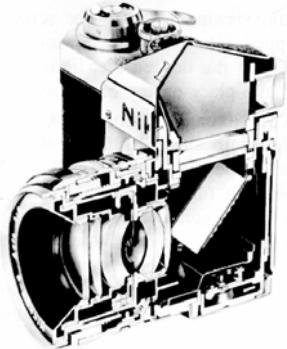


Camera Simulation



Effect	Cause
Field of view	Film size, stops and pupils
Depth of field	Aperture, focal length
Motion blur	Shutter
Exposure	Film speed, aperture, shutter

References

Photography, B. London and J. Upton

Optics in Photography, R. Kingslake

The Camera, The Negative, The Print, A. Adams

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Topics

Ray tracing lenses

Focus

Field of view

Depth of focus / depth of field

Exposure

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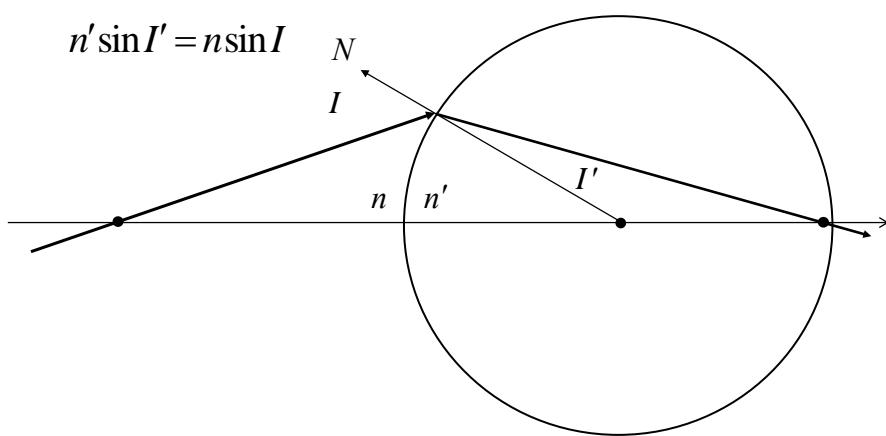
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Lenses

