



Calibration of the Olympus UZ-500

Scanning Project
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- for scanning objects, we are going to take pictures with three cameras:
 - two Olympus UZ-500
 - one PMD camera
- the pictures from these cameras have to be matched together with features
- every camera has a distortion
- we need pictures without distortion error, because it makes the matching harder or impossible



- two important calibration methods exist:
 - the Tsai algorithm
 - the Zhang algorithm
- the Tsai algorithm needs exact data about movement and position of camera and object
- the Zhang algorithm is more complex and needs more computational effort than Tsai
- the Zhang algorithm is easier to handle, because one needs no information about the positions
- we used the Zhang algorithm



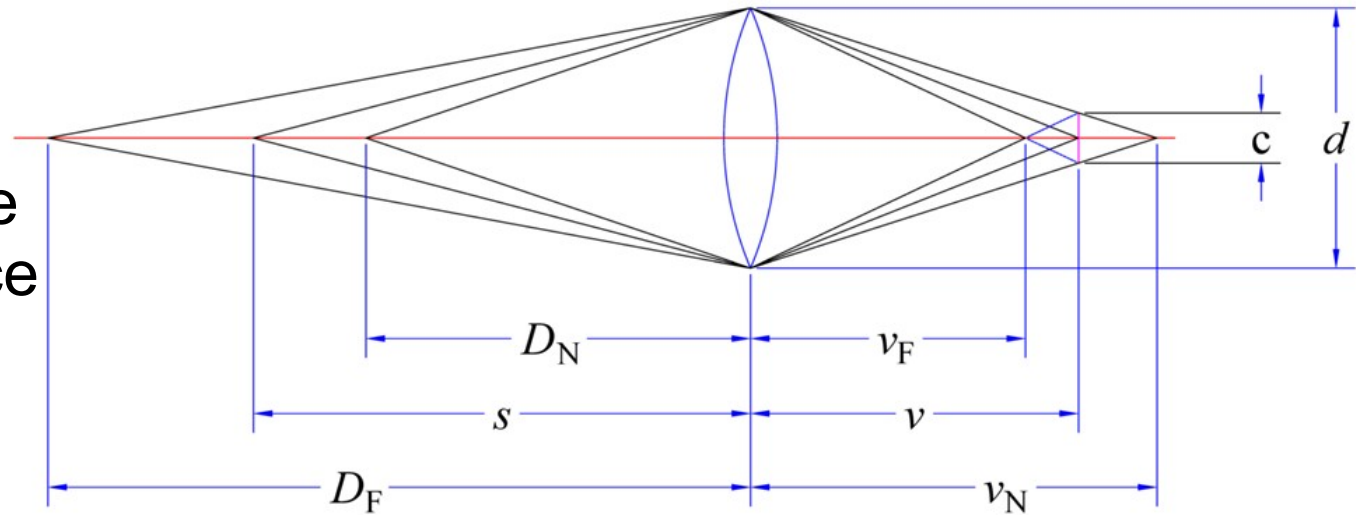
- we took with our camera pictures of a chessboard
- for every measurement 10 pictures from different views were taken
- the pictures were loaded and evaluated on an laptop



- the calculation of the intrinsic parameters was done by the tool Cam Checker
- Cam Checker use the Zhang algorithm
- for every setting we loaded 10 pictures from different angles in Cam Checker
- Cam Checker calculated with correspondent points on the pictures the distortion
- the quality of the calculation depends on the quality of the pictures

