

Light field photography

CS 178, Spring 2012

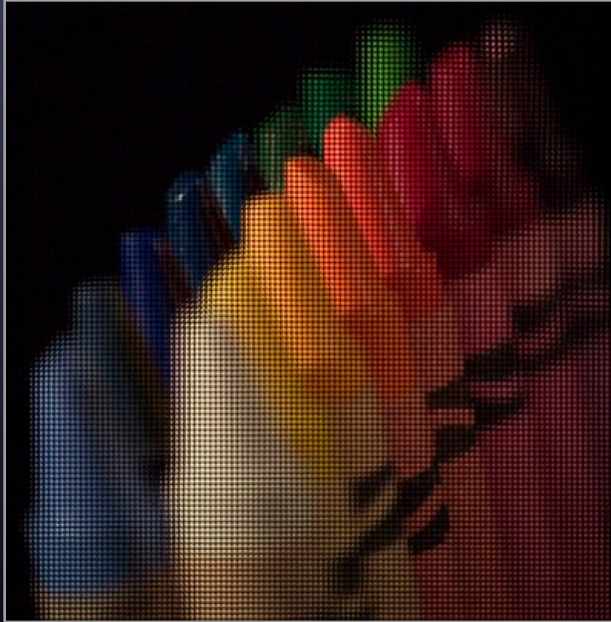


Marc Levoy
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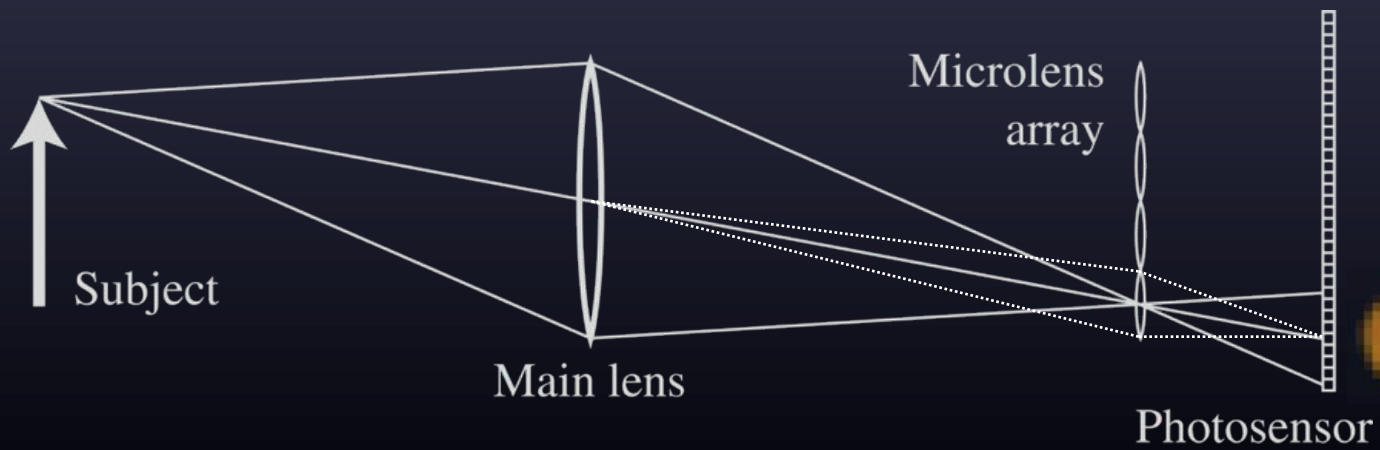
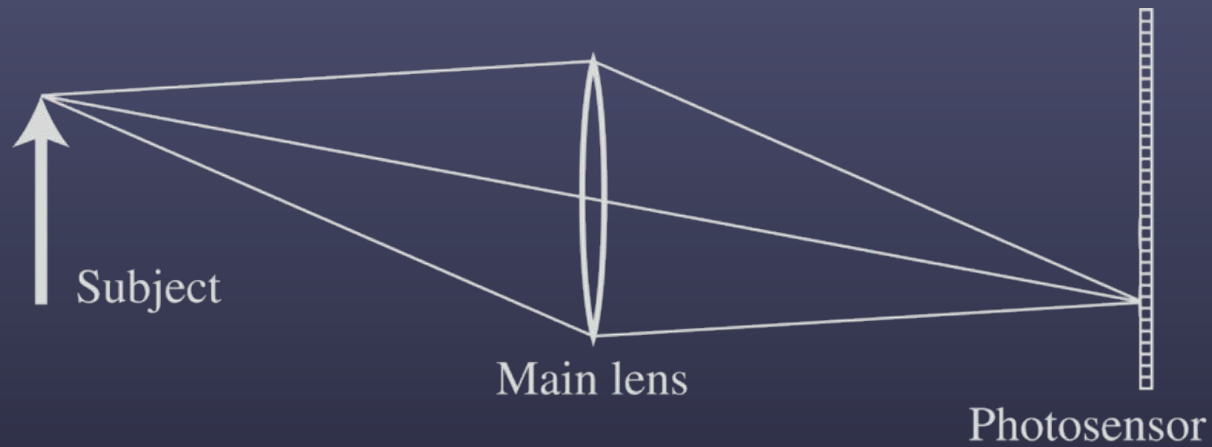
“Light field photography using a handheld plenoptic camera”

