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)

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!

That's All Folks