
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?

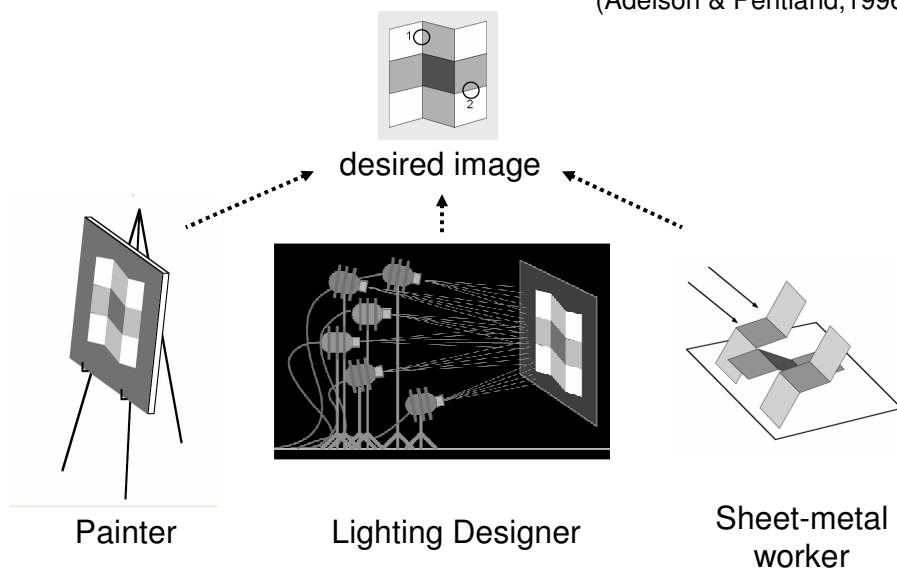
Our Goal: The Plenoptic Function



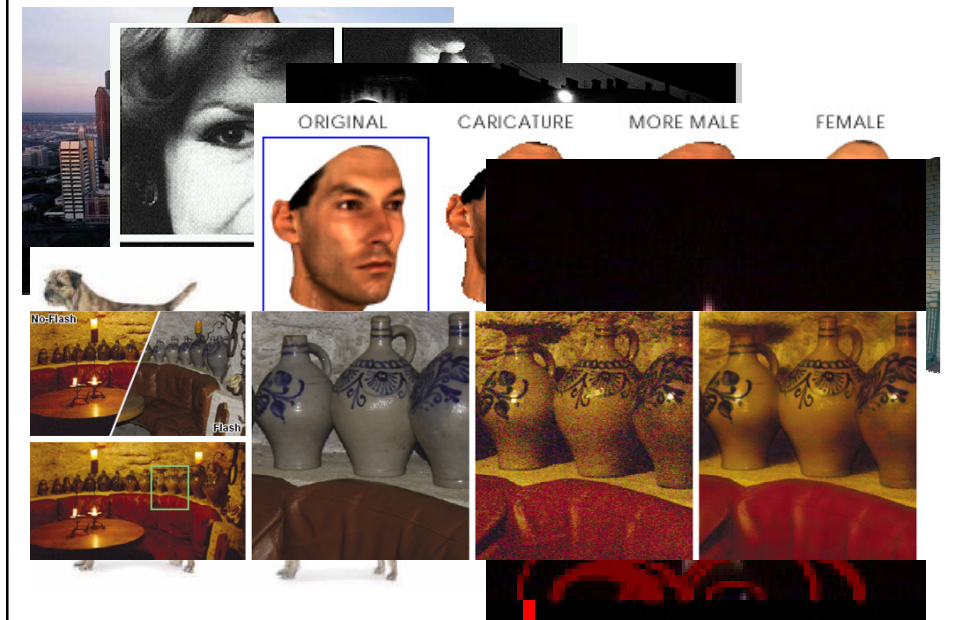
Figure by Leonard McMillan