Refraction

Snell's Law

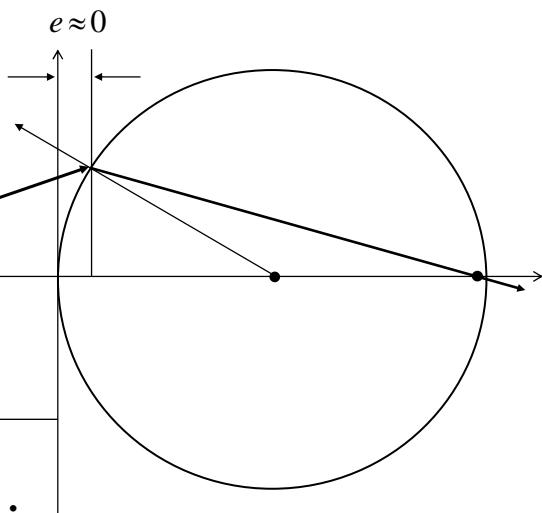
$$n' \sin I' = n \sin I$$



Paraxial Approximation

$$\sin U \approx u$$

$$\tan U \approx u$$

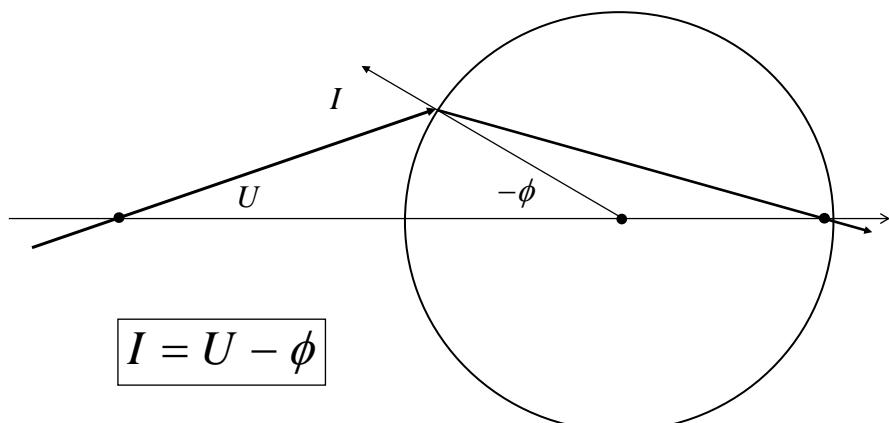


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Incident Ray

Angles: ccw is positive; cw is negative

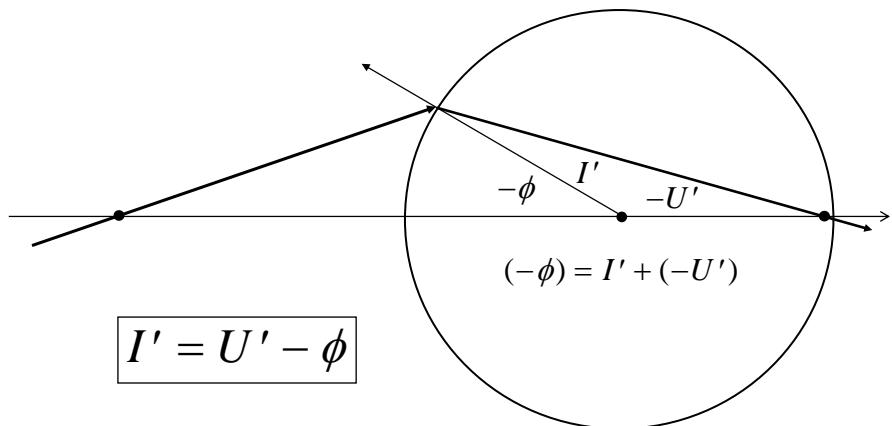


The sum of the interior angles is equal to the exterior angle.

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Refracted Ray



$$I' = U' - \phi$$

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Derivation

Paraxial approximation

$$I = U - \phi \Rightarrow i = u - \phi$$

$$I' = U' - \phi \Rightarrow i' = u' - \phi$$

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Derivation

Paraxial approximation

$$I = U - \phi \Rightarrow i = u - \phi$$
$$I' = U' - \phi \Rightarrow i' = u' - \phi$$

Snell's Law

$$n' \sin I' = n \sin I \Rightarrow n'i' = ni$$

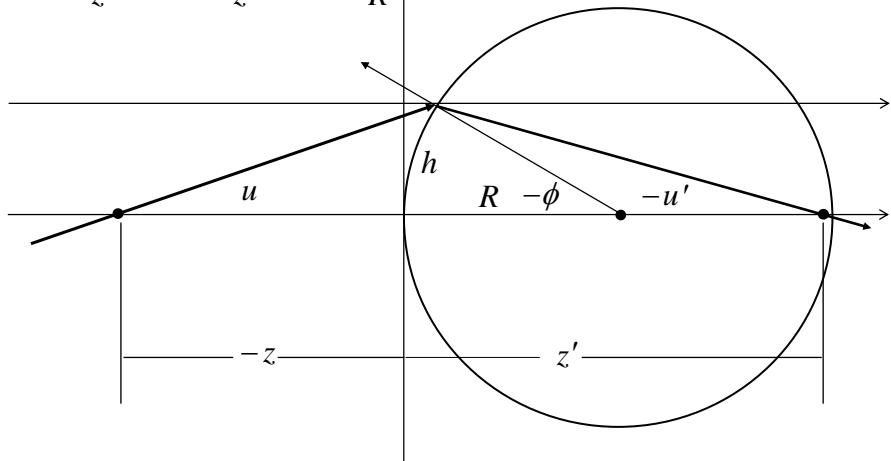
$$n'(u' - \phi) = n(u - \phi)$$

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Ray Coordinates

$$u = \frac{h}{-z} \quad -u' = \frac{h}{z'} \quad -\phi = \frac{h}{R}$$



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Gauss' Formula

Paraxial approximation to Snell's Law

$$n'(u' - \phi) = n(u - \phi)$$

Ray coordinates

$$u' = -\frac{h}{z'} \quad \phi = -\frac{h}{R} \quad u = -\frac{h}{z}$$

Thin lens equation

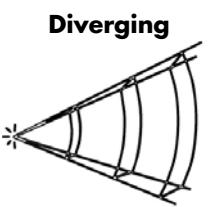
$$n'\left(\frac{h}{z'} - \frac{h}{R}\right) = n\left(\frac{h}{z} - \frac{h}{R}\right)$$

$$\frac{n'}{z'} = \frac{n}{z} + \frac{(n' - n)}{R} \quad \longleftrightarrow \text{Holds for any height, any ray!}$$

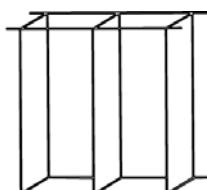
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Vergence



$$V < 0$$



$$V = 0$$



$$V > 0$$

Vergence

$$V \equiv \frac{n}{r} \approx \frac{n}{z} \quad \left[\frac{1}{m} = \text{diopters} \right]$$

Thin lens equation

$$V' = V + P$$

Surface Power equation

$$P \equiv (n' - n) \frac{1}{R}$$

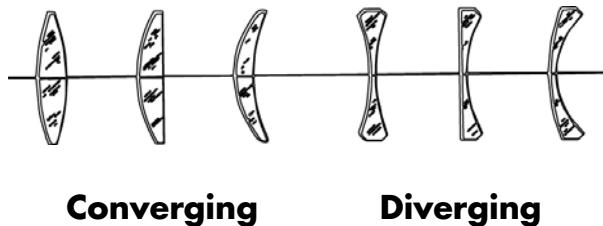
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Lens-makers Formula

