

# Re: registration of spherical images

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On Apr 30, 5:21 am, damo suzuki <[liquidt...@xxxxxxxx](mailto:liquidt...@xxxxxxxx)> wrote:

Are there techniques to register spherical images? Panning and tilting of the original images would actually correspond to simple shifts on the sphere, but what about roll?

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damo:

Is it really a sphere, like you're trying to align two maps on a globe?

I'm not sure how to do it but I remember seeing these and perhaps a Mobius transformation or the Reimann sphere concept might be a lead that might help you.

[http://en.wikipedia.org/wiki/M%C3%B6bius\\_transformation](http://en.wikipedia.org/wiki/M%C3%B6bius_transformation)

Here's a really cool video that shows how you can take a spherical image and map it to a plane:

<http://www.youtube.com/watch?v=JX3VmDgiFnY>

The full version and more explanation is available at the professor's web site:

<http://www.ima.umn.edu/~arnold/moebius/>

Then, once your spherical images have been mapped to the plane, maybe you can align the images in the plane using more traditional registration techniques, and then map back onto your sphere.

Regards,

ImageAnalyst

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