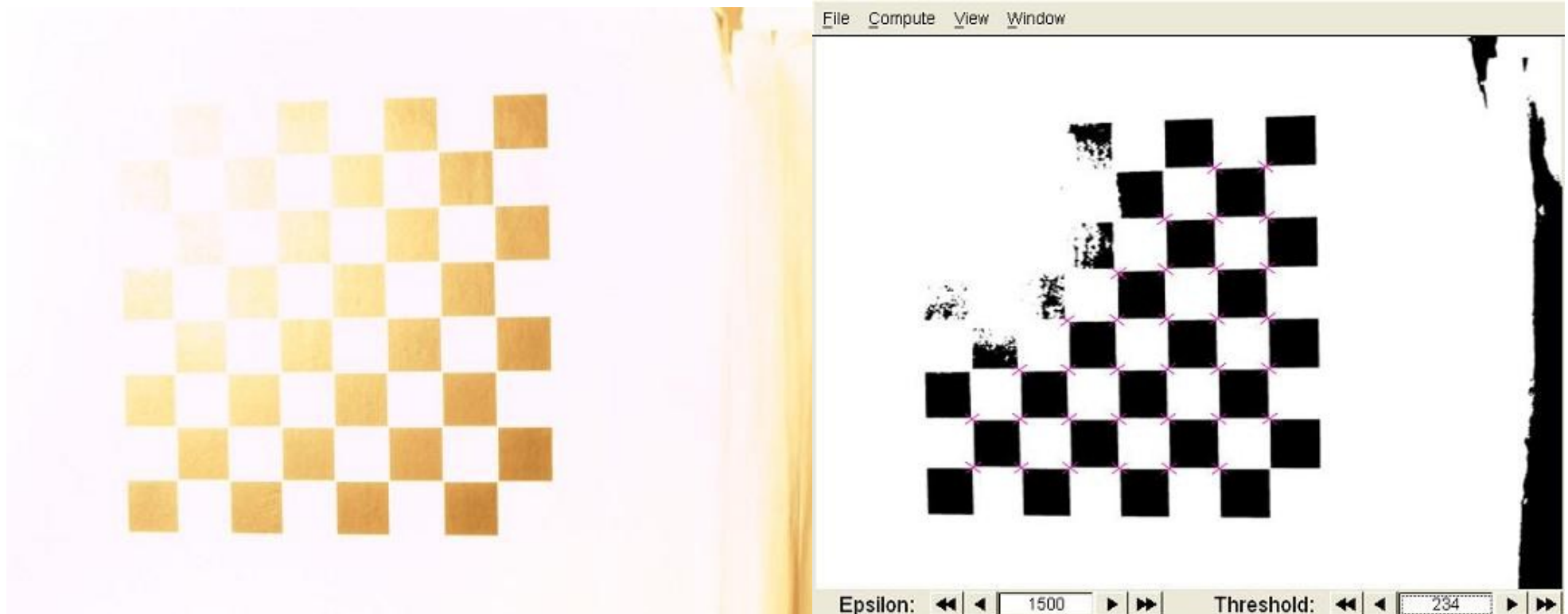


$D(N)$: near distance
 s : focus distance
 $D(F)$: far distance



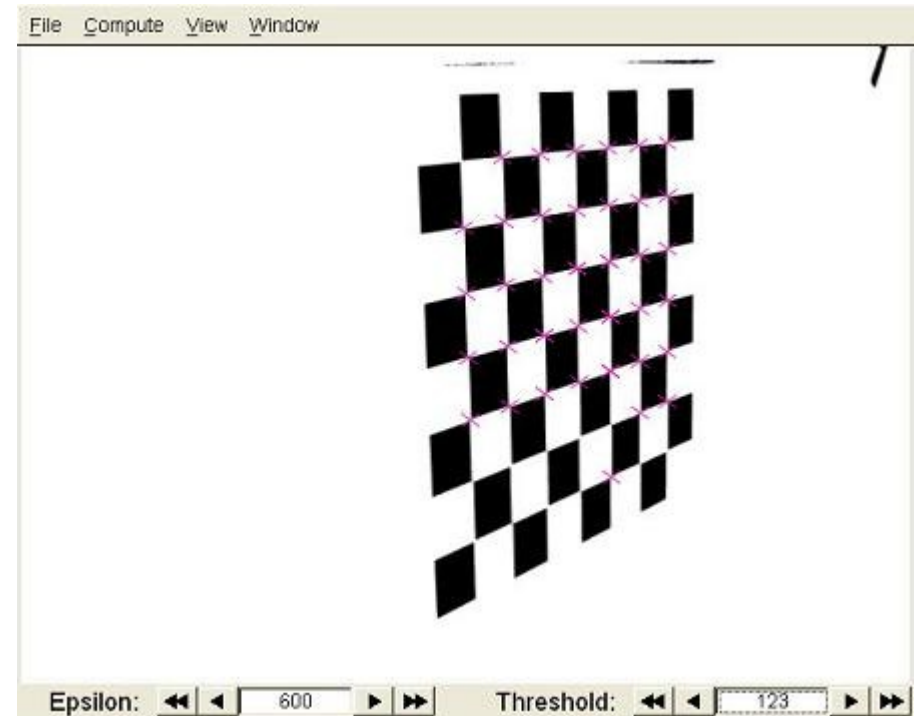
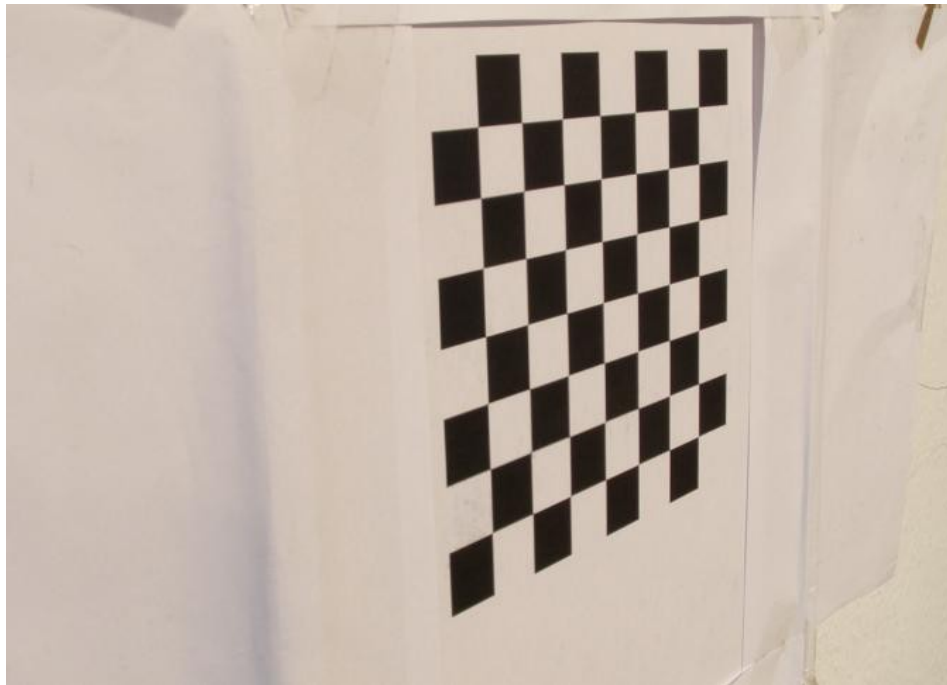
- with smaller lens aperture the sharp area is increased
- we used the smallest lens aperture, because we focused from 121 to 240 without moving the camera
- shutter time was set on one second