*Ren Ng, Marc Levoy, Mathieu Brédif,
Gene Duval, Mark Horowitz and Pat Hanrahan*

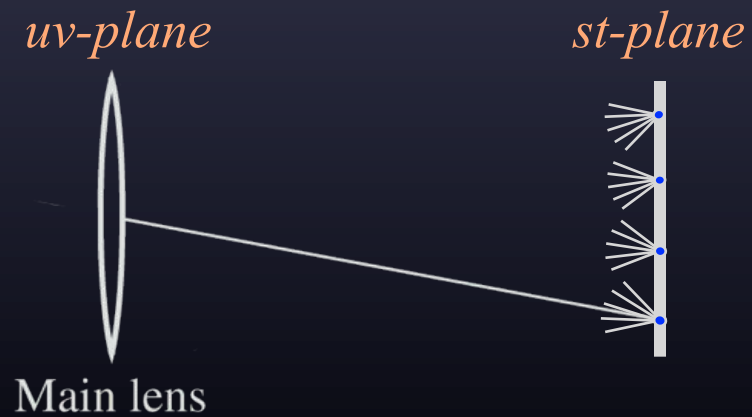
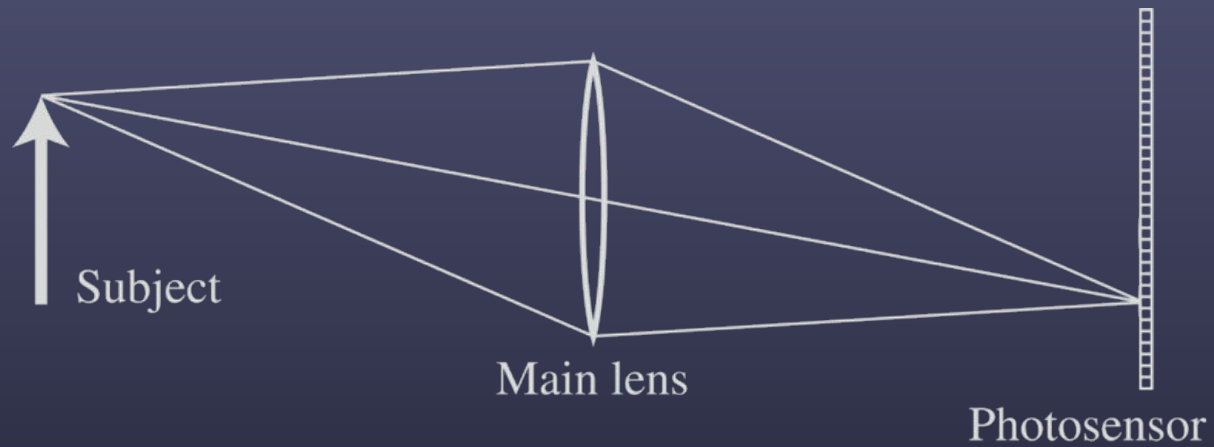
*(Proc. SIGGRAPH 2005
and TR 2005-02)*



