Elements of Multiple View Geometry
for Computer Vision

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1. Basic properties of vector and matrices/ projective plane
2. Pinhole camera geometry
    - Camera anatomy
    - Camera calibration
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3. Two view geometry
    - Epipolar geometry
    - Triangulation
    - Rectification
    - Planes and collineations
    - 3D Reconstruction
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4. Multiple view geometry
    - Trifocal geometry
    - Reconstruction
    - Multifocal constraints
5. Autocalibration
    - Direct method
    - Stratification
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6. Getting Practical
    - Practical calibration
    - Pre-conditioning
    - Algebraic vs geometric errors
    - Robust statistics