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**ABSTRACT**

If images are available, then the location of a 3-D factor may be placed because of the intersection of the two projection rays. This method is referred to as triangulation. First, the 2D images are received from cameras and they're processed to find the area of interest. From the location of interest, the 2d images are reconstructed to 3-D fashions. The reconstruction hassle consists of three steps, each of that is equal to the estimation of a selected geometry group. The first step is the estimation of the epi-polar geometry that exists among the stereo image pair, a method regarding feature matching in each image. The second step estimates the affine geometry, a technique of finding a unique aircraft in projective space via vanishing factors. Camera calibration forms a part of the third step in obtaining the metric geometry, from which it's miles feasible to reap a three-D model of the scene. The gain of this system is that the stereo images do not want to be calibrated as a way to gain a reconstruction. Results for each the digital camera calibration and reconstruction are offered to affirm that its miles possible to acquire a 3-D version without delay from features within the photographs.

**Keywords:** camera calibration, triangulation, stereo satellite images.