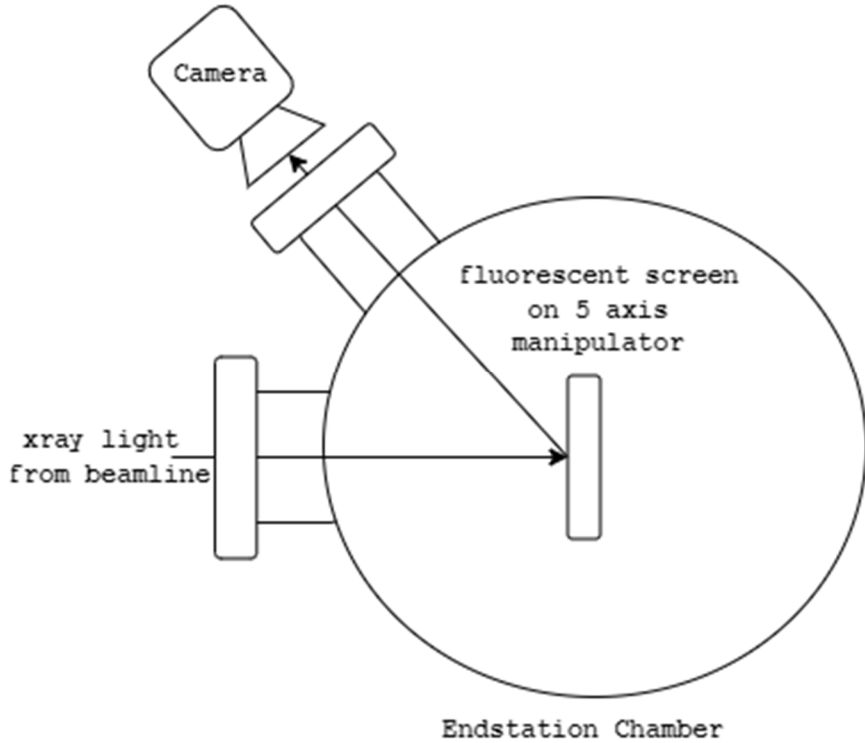
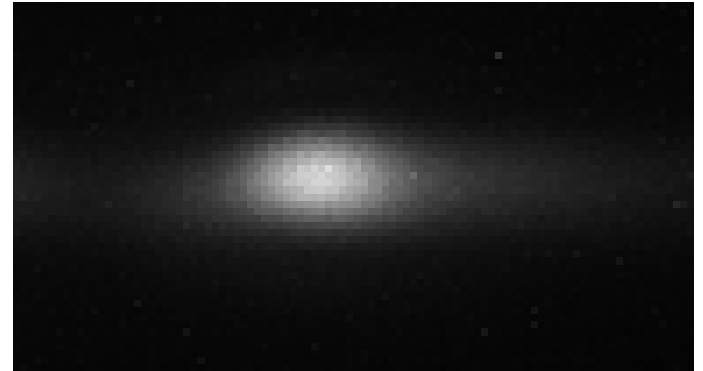


Using ChArUco Codes to Remove Camera Perspective



The image is a warped version of the real thing



There is no reference in the image

- YAG:Ce Crystal -> Fluoresces under Xray
- ChArUco Board -> Easy to find points with OpenCV to sub pixel accuracy
- Ti:O printed with UV Lithography
- Points are at a known position to each other, providing a scaling

