

MASTER'S THESIS

Camera calibration and shape recovery from videos of two mirrors

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HONG KONG BAPTIST UNIVERSITY

Master of Philosophy

THESIS ACCEPTANCE

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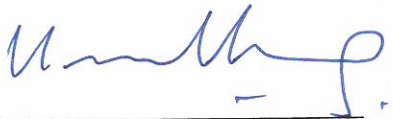
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Camera Calibration and Shape Recovery from Videos of Two Mirrors

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for the degree of
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March 2015

DECLARATION

I hereby declare that this thesis represents my own work which has been done after registration for the degree of MPhil at Hong Kong Baptist University, and has not been previously included in a thesis or dissertation submitted to this or any other institution for a degree, diploma or other qualifications.

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Camera Calibration and Shape Recovery from Videos of Two Mirrors

Abstract

Mirrors are often studied for camera calibration since they provide symmetric relationship for object which can guarantee synchronization in multiple views. However, it is sometimes difficult to compute the reflection matrices of mirrors. This thesis aims to solve the problem of camera calibration and shape recovery from a two-mirror system which is able to generate five views of an object. It firstly studies the similarity relationship of the motion formed by the five views in two-mirror system with the circular motion. It is shown that the motion formed by the five views can be regarded as two circular motions so that we can avoid computing the reflection matrices of mirrors.

This thesis then shows the most important problem which is to recover the vanishing line of rotation plane and the imaged circular points by two unknown equal angles via metric rectification. After that, it is easy to recover the imaged rotation axis and the vanishing points X-axis via imaged circular points. Different from the state-of-the-art algorithm, this thesis avoid computing vanishing points X-axis at first because it will cause accumulative error

when recovering the imaged rotation axis. By now it is enough to compute the camera intrinsics which is the main objective of this thesis. At last, a 3D visual hull model of object could be reconstructed once all the projective matrices of views were computed.

This thesis uses a short video instead of static snapshots so that the reconstructed 3D visual hull model of each frame can be put together based on the motion sequence of object to make a 3D animation. This animation can help to boost the accuracy of action recognition in contrast to 2D video. In general, the action recognition by 2D videos always distinguishes action according to the side of human taken by videos but cannot do for the side does not appear in videos. It then requires to store every direction for human actions of video into database which causes redundancy. The 3D animation can deal with this problem since the reconstructed model can be seen in every direction so that only one 3D animation of human action is needed to store in database. The experimental results show that the more frames are used, the less error of camera intrinsics will occur and the reconstructed 3D model shows the feasibility of the approach.

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Contents

Declaration	i
Abstract	ii
Acknowledgements	iv
Contents	v
List of Tables	ix
List of Figures	x
Notation	xiii
1 Introduction	1
1.1 Motivation	1
1.1.1 Camera Calibration	2
1.1.2 Image Features under Catadioptric Systems	3

1.2	Approach	4
1.2.1	Camera Model	4
1.2.2	Camera Calibration	5
1.2.3	Motion Recovery	5
1.2.4	Implementation	5
1.3	Contributions	6
1.4	Outline of the Thesis	7
2	Geometry and Image Invariants	10
2.1	Introduction	10
2.2	Camera Model and Rigid Body Transformation	11
2.2.1	Pin-Hole Camera Model	11
2.2.2	The Reflection Transformation	13
2.3	Camera Calibration	14
2.3.1	Vanishing Points and Horizon Lines	14
2.3.2	The Image of the Absolute Conic	15
2.3.3	The Orthogonal Constraints	17
2.4	Image of Circular Points	18
2.5	Stereo and Motion	20
2.5.1	Epipolar Geometry	20
2.5.2	The Fundamental Matrix and The Essential Matrix	21

2.6	Images of Smooth Objects	24
2.6.1	Contour Generators and Silhouettes	24
2.6.2	Epipolar Geometry Associated with Silhouettes	25
2.7	Two-Mirror System and Circular Motion	25
2.7.1	Geometry of Two-Mirror Setup	26
2.7.2	Relationship between the Two-Mirror System and the Circular Motion	29
2.8	Summary	31
3	Camera Calibration from Video of Two Mirrors	33
3.1	Introduction	33
3.2	Related Works	35
3.3	Recovery of the Imaged Circular Points and the Angle between Two Mirrors	36
3.4	Recovery of the Imaged Rotation Axis \mathbf{l}_s and Vanishing Point \mathbf{v}_x	37
3.5	Recovery of the Intrinsic	40
3.6	Experimental results	41
3.6.1	Synthetic Data	41
3.6.2	Real Data	43
3.7	Discussions	45
4	Motion Recovery and 3D Model Reconstruction	46

4.1	Introduction	46
4.2	Motion Recovery	47
4.3	Shape Recovery	48
4.3.1	Octree Representation	48
4.3.2	Experimental Results	50
4.4	Discussions	51
5	Conclusion	52
5.1	Summary	52
5.2	Future work	54
	Bibliography	55
	CURRICULUM VITAE	63