Conventional versus plenoptic camera



Conventional versus plenoptic camera



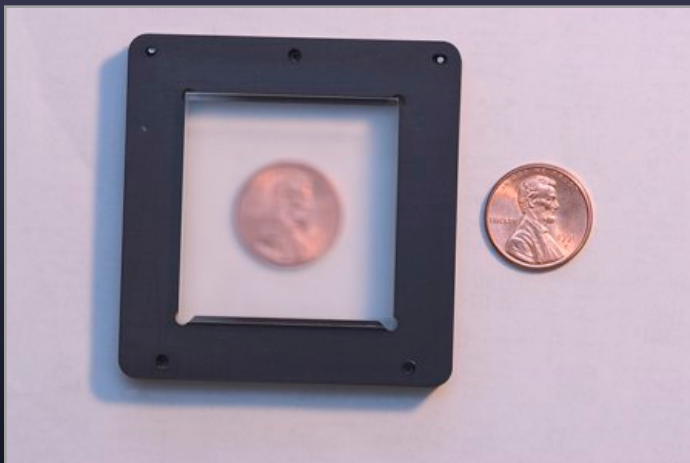
Prototype camera



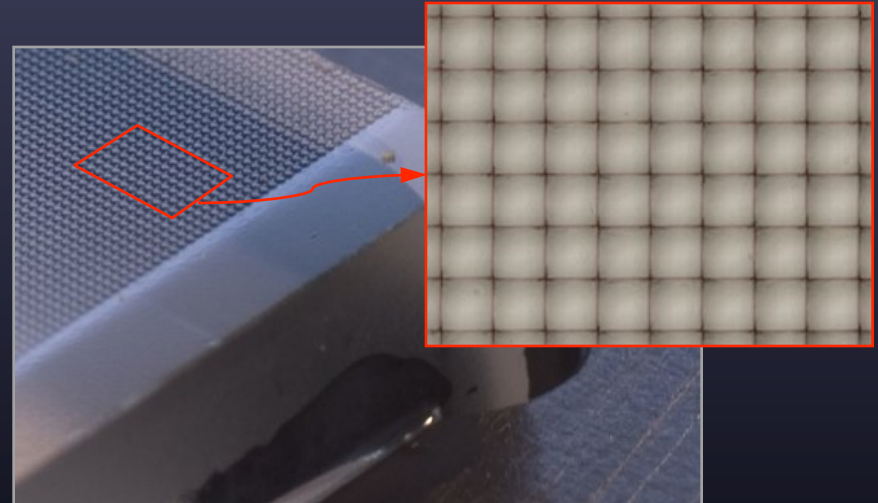
Contax medium format camera



Kodak 16-megapixel sensor