Picture Brightness

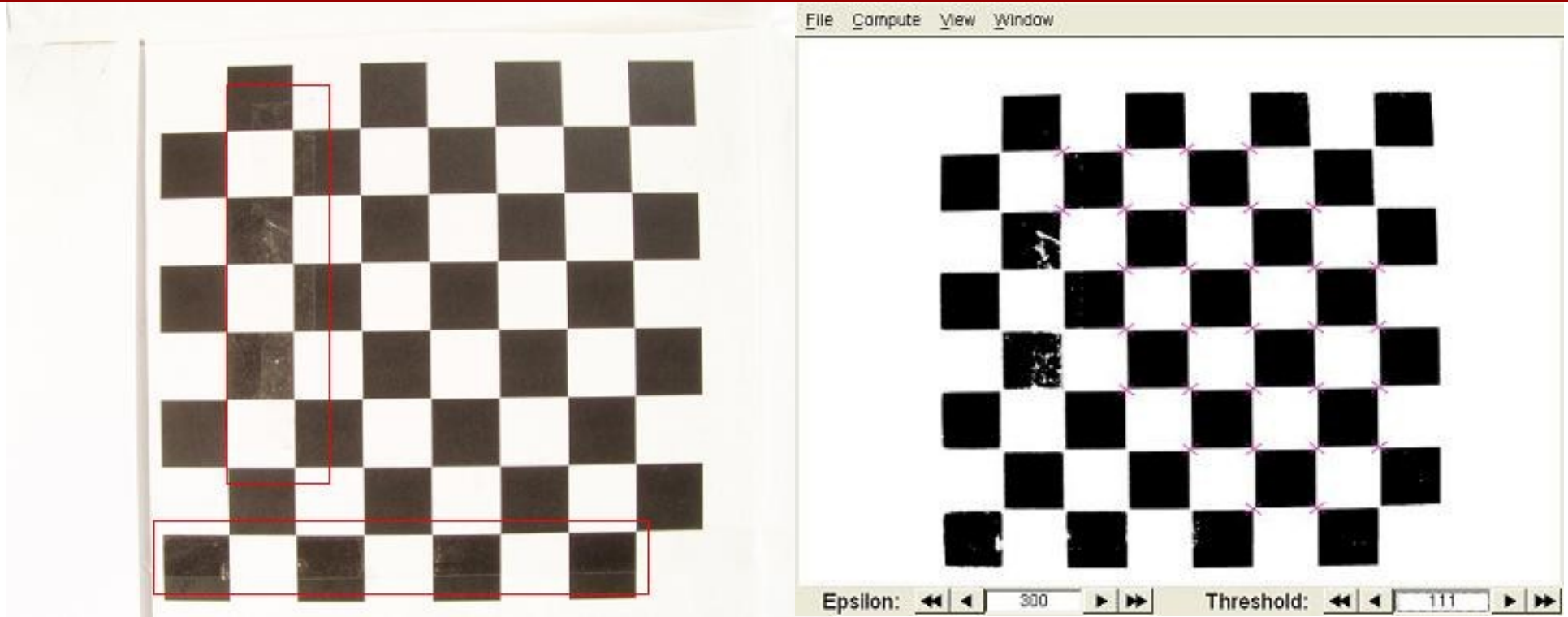


important is an uniform illumination of the chessboard,
otherwise Cam Checker can't find all points

Capturing Angle



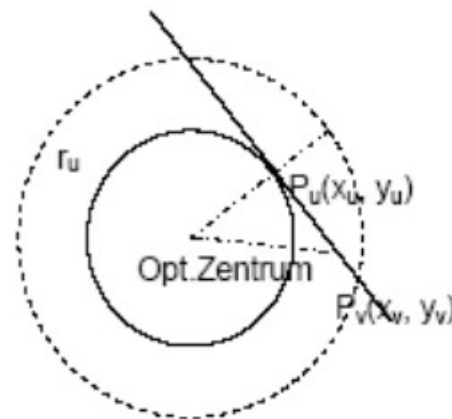
- with an angle too large, Cam Checker can't find all points
- we varied the angle from 0° to ca. 30°



- reflective materials on the pictures can cause errors, because the brightness is no longer uniform
- no use of reflective paper for the chessboard
- careful use of glue strips



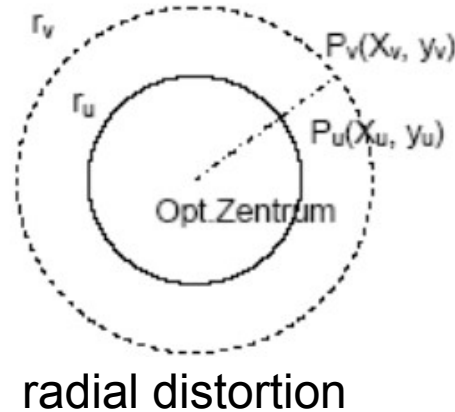
- two types of distortion exist in photography:
 - tangential
 - radial
- Tsai and Zhang wrote both in their papers, that the tangential distortion can be disregarded
- tangential distortion means a shift of a pixel along the tangent



