

stereoParameters

Object for storing stereo camera system parameters

Description

The stereoParameters object stores the intrinsic and extrinsic parameters of two cameras and their geometric relationship.

Creation

You can create a stereoParameters object using the stereoParameters function described here. You can also create a stereoParameters object by using the estimateCameraParameters with an M -by-2-by-numImages-by-2 array of input image points, where M is the number of keypoint coordinates in each pattern.

Syntax

```
stereoParams = stereoParameters(cameraParameters1,cameraParameters2,rotationOfCamera2,translationOfCamera2)
stereoParams = stereoParameters(paramStruct)
```

Description

stereoParams = stereoParameters(cameraParameters1,cameraParameters2,rotationOfCamera2,translationOfCamera2) creates a stereoParameters object that contains the parameters of a stereo camera system, and sets the CameraParameters1, CameraParameters2, RotationOfCamera2, and TranslationOfCamera2 properties. [example](#)

stereoParams = stereoParameters(paramStruct) creates an identical stereoParameters object from an existing stereoParameters object with parameters stored in paramStruct.

Input Arguments

[expand all](#)

- > paramStruct — Stereo parameters struct

Properties

[expand all](#)

Intrinsic and extrinsic parameters of the two cameras

- > CameraParameters1 — Parameters of camera 1 cameraParameters object

- > CameraParameters2 — Parameters of camera 2 cameraParameters object

Geometric relationship between the two cameras

- > RotationOfCamera2 — Rotation of camera 2 3-by-3 matrix

- > TranslationOfCamera2 — Translation of camera 2 3-element vector

- > FundamentalMatrix — Fundamental matrix 3-by-3 matrix

- ✓ EssentialMatrix — Essential matrix 3-by-3 matrix

Essential matrix, stored as a 3-by-3 matrix. The essential matrix relates the two stereo cameras, such that the following equation must be true:

$$\begin{bmatrix} P_2 & 1 \end{bmatrix} * EssentialMatrix * \begin{bmatrix} P_1 & 1 \end{bmatrix}' = 0$$

P_1 , the point in image 1, corresponds to P_2 , the point in image 2. Both points are expressed in normalized image coordinates, where the origin is at the camera's optical center. The x and y pixel coordinates are normalized by the focal length f_x and f_y .

Accuracy of estimated parameters

>

MeanReprojectionError — Average Euclidean distance

number of pixels

Settings for camera parameter estimation

>

NumPatterns — Number of calibrated patterns

integer

>

WorldPoints — World coordinates

M -by-2 array

>

WorldUnits — World points units

'mm' (default) | character vector

Object Functions

toStruct	Convert a stereo parameters object into a struct
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Examples

collapse all

▼

Stereo Camera Calibration

Specify calibration images.

Open Live Script

```
leftImages = imageDatastore(fullfile(toolboxdir('vision'),'visiondata', ...
    'calibration','stereo','left'));
rightImages = imageDatastore(fullfile(toolboxdir('vision'),'visiondata', ...
    'calibration','stereo','right'));
```

Detect the checkerboards.

```
[imagePoints,boardSize] = ...
    detectCheckerboardPoints(leftImages.Files,rightImages.Files);
```

Specify the world coordinates of the checkerboard keypoints. Square size is in millimeters.

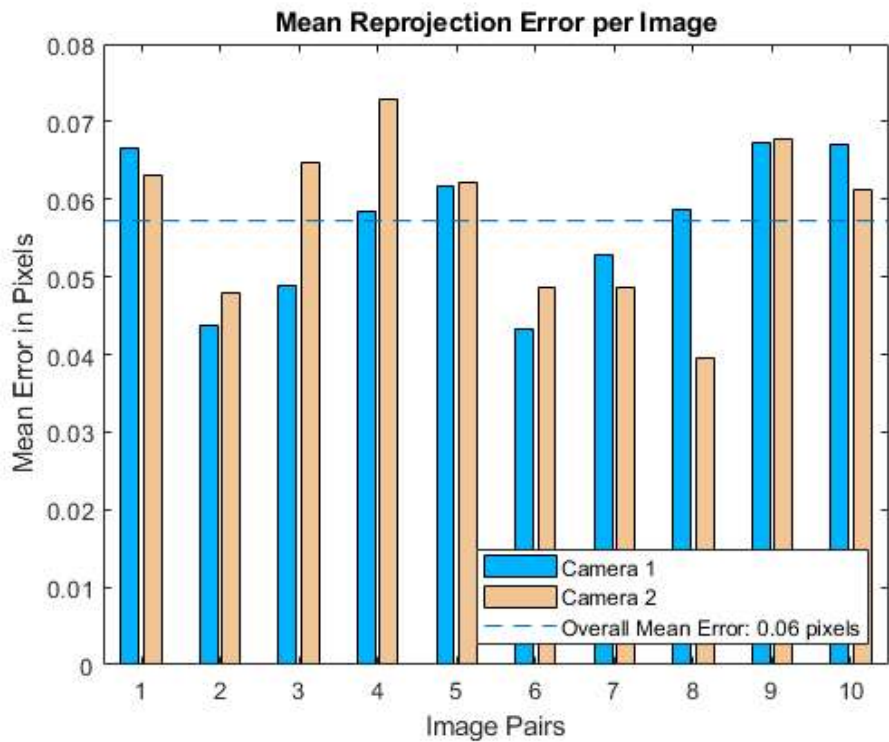
```
squareSize = 108;
worldPoints = generateCheckerboardPoints(boardSize,squareSize);
```