Adaptive Optics microlens array

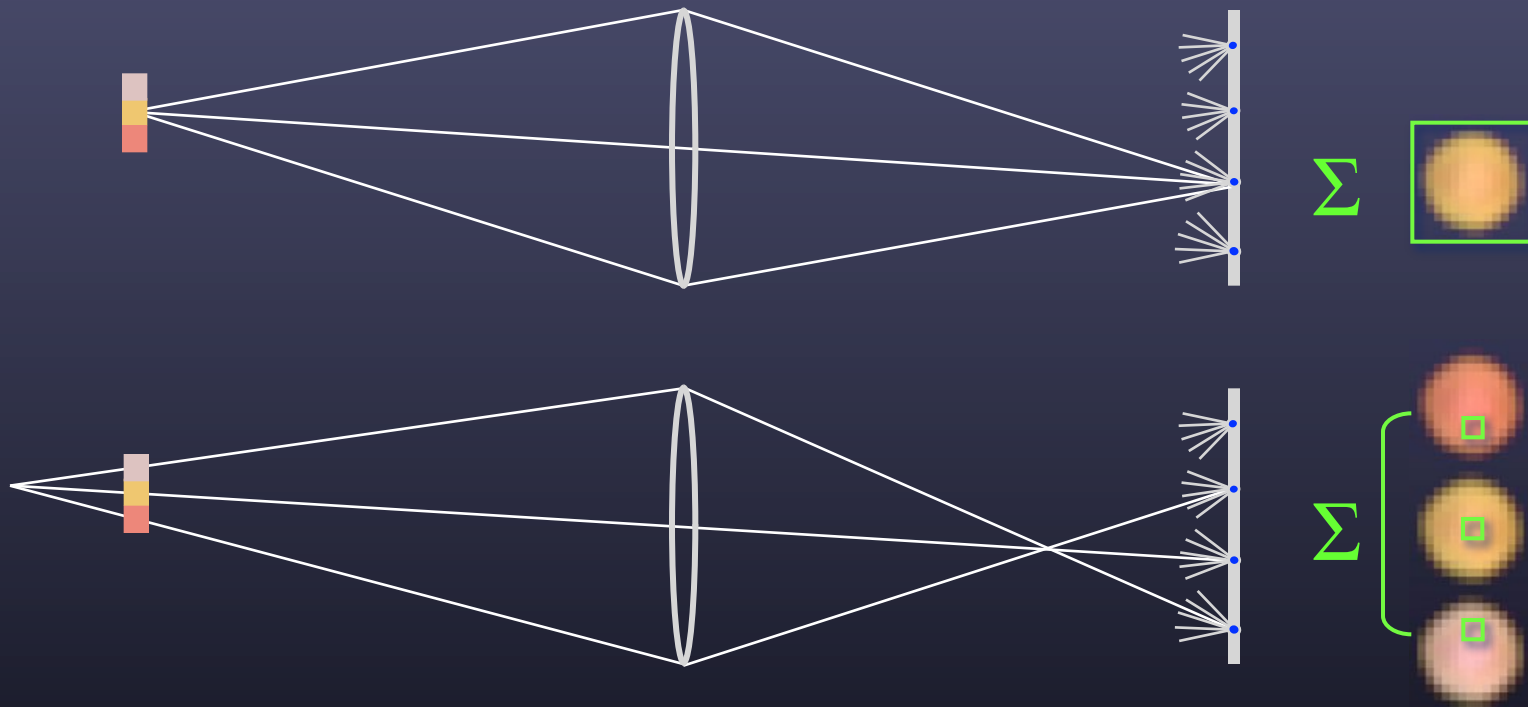


125 μ square-sided microlenses

$$4000 \times 4000 \text{ pixels} \div 292 \times 292 \text{ lenses} = 14 \times 14 \text{ pixels per lens}$$



