Wrap Up

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15-463: Computational Photography
Alexei Efros, CMU, Fall 2005

Looking back…

1. Why we were here?
2. What did we learn?
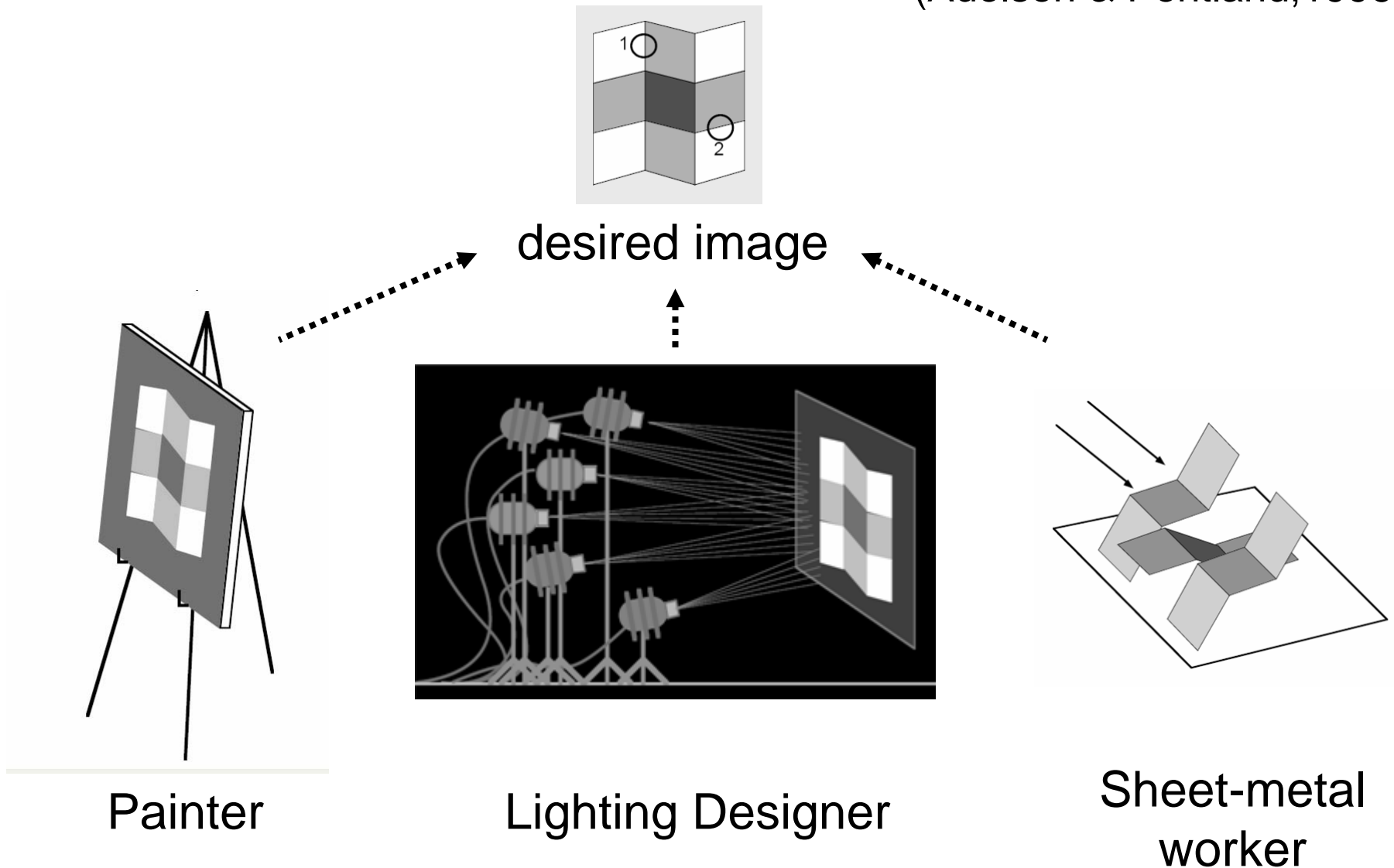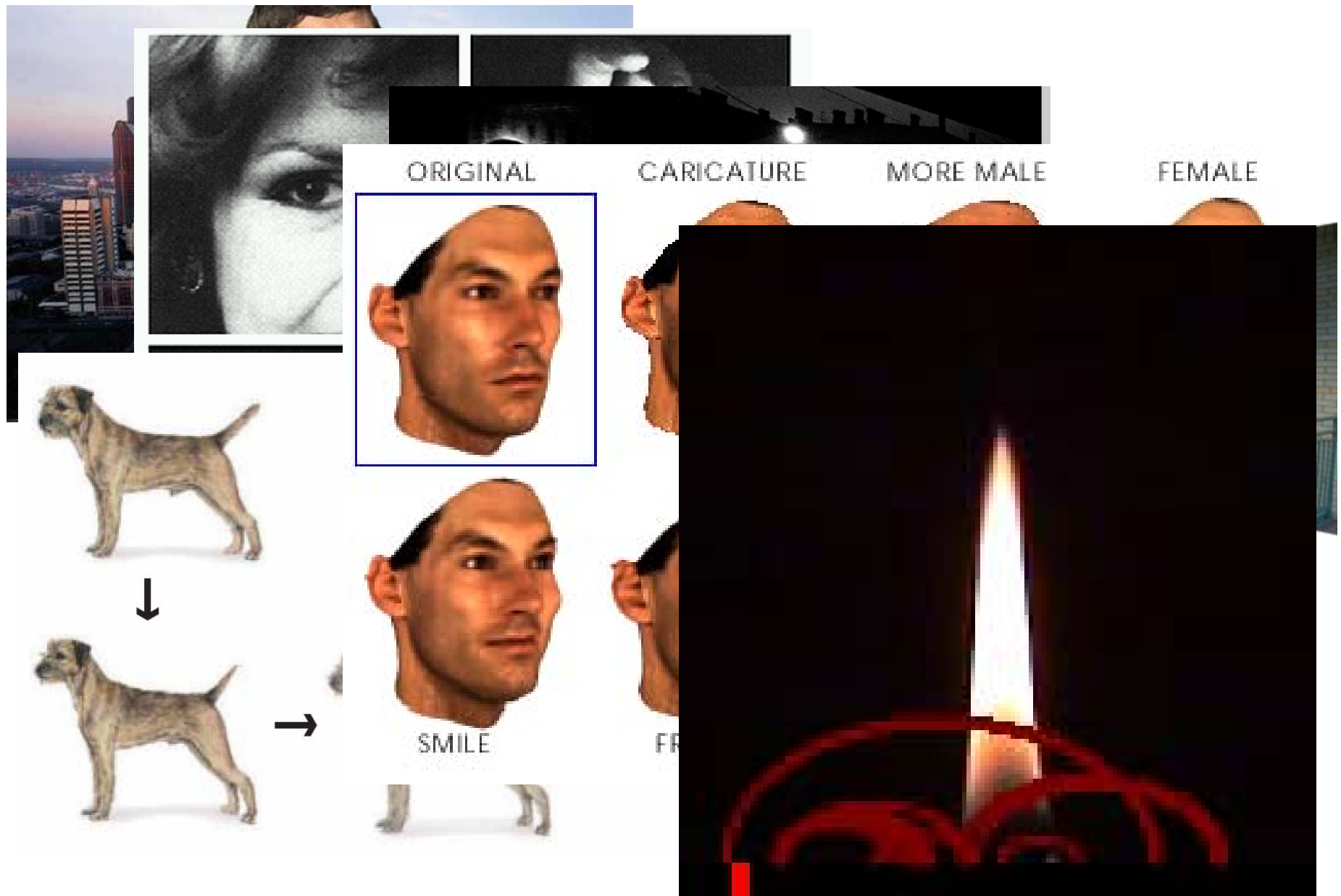3. How is this useful?

