

# Assignment Reference

1. CMU project in course Computational Photography (15-463)

[http://graphics.cs.cmu.edu/courses/15-463/2007\\_fall/hw/proj5/code/](http://graphics.cs.cmu.edu/courses/15-463/2007_fall/hw/proj5/code/)

2. C++ Project

This one is on windows

<http://www.mizuno.org/gl/tip/>

Another Reproduction of Mizuno (Win32 Compiler, Vscode 2012...)

<https://github.com/hg-pyun/tour-into-the-picture>

CPP

<https://github.com/kc885/Tour-Into-The-Picture>

3. Notes:

<https://andyzeng.github.io/homography>

<http://vision.gel.ulaval.ca/~jflalonde/cours/4105/h16/tps/results/projet/RACAC3/index.html>

4. Other Methods:

ICCV 2021

<https://crockwell.github.io/pixelsynth/>