Digital refocusing

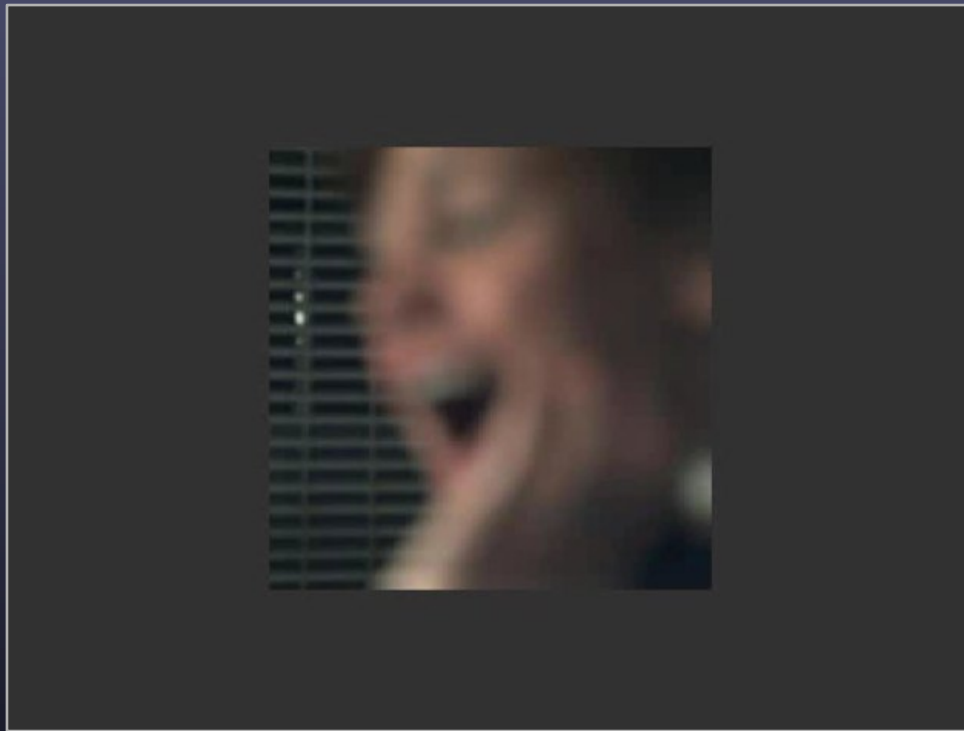


- refocusing = summing windows extracted from several microlenses

Example of digital refocusing



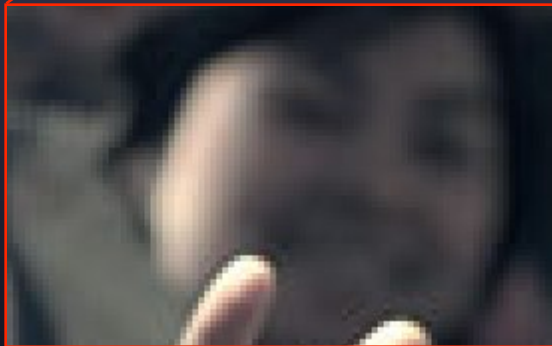
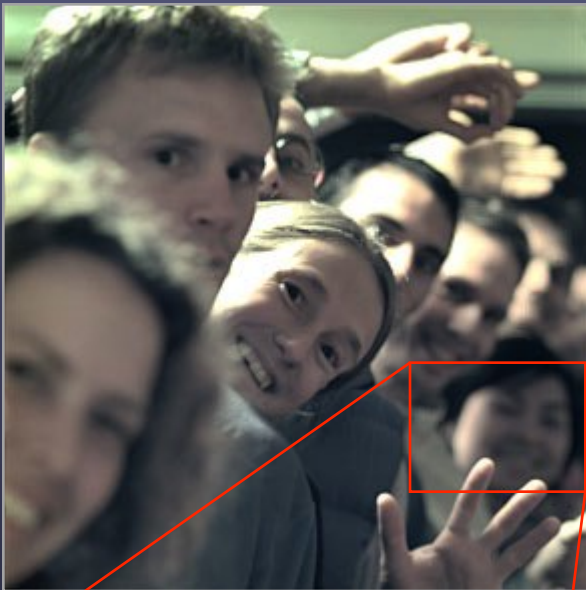
Refocusing portraits



