

1. Write a code from scratch to perform the affine transformation on test images. [test1.png, test2.png] [5 points]

Affine Transformation matrix is :-

$$\begin{bmatrix} m_{11} & m_{12} & u_t \\ m_{21} & m_{22} & y_t \\ 0 & 0 & 1 \end{bmatrix}$$

2. Projective Transformation / Homography. [15 points]

Given image test3.png, you have to perform projective transformation on this image using the homography matrix.

The final image should be the corrected image.

To compute, the homography matrix.

use the four points correspondance
as discussed in the lecture.

Lecture 8 - Projective Transformation