Calibrate the stereo camera system. Both cameras have the same resolution.

```
I = readimage(leftImages,1);
imageSize = [size(I,1),size(I,2)];
params = estimateCameraParameters(imagePoints,worldPoints, ...
    'ImageSize',imageSize);
```

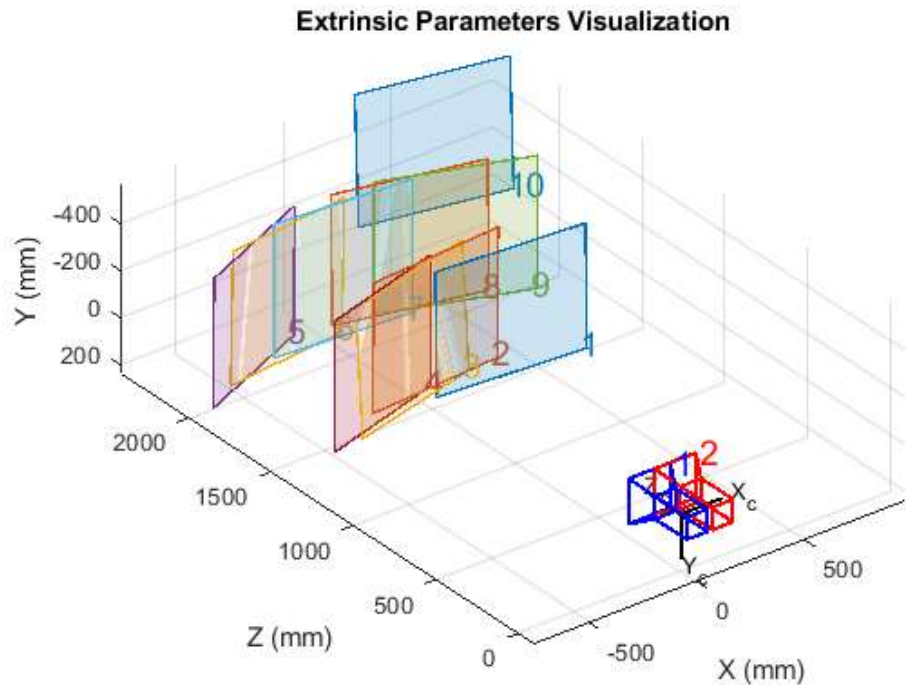
Visualize the calibration accuracy.

```
showReprojectionErrors(params);
```



Visualize camera extrinsics.

```
figure;  
showExtrinsics(params);
```



References

[1] Zhang, Z. "A Flexible New Technique for Camera Calibration". *IEEE Transactions on Pattern Analysis and Machine Intelligence*. Vol. 22, No. 11, 2000, pp. 1330–1334.

[2] Heikkila, J, and O. Silven. "A Four-step Camera Calibration Procedure with Implicit Image Correction." *IEEE International Conference on Computer Vision and Pattern Recognition*. 1997.

Extended Capabilities

> C/C++ Code Generation

Generate C and C++ code using MATLAB® Coder™.

See Also

Apps

[Camera Calibrator](#) | [Stereo Camera Calibrator](#)

Classes

[cameraParameters](#) | [extrinsicsEstimationErrors](#) | [intrinsicsEstimationErrors](#) | [stereoCalibrationErrors](#)

Functions

[detectCheckerboardPoints](#) | [estimateCameraParameters](#) | [estimateFundamentalMatrix](#) | [generateCheckerboardPoints](#) | [reconstructScene](#) | [rectifyStereoImages](#) | [showExtrinsics](#) | [showReprojectionErrors](#) | [undistortImage](#) | [undistortPoints](#)

Topics

[Structure From Motion From Two Views](#)

[Structure From Motion From Multiple Views](#)

[Code Generation for Depth Estimation From Stereo Video](#)

[Single Camera Calibrator App](#)

[Stereo Camera Calibrator App](#)

Introduced in R2014a