Refocusable sports photography



Extending the depth of field



conventional photograph,
main lens at $f/4$



conventional photograph,
main lens at $f/22$

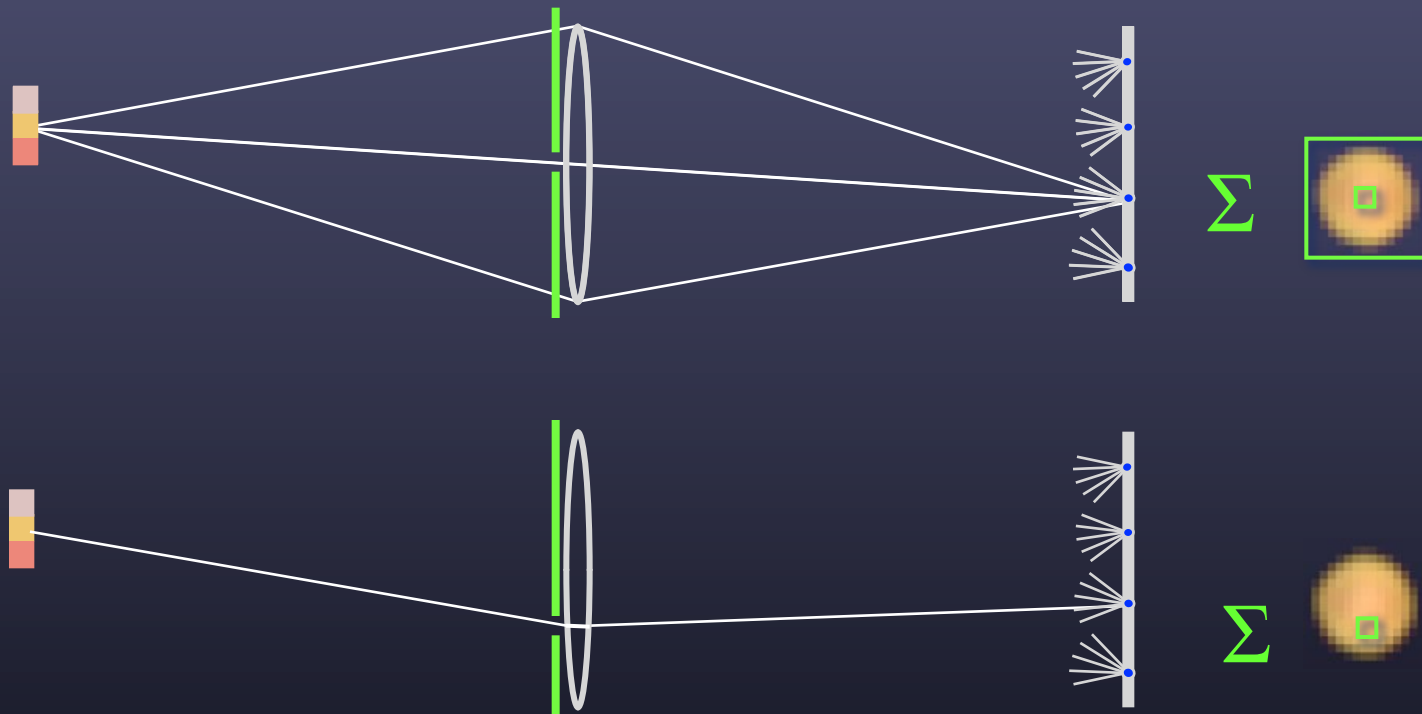


light field, main lens at $f/4$,
after all-focus algorithm
[Agarwala 2004]

Macrophotography

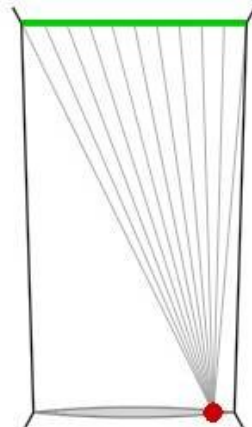
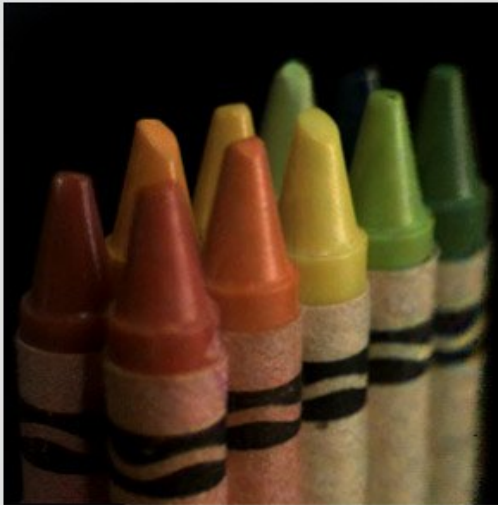


Digitally moving the observer

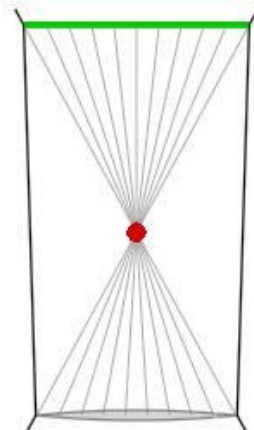


- moving the observer = moving the window we extract from the microlenses

Example of moving the observer



Moving backward and forward



Implications / commercialization

LYTRO™

- trades off (excess) spatial resolution for ability to refocus and adjust the perspective
- sensor pixels should be made even smaller, subject to the diffraction limit

$$36\text{mm} \times 24\text{mm} \div 2.5\mu \text{ pixels} = 266 \text{ Mpix}$$

$$20\text{K} \times 13\text{K} \text{ pixels}$$

$$2000 \times 1333 \text{ pixels} \times 10 \times 10 \text{ rays per pixel}$$

or

$$2000 \times 1500 \text{ pixels} \times 3 \times 3 \text{ rays per pixel} = 27 \text{ Mpix}$$