tangential distortion

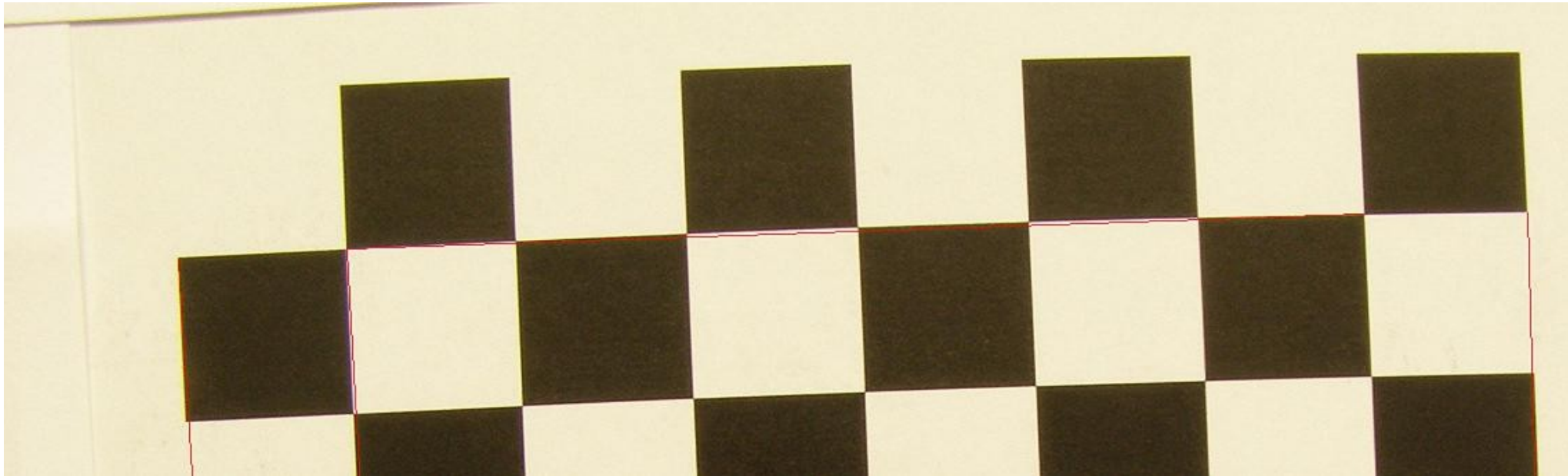


- as Zhang and Tasi wrote, radial distortion is the important factor in photography
- radial distortion is an shift of an pixel along the radius
- radial distortion is raising with distance to the optical center