Our Goal: The Plenoptic Function

Figure by Leonard McMillan

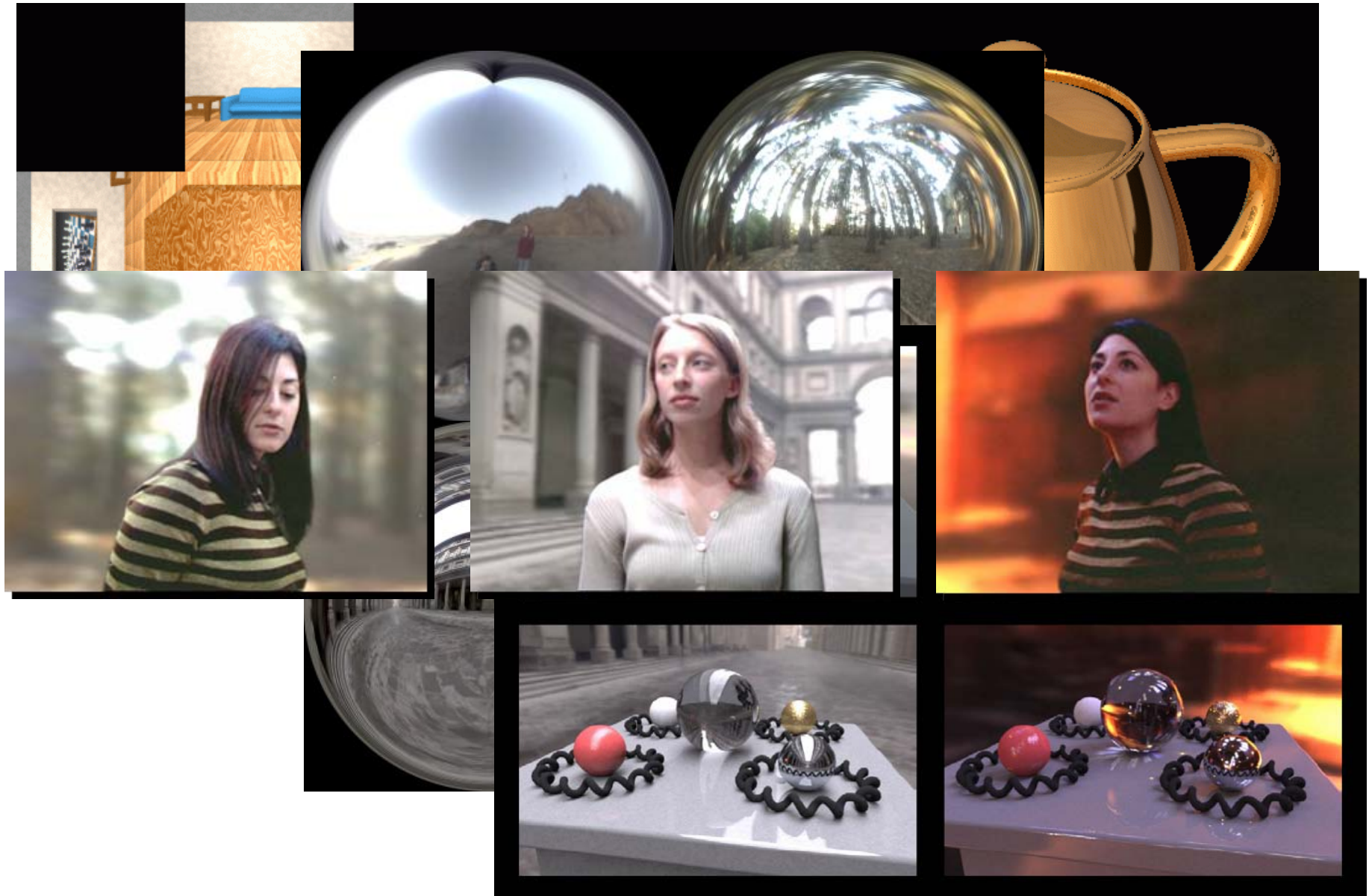# Our Tools: The "Theatre Workshop" Metaphor

(Adelson & Pentland,1996)

