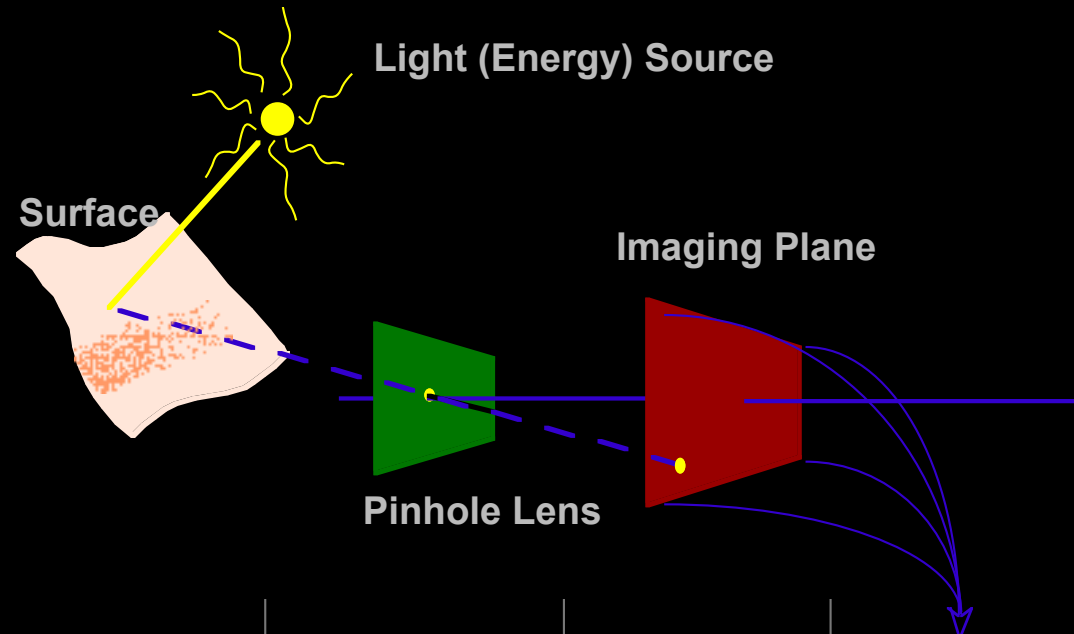


Introduction to

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# Image Formation



**World**

**Optics**

**Sensor**

**Signal**

B&W Film

Silver Density

Color Film

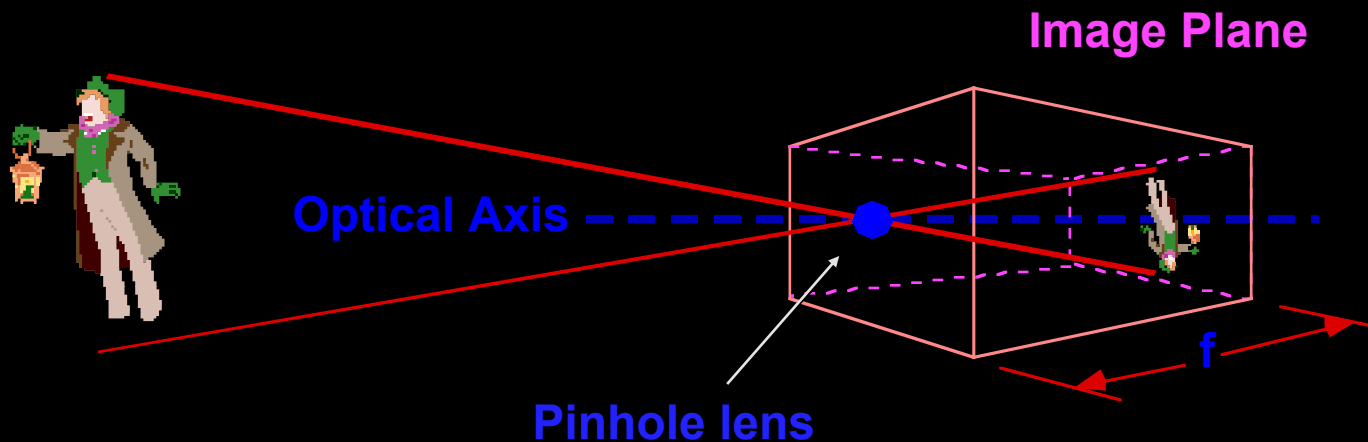
Silver density  
in three color  
layers