Other devices for capturing light fields

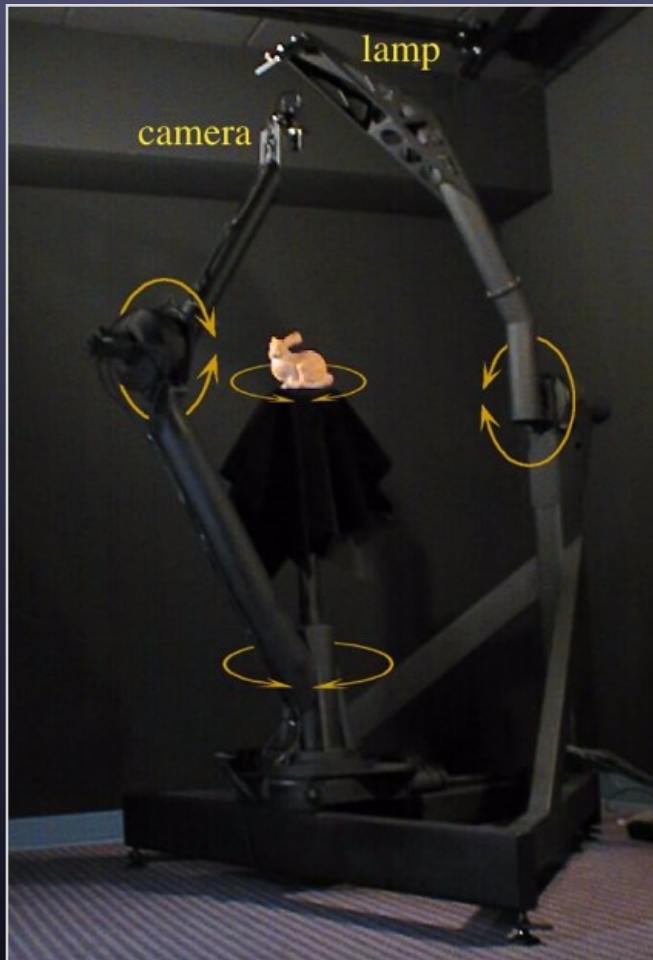


Stanford Multi-Camera Array



Manex's bullet time array

Other devices for capturing light fields



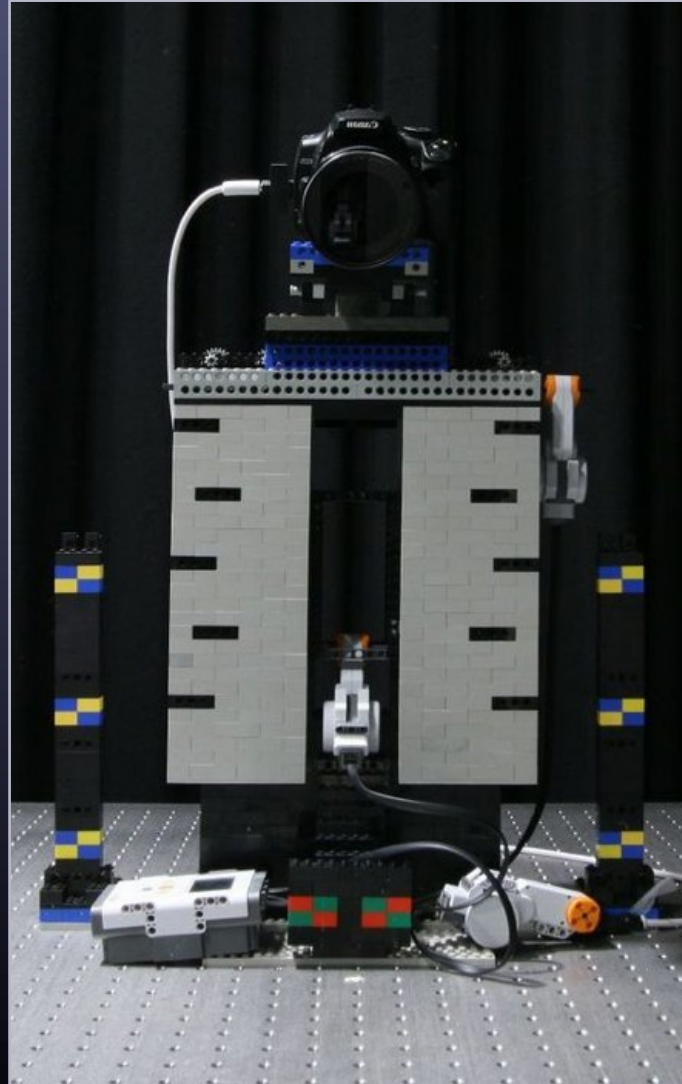
Stanford Spherical Gantry



used to measure light scattering
for rendering translucent materials

Lego gantry for capturing light fields

(built by Andrew Adams)



Flash-based viewer for light fields

(written by Andrew Adams)



(see <http://lightfield.stanford.edu/lfs.html>)

Flash-based viewer for light fields

(written by Andrew Adams)



The Lego gantry captures a light field of itself

