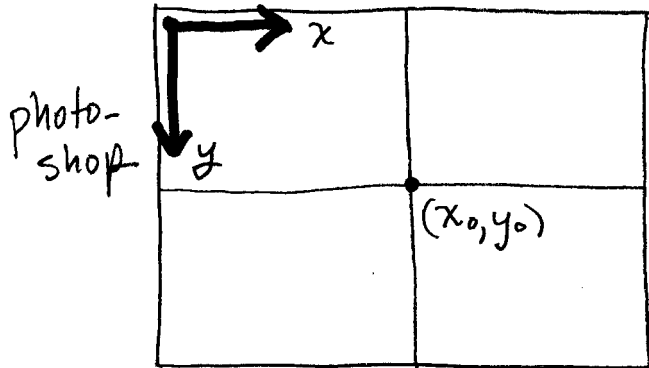
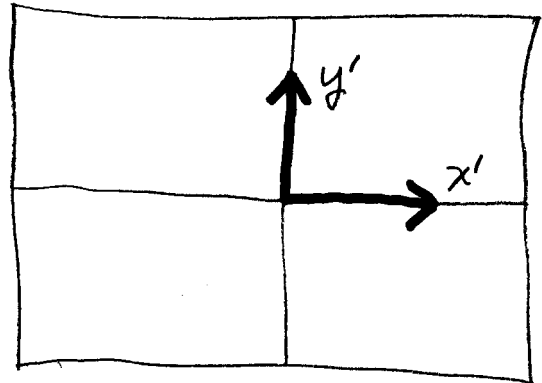


For the intersection part of HW3 you should use the Principal Point centered Cartesian system, shown below.

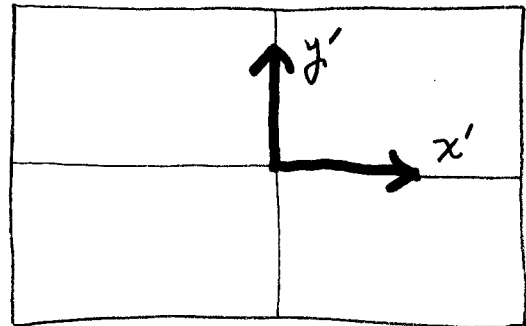
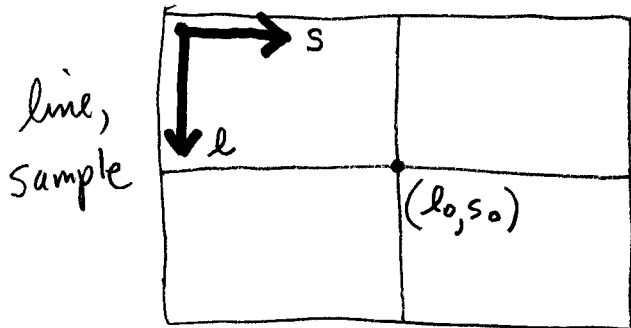
Measurement System



Principal Point centered Cartesian System



$$\begin{aligned} x' &= (x - x_0) \\ y' &= -(y - y_0) \end{aligned}$$



$$\begin{aligned} x' &= s - s_0 \\ y' &= -(l - l_0) \end{aligned}$$

The Principal Point Centered Cartesian system is also used when estimating  $\omega, \phi, k$ , for projection  $XYZ \rightarrow x', y', -f$ . "Resect.m" uses that system,  $x', y'$ , internally.