TV Camera

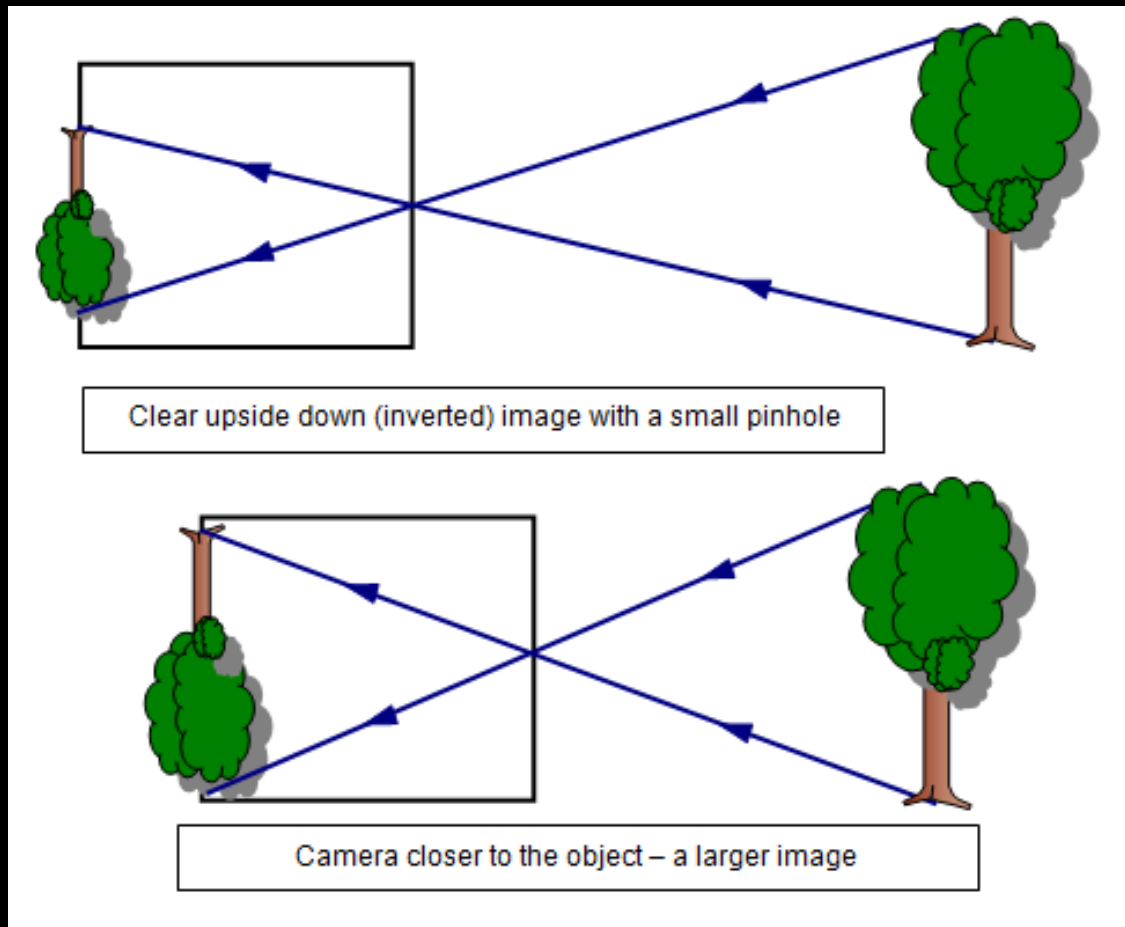
Electrical

- Optics:
  - Pinhole
  - Lenses
- Artificial sensors
  - 1 sensor array vs. 3 sensor arrays
  - Bayer patterns

- Two models are commonly used:
  - Pin-hole camera
  - Optical system composed of lenses
- Pin-hole is the basis for most graphics and vision
  - Derived from physical construction of early cameras
  - Mathematics is very straightforward
- Thin lens model is first of the lens models
  - Mathematical model for a physical lens
  - Lens gathers light over area and focuses on image plane.



- World projected to 2D Image
  - Image inverted
  - Size reduced
  - Image is dim
  - No direct depth information
- $f$  called the focal length of the lens
- Known as perspective projection



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■ ■

- Imagine being inside a pinhole camera....

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# Mike's Maze Camera Obscura



