Subject: Matching 3-D to 2-D
Posted by cognito on Mon, 12 Aug 2002 03:52:38 GMT

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Dear IDL gurus !!

I would like to transfer a 3-D object to a space in real world
coordinate.
I have two objects. One is 2-D image in real world xy plane (setting
its coordinate as 3-D real world) and 3-D object in its own
coordinate system. Then I would like to match a point in 3-D object
to a point on 2-D planar image. Method I came up with is as follows;

1. transform 3-D object coordinate to be aligned to real world
coordinate using rotation and translation.
2. projection 3-D object point to real world xy plane and calculate
error.
3. back to 1

From the start, how can I setup the relationship between two
coordinate system ?

Any comments will be a big help !!

Thanks