

# MULTIPLE VIEW GEOMETRY IN COMPUTER VISION

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Richard Hartley. Australian National University,. Canberra, Australia. Andrew Zisserman. University.

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Part I: Single and Two View Geometry. The main points covered in this part are: • A perspective (central) projection camera is represented by a  $3 \times 4$  matrix.

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Here, the authors cover the geometric principles and their algebraic representations of the trifocal tensor--