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# Camera Obscura

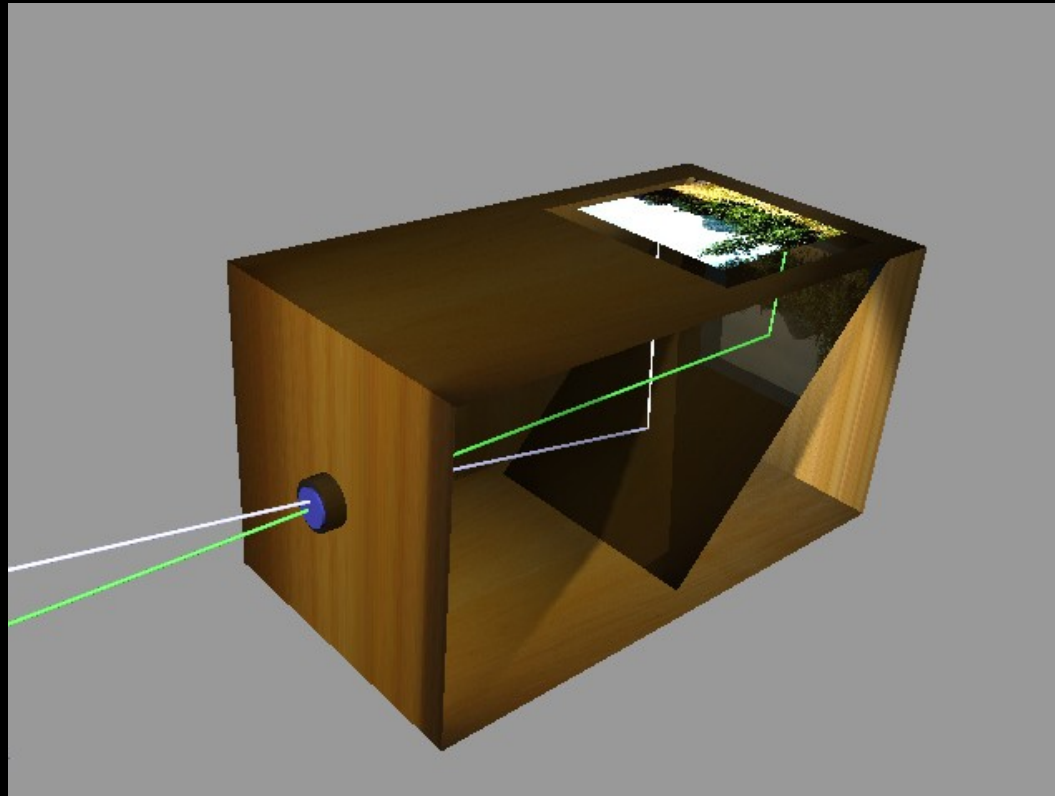




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# Camera Obscura

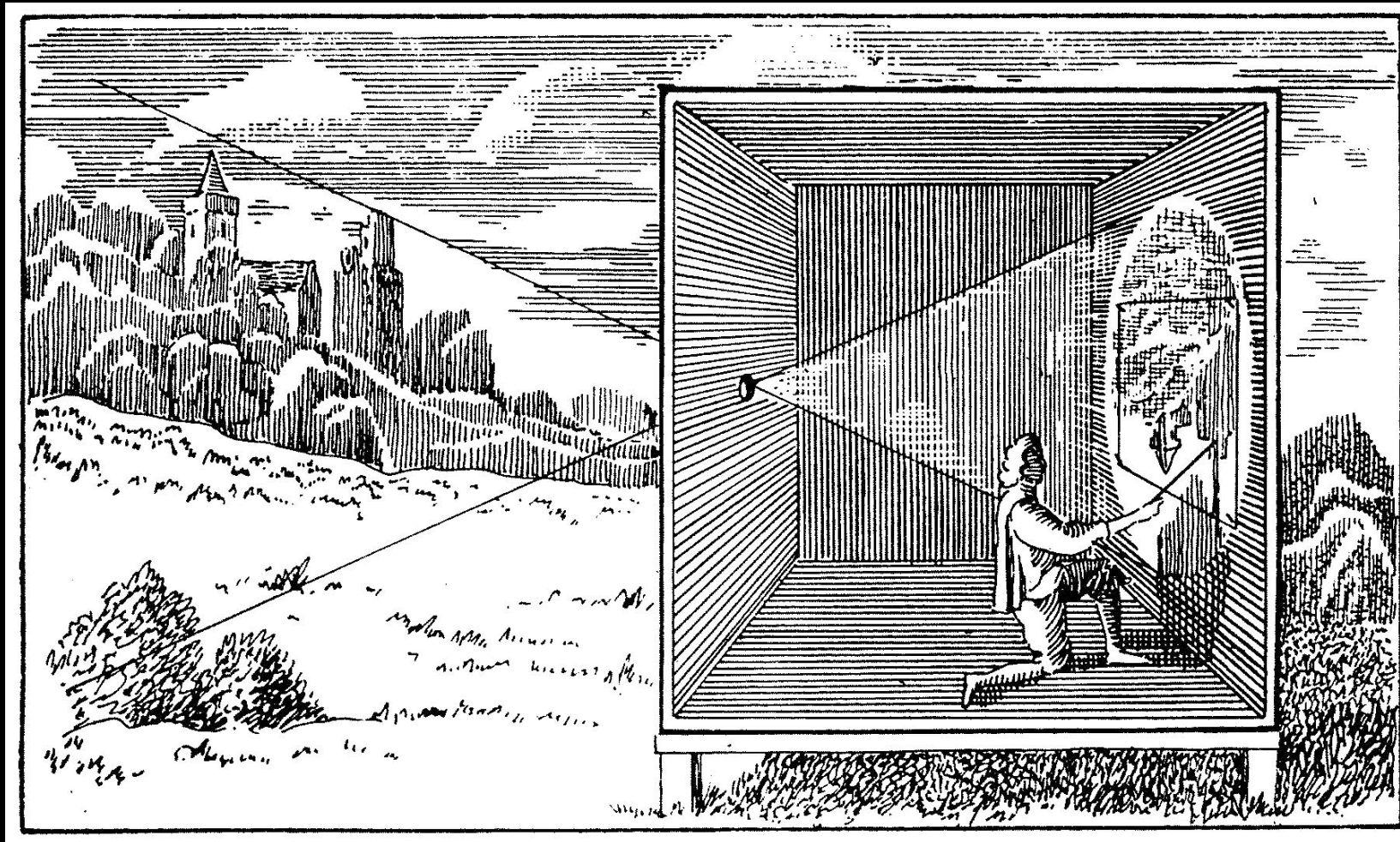


- [http://upload.wikimedia.org/wikipedia/commons/2/26/Camera\\_obscura\\_box.jpg](http://upload.wikimedia.org/wikipedia/commons/2/26/Camera_obscura_box.jpg)

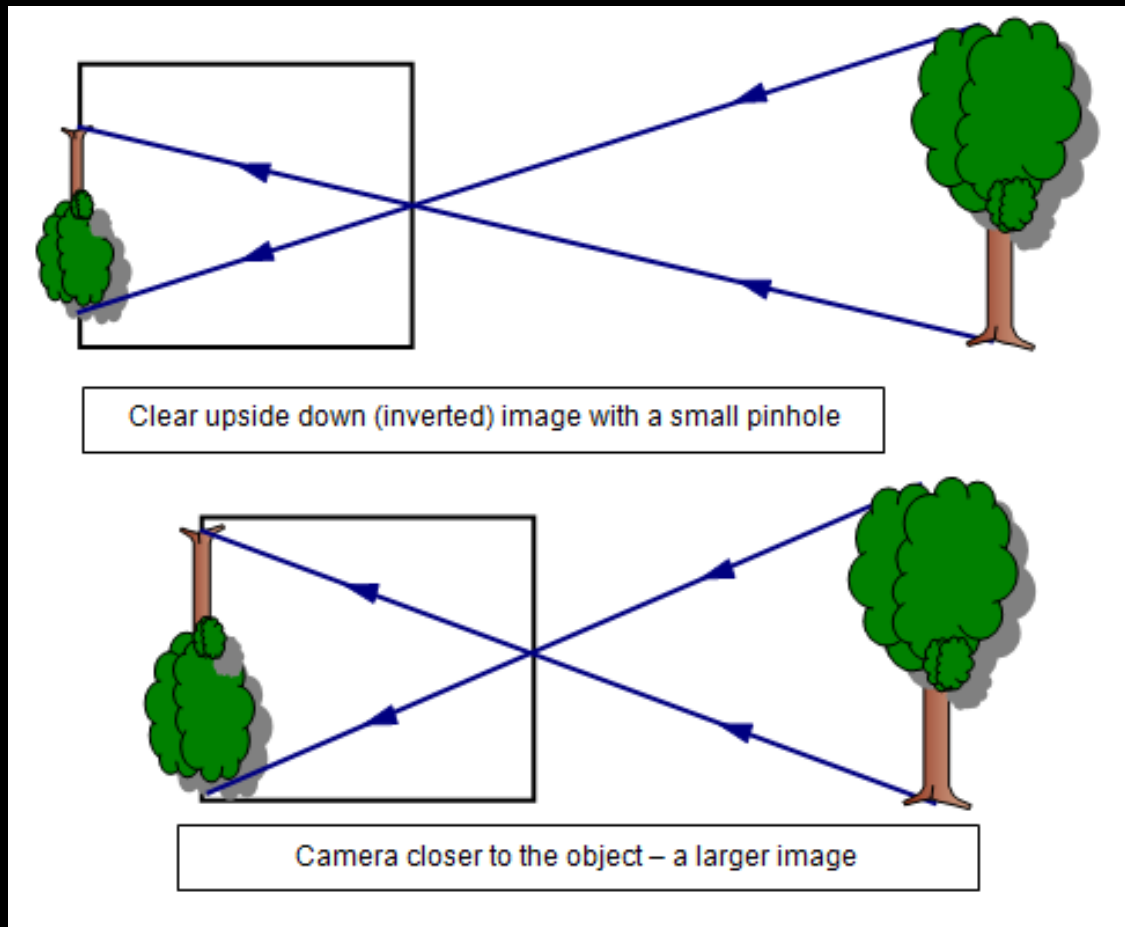
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# Camera Obscuras in art