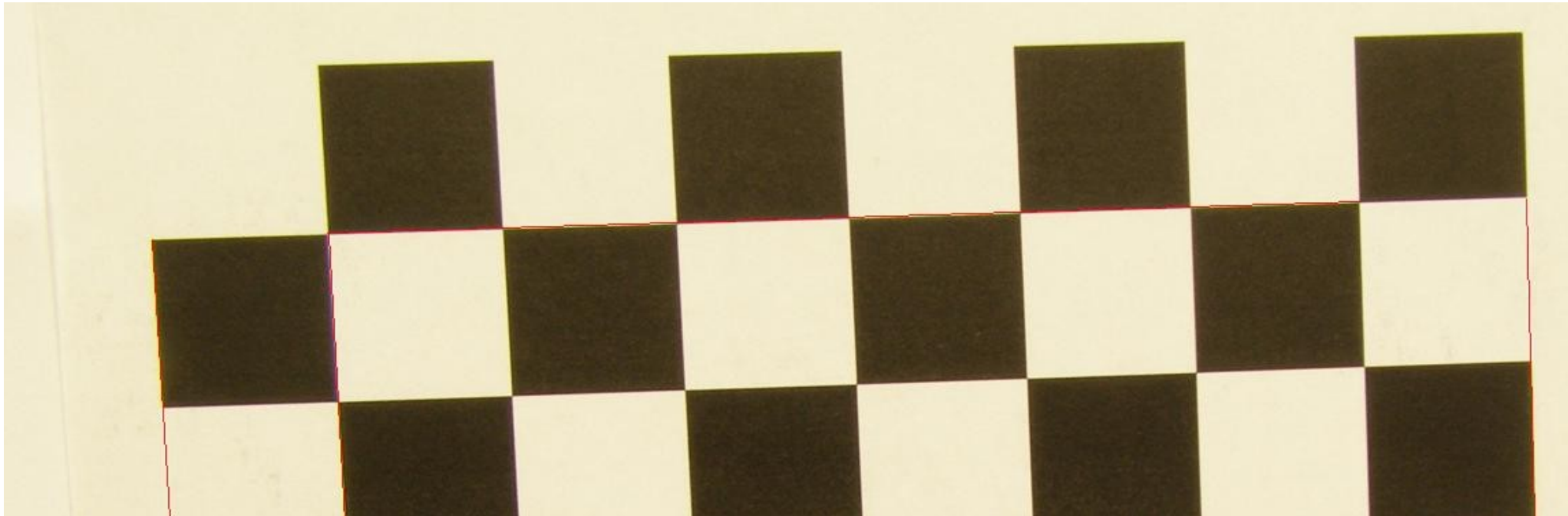




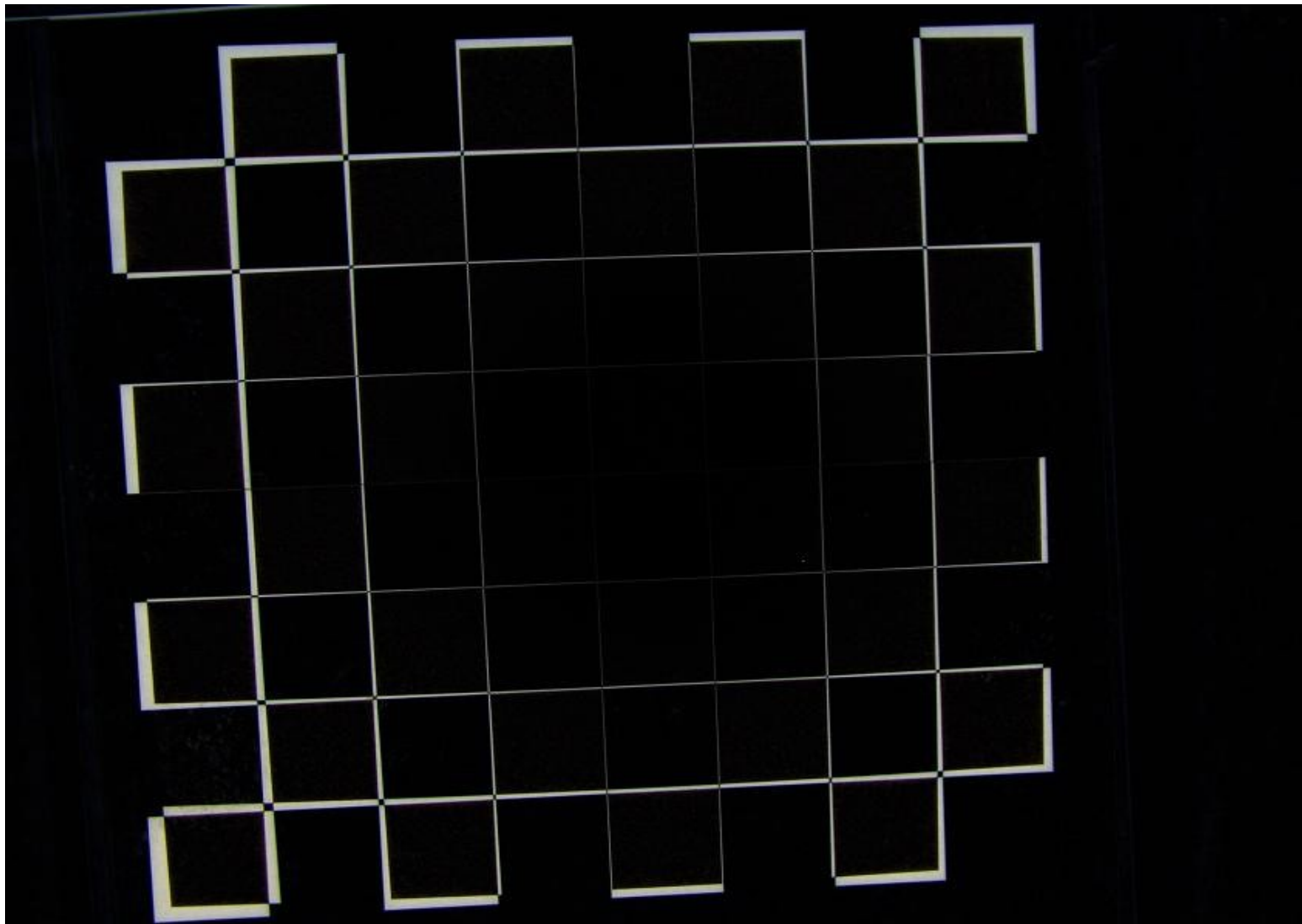
- with these basics we started to get intrinsics and deskew pictures
- the pictures were made with the lowest zoom (63)
- in the following we see the outcomes



- original picture with distortion
- red line is not even to the squares



- picture deskewed with intrinsic parameters, calculated with Cam Checker
- red line is now even on the squares