desired image

Painter

Lighting Designer

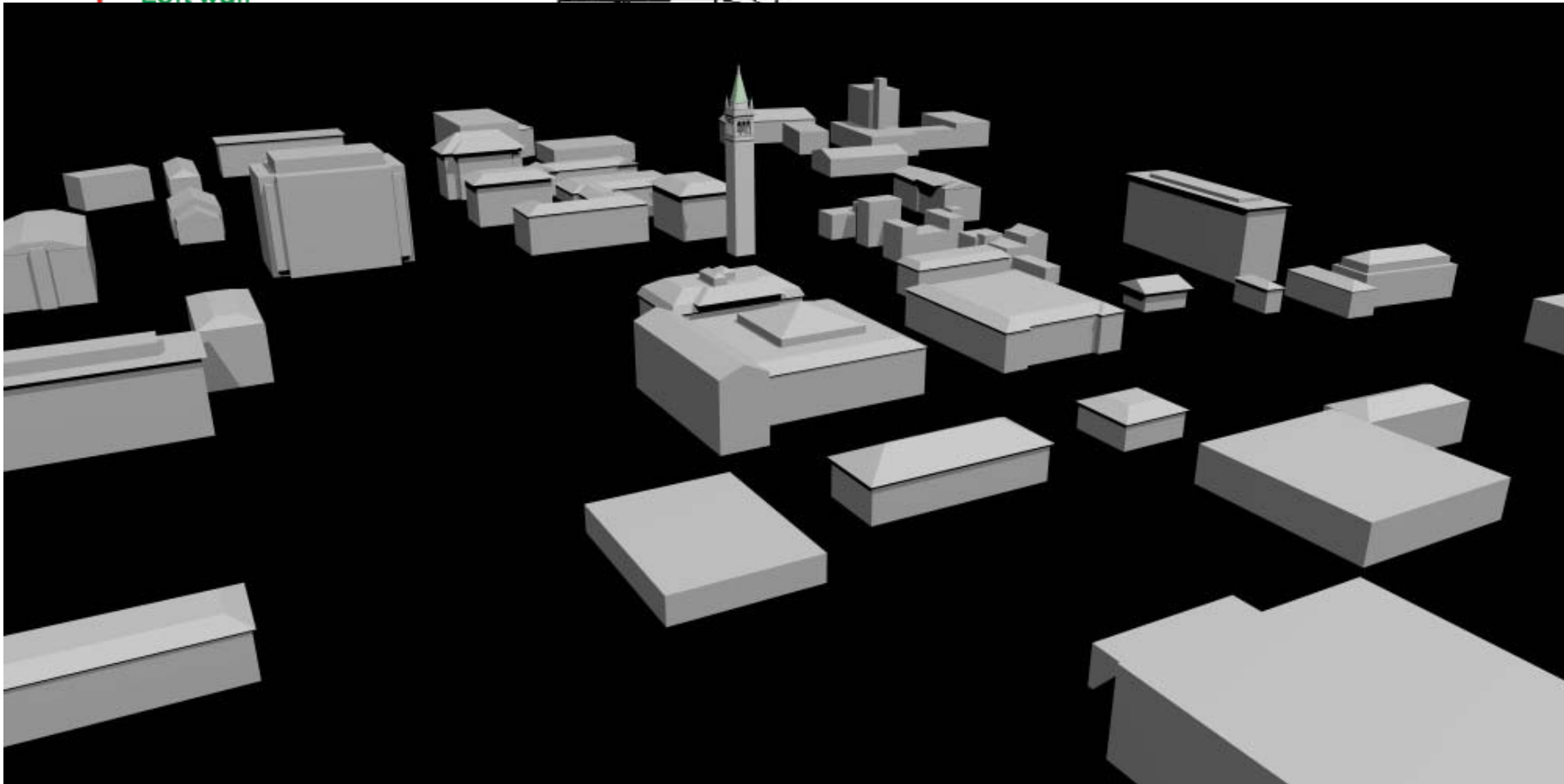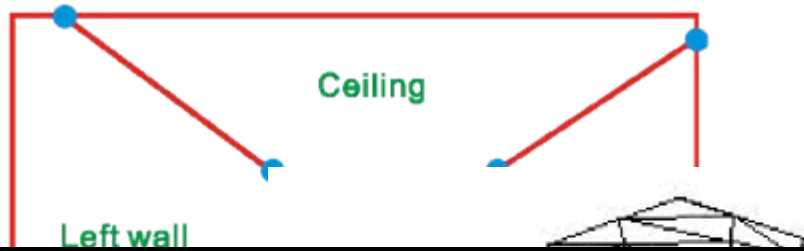Sheet-metal worker
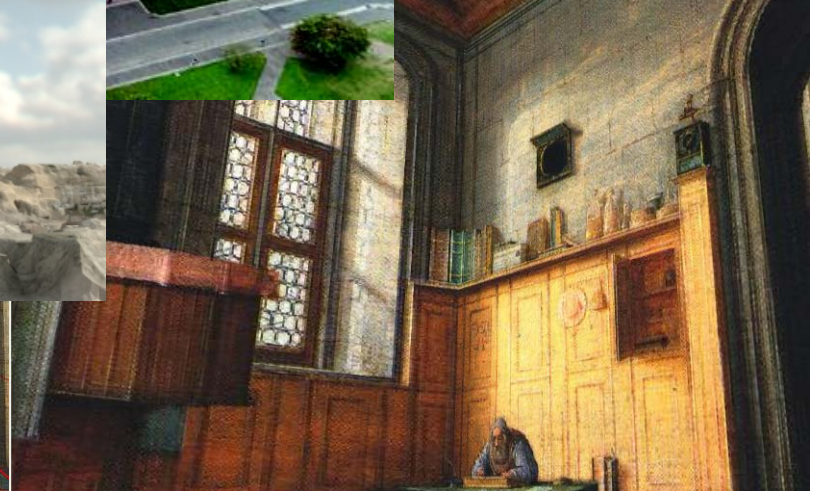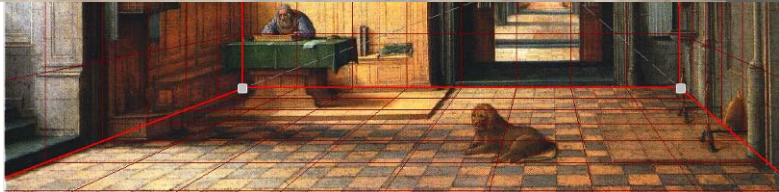
Painter (images)

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!