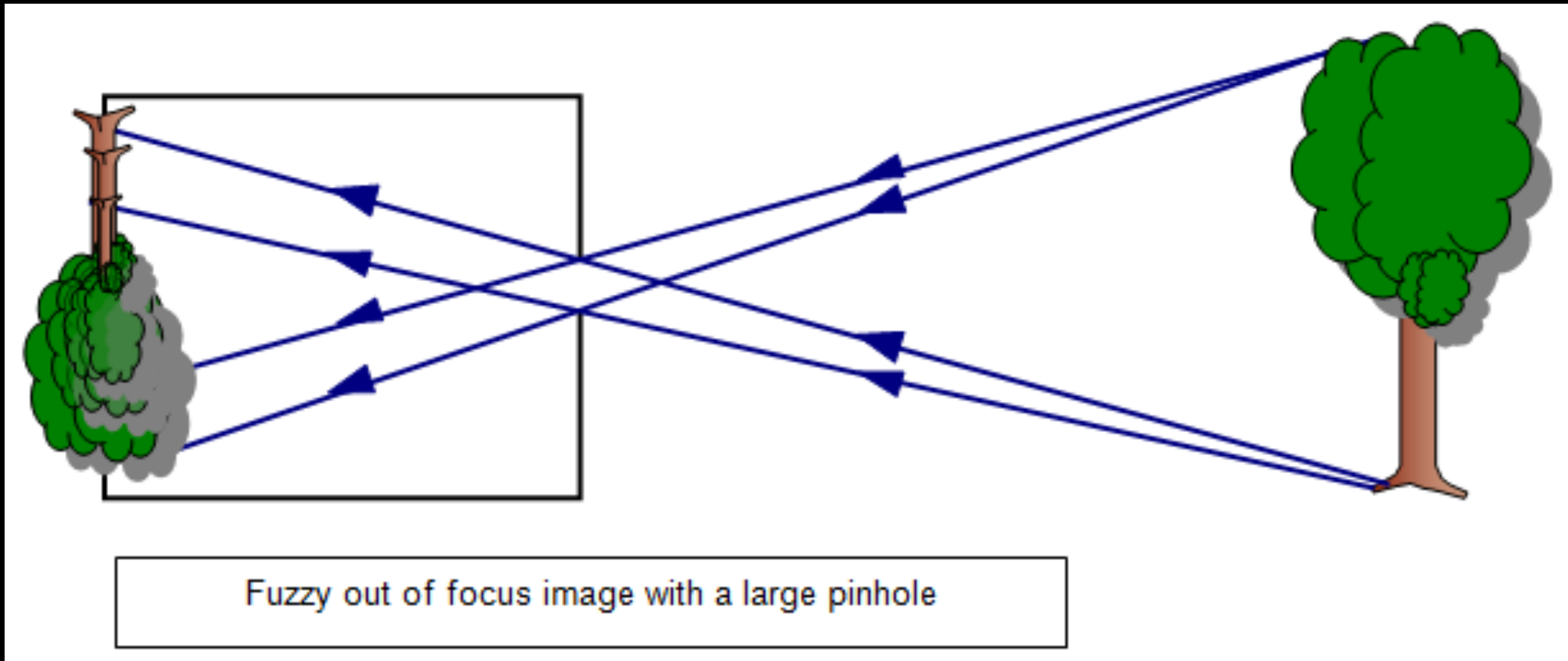
<http://1stpersontech.wordpress.com/2012/03/10/shooting-formats-0-1-camera-obscura/>



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# Fuzzy pinhole camera



[http://www.schoolphysics.co.uk/age11-14/Light/text/Pinhole\\_camera/index.html](http://www.schoolphysics.co.uk/age11-14/Light/text/Pinhole_camera/index.html)

