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2020, TU München News \* 20/07: \*  
Graded exercise FAQs are updated here  
\* Relevant material: all lecture material  
(weeks 1-13) and the exercise material  
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## **Computer Vision II: Multiple View Geometry (IN2228)**

Multiple View Geometry in Computer Vision (Hartley and Zisserman 2004) is a highly organized foray into computer vision literature. It is an excellent reference text for the right audience with the right background. We will

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discuss the requirements and characteristics of the book below.

## **Review: Multiple View Geometry in Computer Vision - Chris ...**

Multiple View Geometry in Computer Vision Second Edition Richard Hartley and Andrew Zisserman, Cambridge University Press, March 2004.

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## **Multiple View Geometry in Computer Vision Second Edition**

In computer vision, the fundamental matrix is a  $3 \times 3$  matrix which relates corresponding points in stereo images. In epipolar geometry, with homogeneous image coordinates,  $x$  and  $x'$ , of corresponding points in a stereo

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image pair,  $F_x$  describes a line (an epipolar line ) on which the corresponding point  $x'$  on the other image must lie.

## **Fundamental matrix (computer vision) - Wikipedia**

In computer vision triangulation refers to the process of determining a point in 3D

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space given its projections onto two, or more, images. In order to solve this problem it is necessary to know the parameters of the camera projection function from 3D to 2D for the cameras involved, in the simplest case represented by the camera matrices.

**Triangulation (computer vision) -**

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## **Wikipedia**

The course focuses on the geometric aspects of computer vision: the geometry of image formation and its use for 3D reconstruction and calibration. The objective of the course is to introduce the formal tools and results that are necessary for developing multi-view reconstruction algorithms. The



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fundamental tools

**geometry - cs.cmu.edu**

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View Geometry. Functions include:  
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computation, gui's to visualize 2 view relations, and many others MATLAB Functions for Multiple View Geometry

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Introduction - a tour of multiple view geometry--Part 0. The Background: Projective Geometry, Transformations

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and Estimation: ... A basic problem in computer vision is to understand the structure of a real world scene given several images of it. Techniques for solving this problem are taken from projective geometry and photogrammetry. Here, the ...

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Two-view geometry is next, with the author describing the epipolar geometry of two cameras and projective reconstruction from resulting image map correspondences. Part three of the book extends ideas to three cameras and the

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resulting trifocal geometry. The final section of the book takes the algorithms of the book to N views.

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