Wrap Up

15-463: Rendering and Image Processing
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Looking back…
1. Why we were here?
2. What did we learn?
3. How is this useful?
Our Goal: The Plenoptic Function

Our Tools: The “Theatre Workshop” Metaphor

Figure by Leonard McMillan

(Adelson & Pentland, 1996)
Painter (images)

Lighting Designer (environment maps)
Sheet-metal Worker (geometry)

... working together
How is this useful?

1. You learned a basic set of image-based techniques
   - All quite simple
   - Most can be done “at home”
2. You have your digital camera
3. You have your imagination

Go off and explore!

THANK YOU!