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**Matlab demo**

## Amsterdam

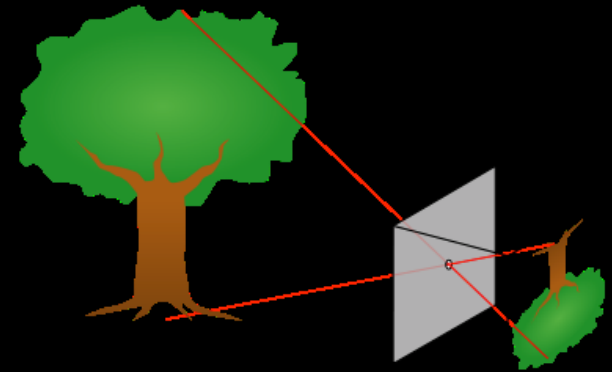
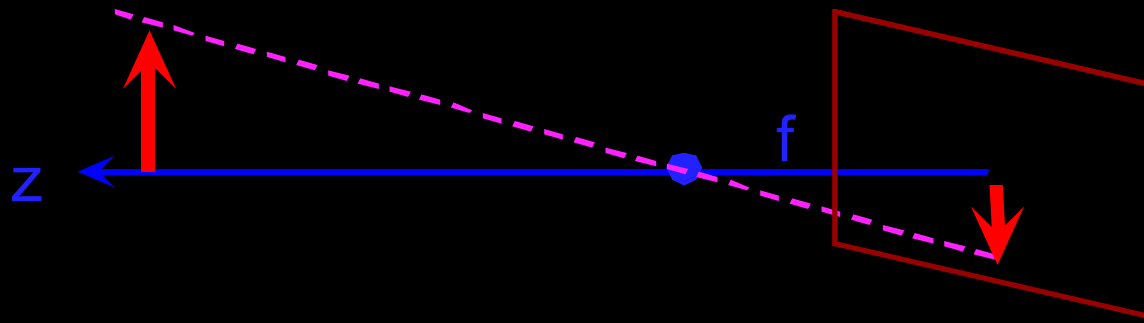
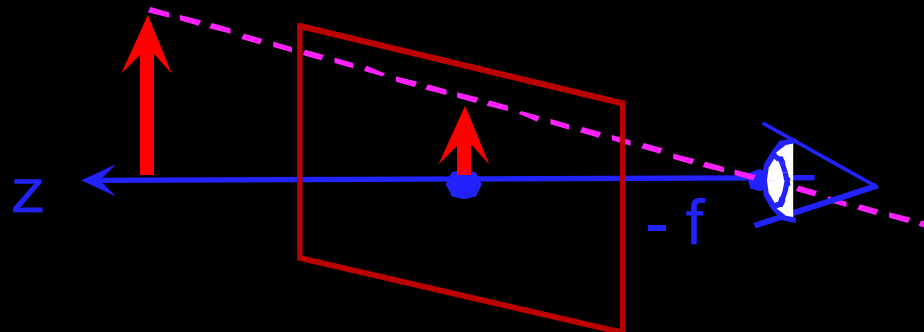


Photo by Robert Kosara, robert@kosara.net  
<http://www.kosara.net/gallery/pinholeamsterdam/pic01.html>

- Consider case with object on the optical axis:



- More convenient with upright image:

