This is the output of my points calculated by the homography compared the the points that were determined from clicking on the image using ginput. The red lines plot the points that were determined from ginput, where the line endpoints are the points. The cyan lines (can see on larger image, but is located almost directly behind red line) plot the points that were calculated using the homography, where the line endpoints are the points.



This is the mosaic image calculated using the regular homography calculation, no ransac algorithm. The first image is given priority over the second image in the output. That is why it appears as though one image is on top of the other.

This is another example of the mosaic, using images taken myself. It appears as though my friend is playing catch with a Frisbee with himself because of how the images were stitched together.



While at night, the tower is lit white or orange, during the day it is lit with Tetris. This is an example of the frame function, where a second image is placed inside a 'frame' in the first image. In this example, there are 2 frames. I separated the mosaic and frame functions as a design decision which allowed the priority to be given to the first image in the mosaics, but the second image in the frames. In other words, the first image will always be on top in a mosaic, where as the second image will always be on top in the frame.

This is an example of the ransac algorithm being run with a terrible outlier. As you can see, the ransac algorithm essentially ignores the outlier and only focuses on the inlier, outputting a mosaic that is very similar to the mosaic above which was calculated using a homography with no outlier points.
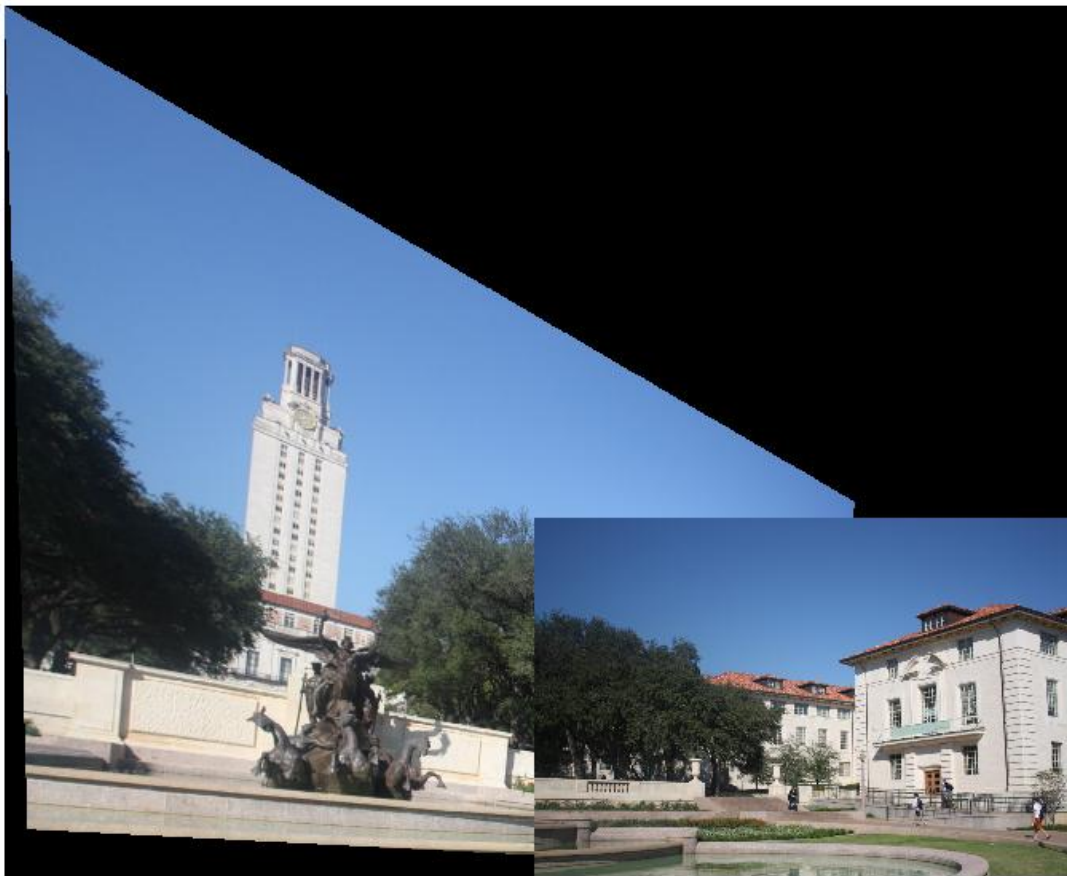


This is an example of the mosaic being calculated with just a homography even though there is a terrible outlier. As you can see, the mosaic looks unnatural.