

Stereo and Epipolar geometry

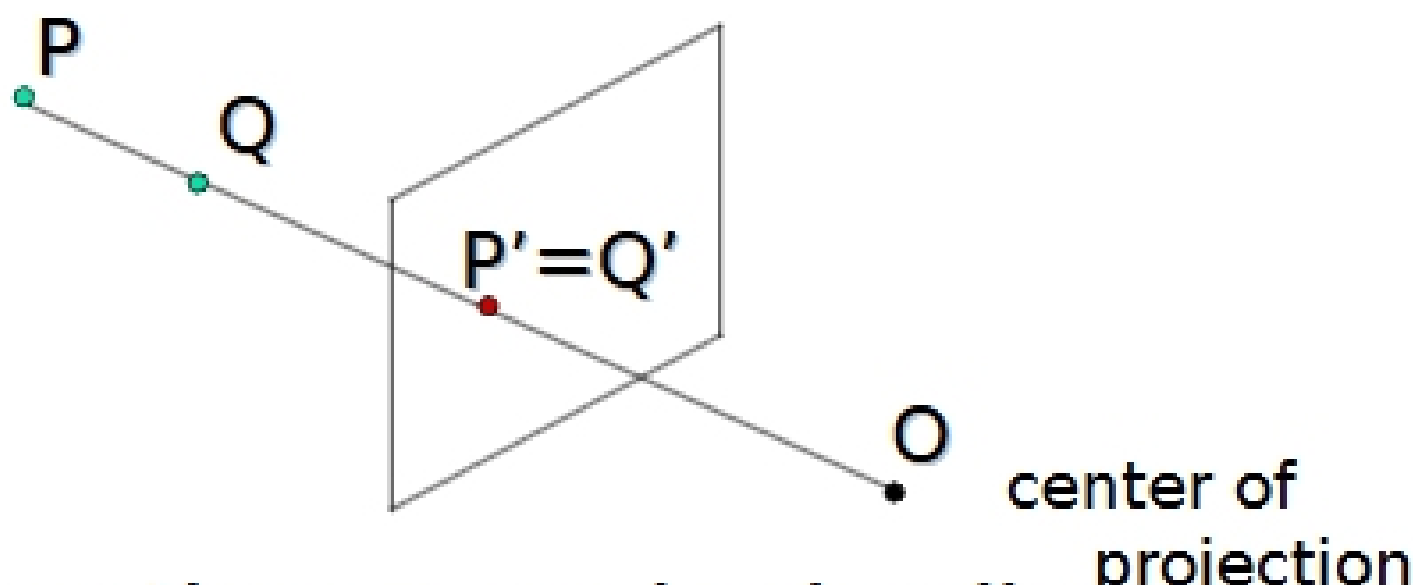
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Previously

- Image Primitives (feature points, lines, contours)
- Today:
- How to match primitives between two (multiple views)
- Goals: 3D reconstruction, recognition
- Stereo matching and reconstruction (canonical configuration)
- Epipolar Geometry (general two view setting)

Why Stereo Vision?

- 2D images project 3D points into 2D:



- 3D points on the same viewing line have the same 2D image:
 - 2D imaging results in depth information loss