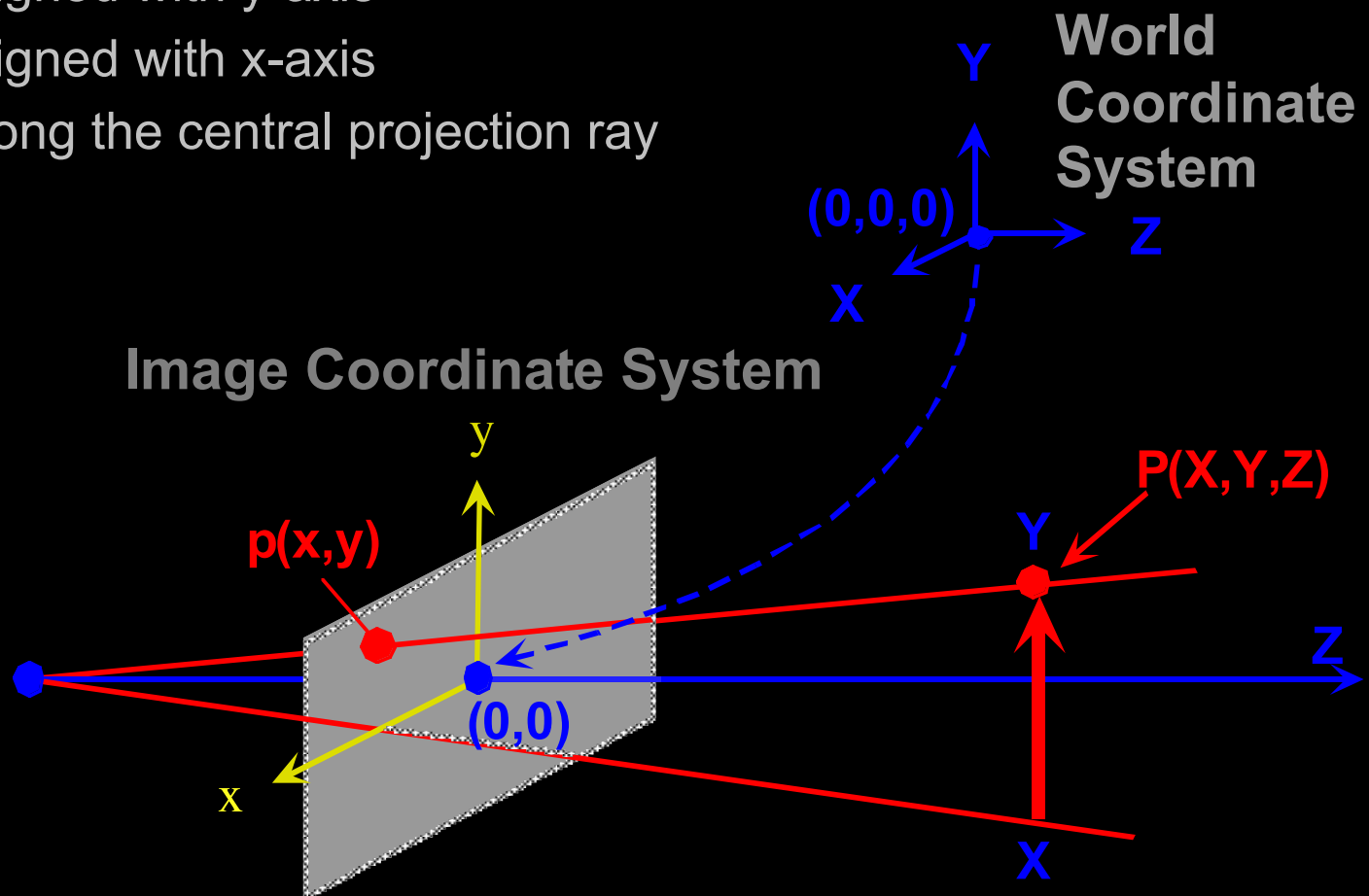


Projection plane  $z = 0$

- Equivalent mathematically

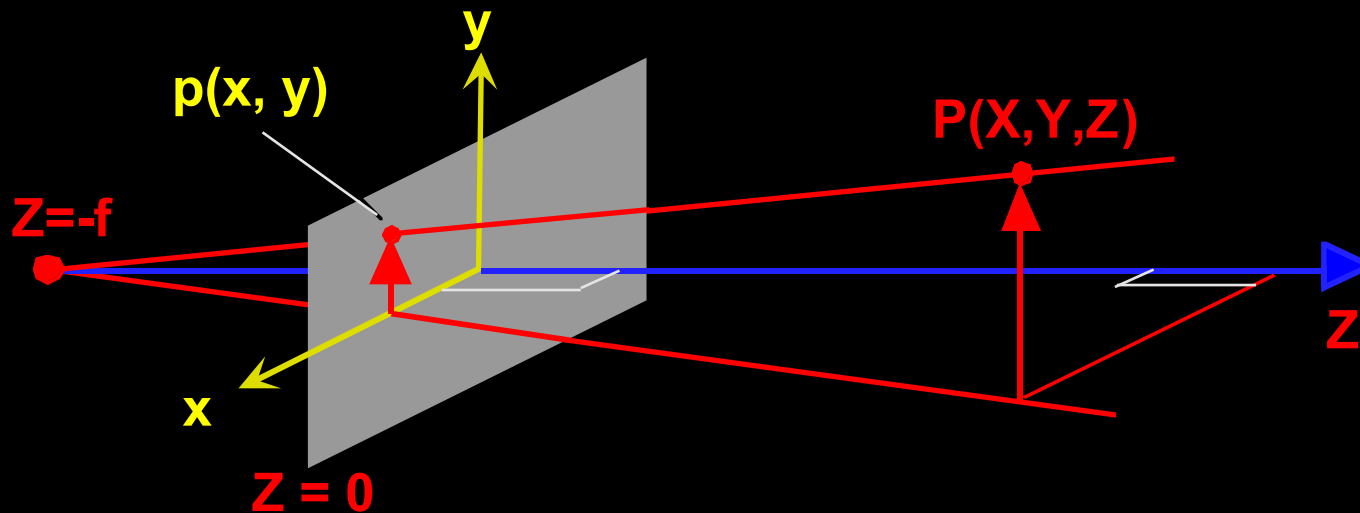
## ■ Simplified Case:

- Origin of world and image coordinate systems coincide
- Y-axis aligned with  $y$ -axis
- X-axis aligned with  $x$ -axis
- Z-axis along the central projection ray

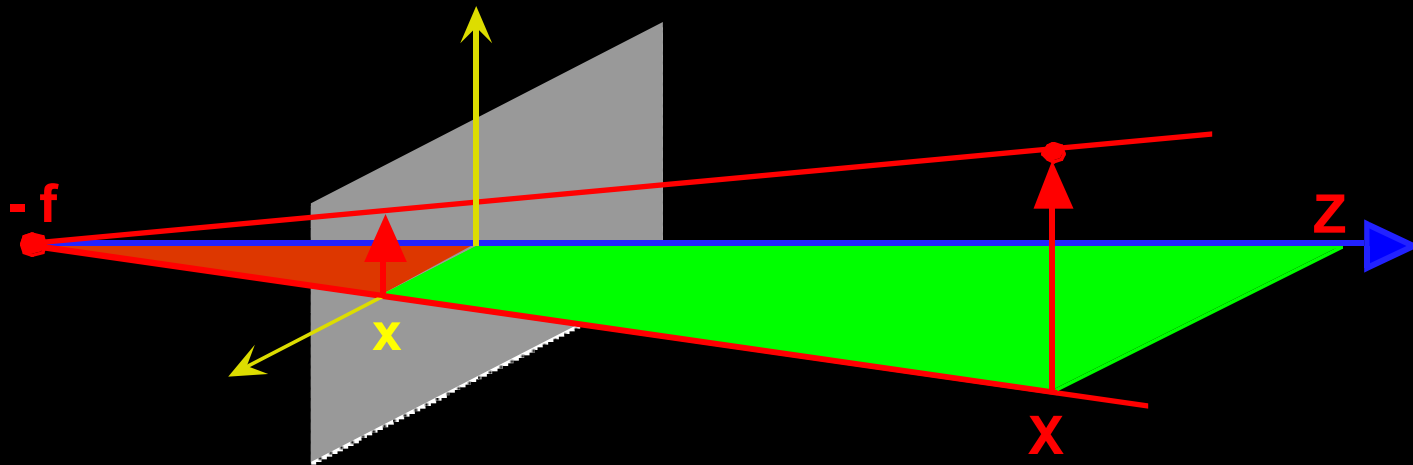




- Compute the image coordinates of  $p$  in terms of the world coordinates of  $P$ .