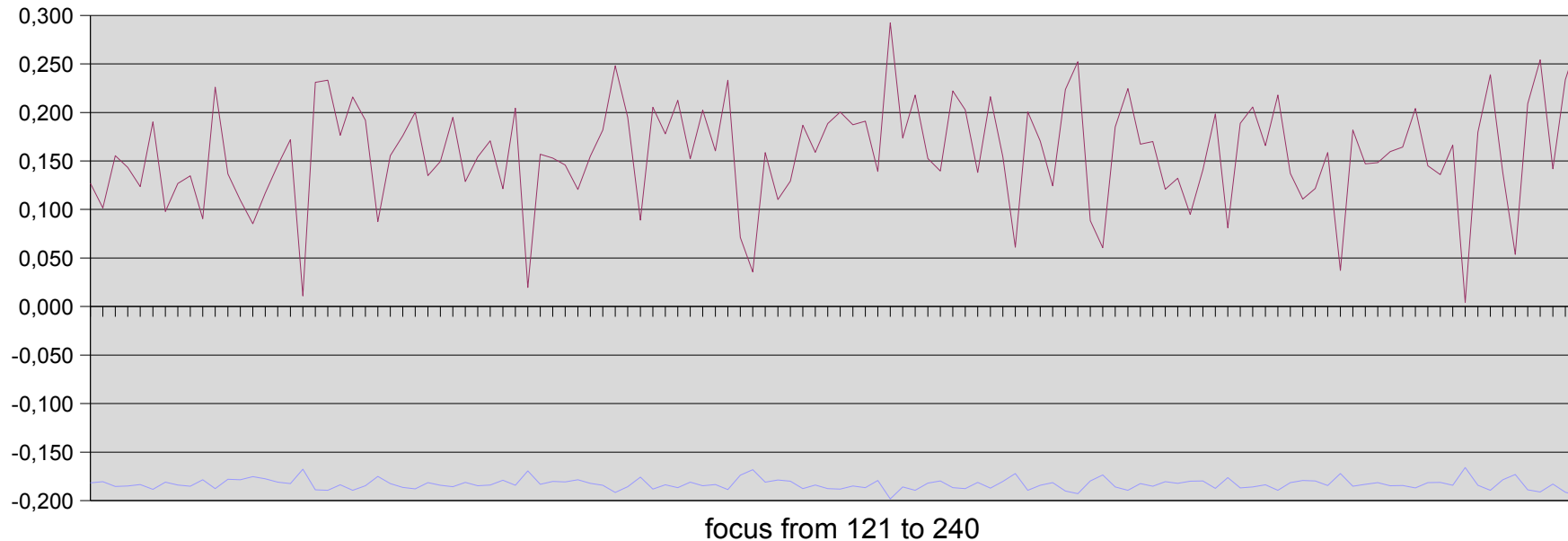
difference between original and deskewd picture



- one big problem of the calibration is the massive time and disc space requirement
- for each combination of zoom and focus we need 10 pictures
- 62400 pictures have to be made
- circa 200 gigabyte disc space is necessary
- ca. 400 hours to make all pictures and analyze them with Cam Checker
- so we need to reduce the data, without losing much accuracy



