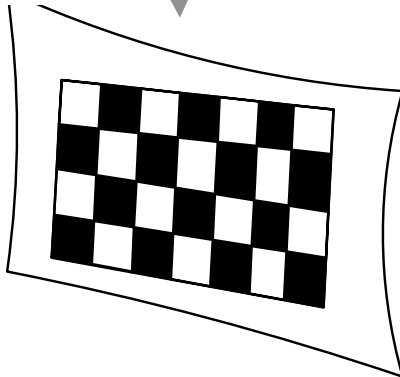
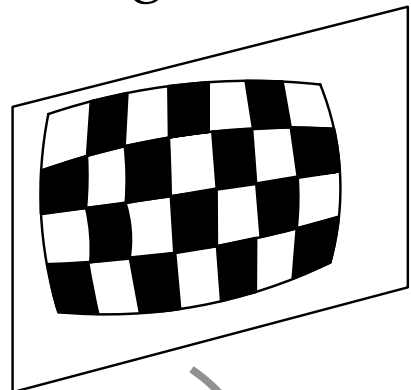
Observed object



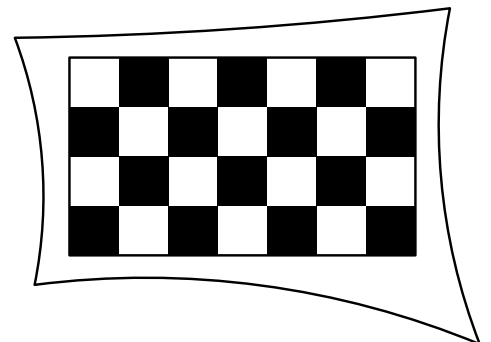
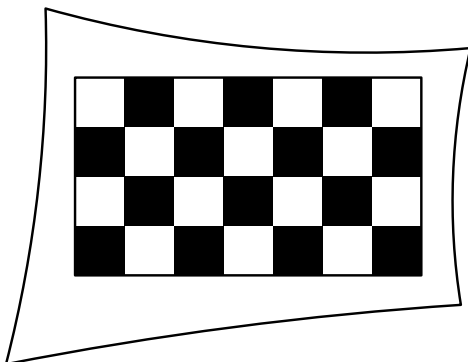
Left view



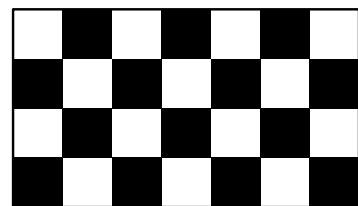
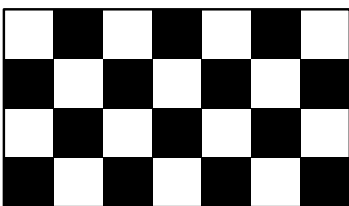
Right view



1. Undistortion



2. Rectification
& Interpolation



3. Cropping