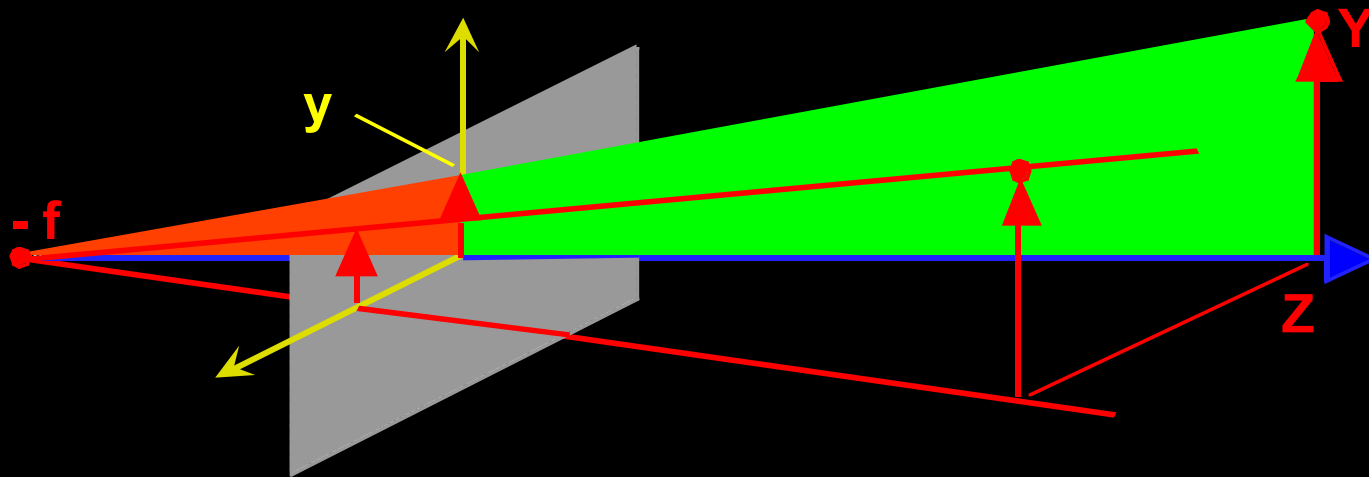


- Look at projections in  $x$ - $z$  and  $y$ - $z$  planes



■ By similar triangles:  $\frac{x}{f} = \frac{X}{Z+f}$

$$x = \frac{fX}{Z+f}$$



■ By similar triangles:  $\frac{y}{f} = \frac{Y}{Z+f}$

$$y = \frac{fY}{Z+f}$$

- Given point  $P(X,Y,Z)$  in the 3D world
- The two equations:

$$x = \frac{fX}{Z+f}$$

$$y = \frac{fY}{Z+f}$$

- transform world coordinates  $(X,Y,Z)$   
into image coordinates  $(x,y)$

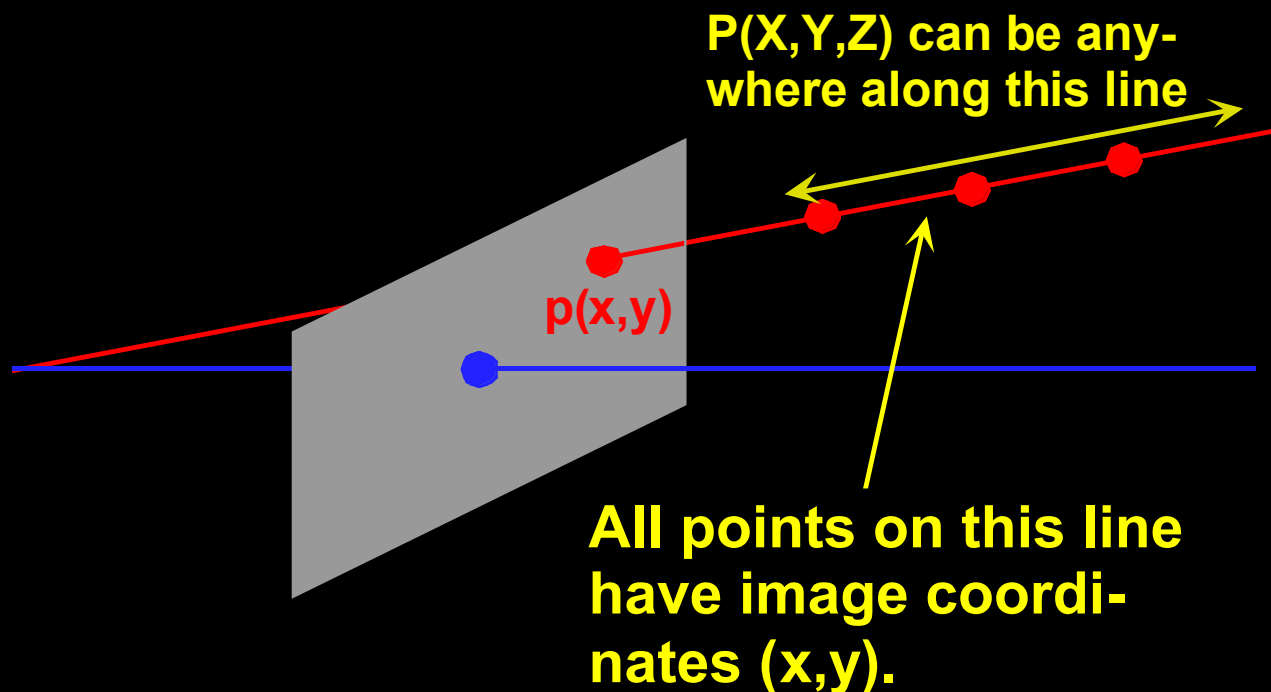
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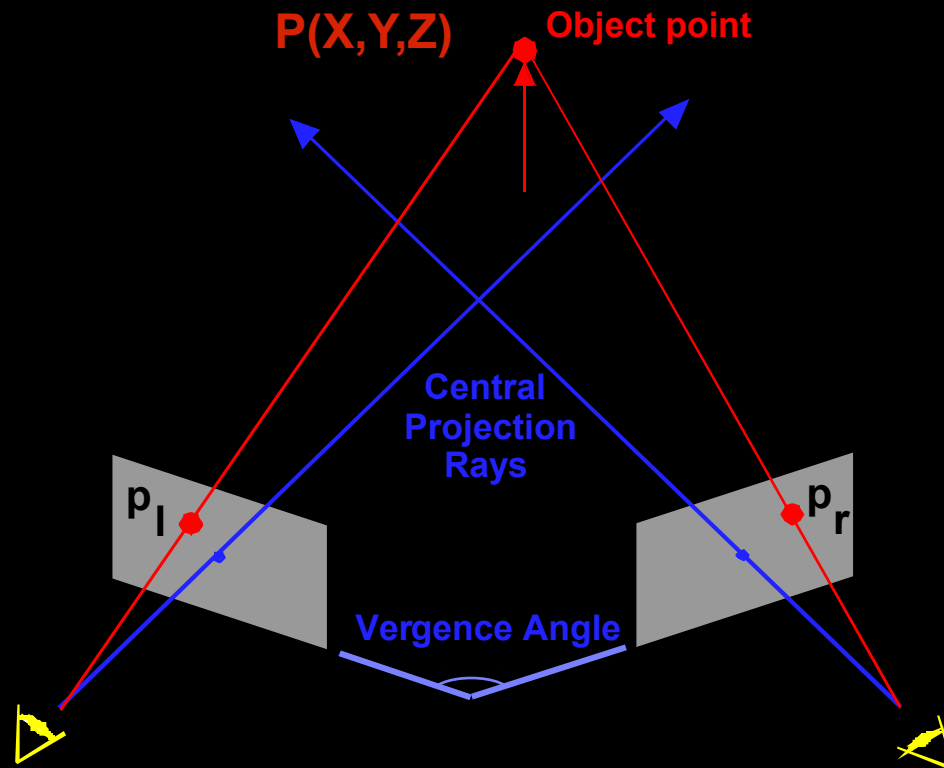
Practice Problem