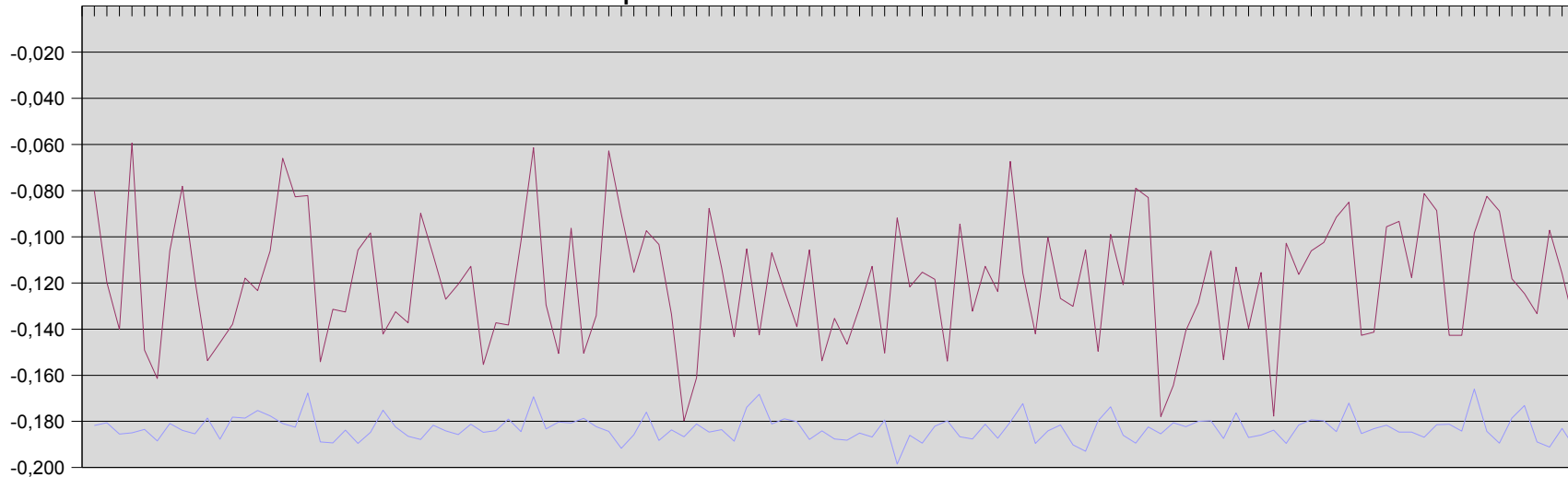
effect of focus and zoom



- graphic shows the distortion over the focus with zoom 63
- there is no tendency over the focus
- blue line is k_0 (first part of polynom) and red line is k_1 (second part of polynom)
- k_0 has more influence then k_1



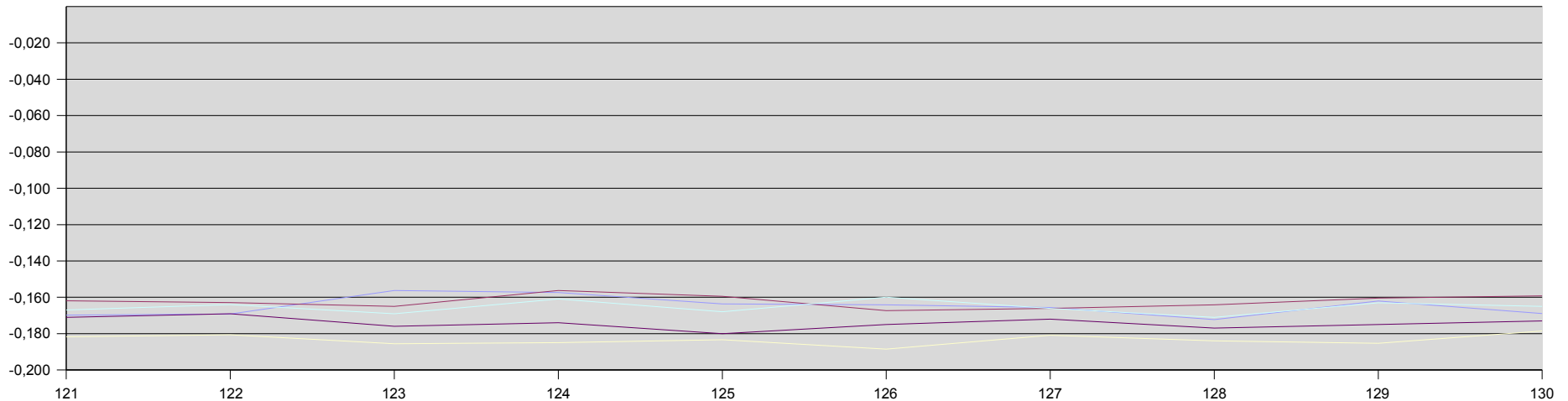
comparison of zoom 63 and 104



- zoom has big influence on the distortion
- with higher zoom, the standard deviation is rising
- so we need data for the complete range of zoom
- for focus it is enough to take an average



- how stable are the outcomes from Cam Checker?
- we took several times pictures for zoom 63 and focus from range 121 to 130
- the setting was not modified
- only the angles were not exact the same



- every time we take new pictures for the same zoom and focus settings, we get intrinsics, which are in the same range
- but there is still an error of 10%



- we found that changing zoom has influence on the intrinsic parameters
- changing focus has no visible influence on the intrinsics
 - the values change, but with no system
 - when new pictures are made, the values are changed
 - but the average over the focus is relative stable (10% discrepancy)
- so it should be enough, just to take every fourth or fifth focus, to reduce the data to 20-25%



- 1) Zhengyou Zhang.
Flexible Camera Calibration By Viewing a Plane From Unknown Orientations. Technical report, Microsoft Research, 1999.
- 2) Roger Y. Tsai.
A Versatile Camera Calibration Technique for High-Accuracy 3D Machine Vision Metrology Using Off-the-Shelf TV Cameras and Lenses. IEEE Journal of Robotics and Automation, 1987.
- 3) Iliana Dimitrova.
Hauptseminar Augmented Reality. TU München.
- 4) www.wikipedia.org
- 5) www.Olympus.com