Our Tools: The “Theatre Workshop” Metaphor

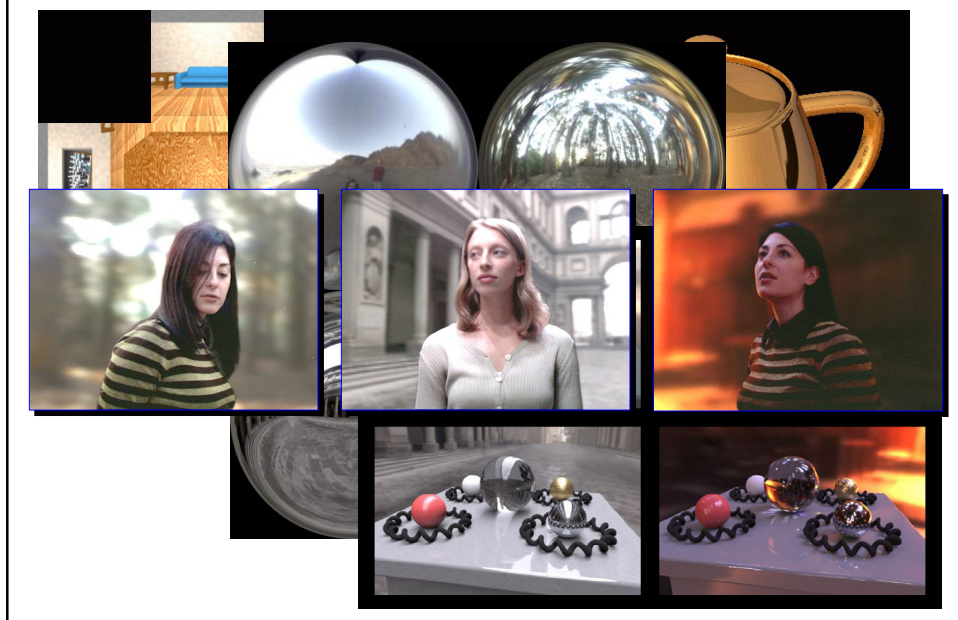
(Adelson & Pentland, 1996)



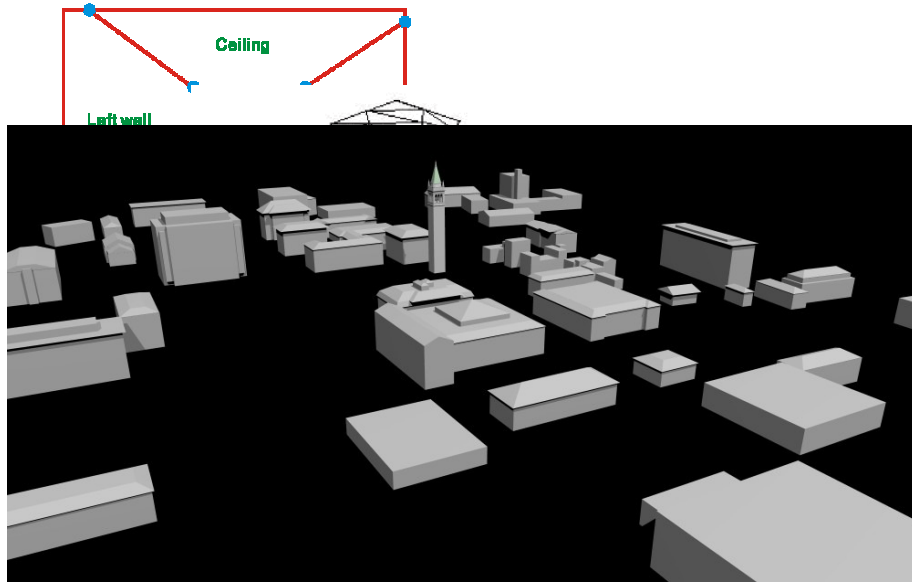
Painter (images)



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!