- How tall will an object be in a pinhole camera?

- Given a center of projection and image coordinates of a point, it is not possible to recover the 3D depth of the point from a single image.



In general, at least two images of the same point taken from two different locations are required to recover depth.



- Depth obtained by triangulation
- Correspondence problem:  $p_l$  and  $p_r$  must correspond to the left and right projections of  $P$ , respectively.

- Consequences of image formation geometry for computer vision
  - What set of shapes can an object take on?
    - rigid
    - non-rigid
    - planar
    - non-planar
  - SIFT features
- Sensitivity to errors.



- How can we improve on pinhole cameras?
- What are their problems?
- What are their advantages?

- How can we improve on pinhole cameras?
- What are their problems?
  - Not enough light to stimulate receptors.
- What are their advantages?
  - Everything is in focus.

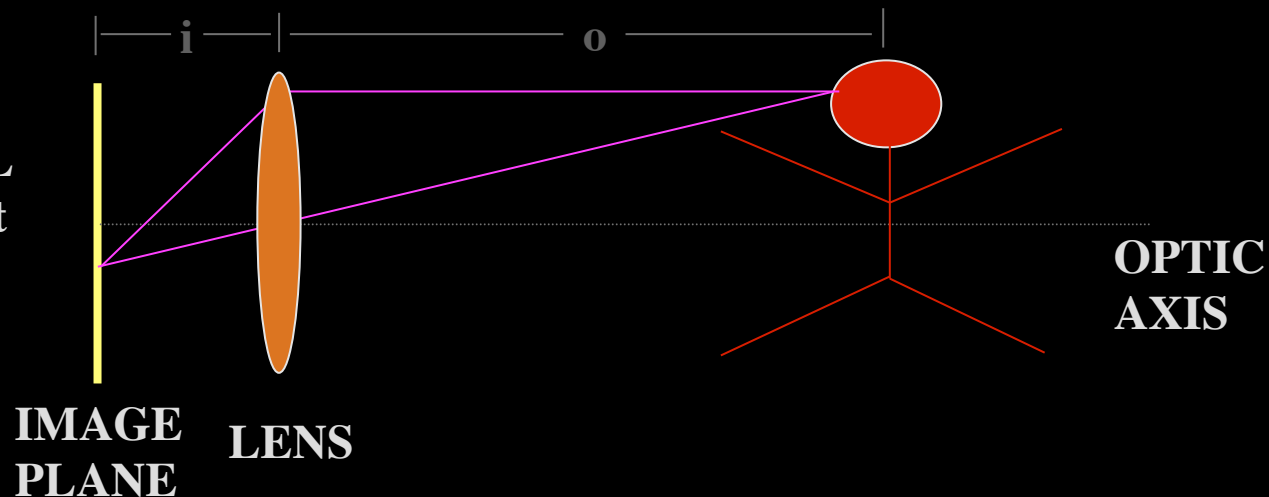
- Allow the collection of much greater amount of light.
  - In general, proportion to the cross section of the lens area.
    - Why not just make the pinhole bigger?
- Much choose a focal distance. Not everything can be in focus.

- Rays entering parallel on one side converge at focal point.
- Rays diverging from the focal point become parallel.

**PARALLEL RAYS converge at f.**



**NON-PARALLEL RAYS converge at i.**



$$\frac{1}{f} = \frac{1}{i} + \frac{1}{o} \quad \text{'THIN LENS LAW'}$$

- Calculate “ $i$ ” for objects at a certain distance.
- How much faster can we take a picture with a lens of diameter 2cm compared to a 1mm pinhole?