Refractive Power

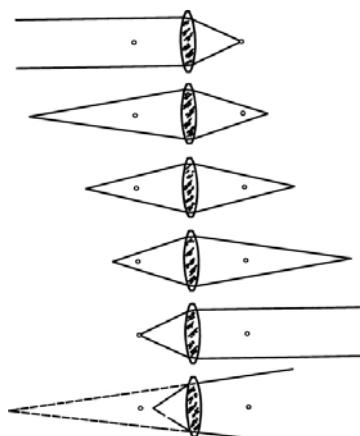
$$P = (n' - n) \left(\frac{1}{R_1} - \frac{1}{R_2} \right) = \frac{1}{f}$$



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Conjugate Points



$$\frac{1}{z'} = \frac{1}{z} + \frac{1}{f}$$

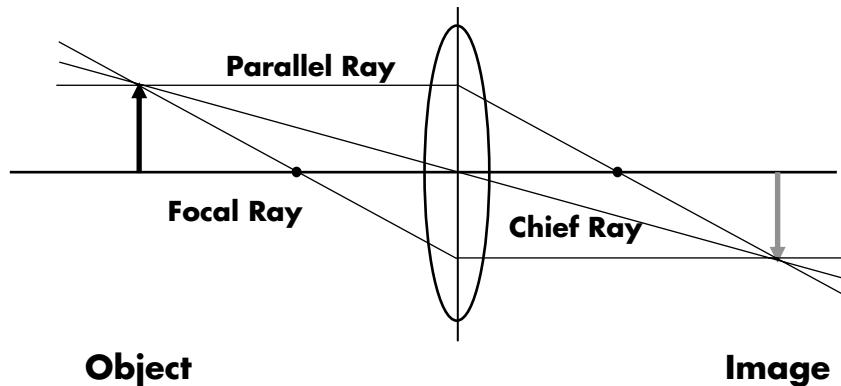
To focus: move lens relative to backplane

Horizontal rays converge on focal point in the focal plane

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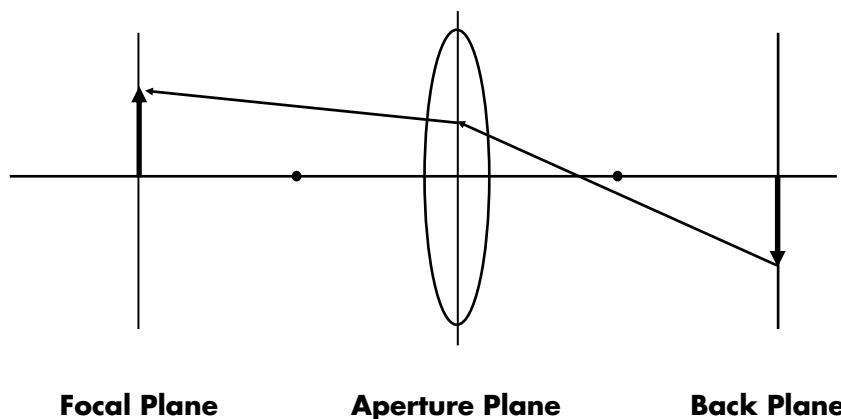
Gauss' Ray Tracing Construction



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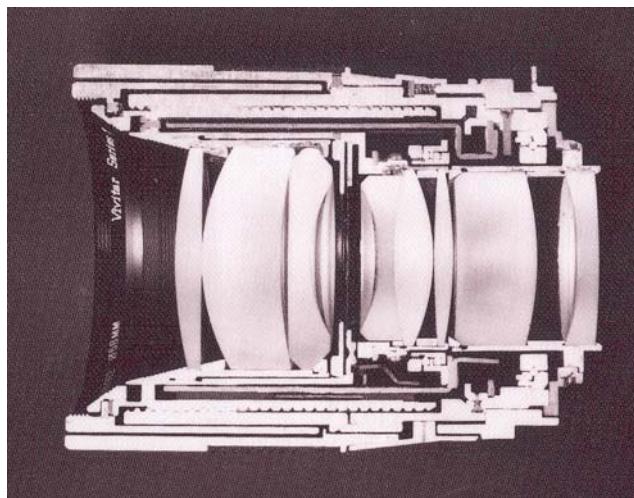
Ray Tracing: Finite Aperture



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Real Lens



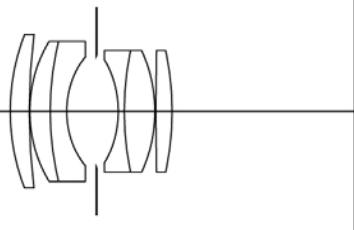
**Cutaway section of a Vivitar Series 1 90mm f/2.5 lens
Cover photo, Kingslake, *Optics in Photography***

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Double Gauss

**Data from W. Smith,
Modern Lens Design, p 312**



Radius (mm)	Thick (mm)	n_d	V-no	aperture
58.950	7.520	1.670	47.1	50.4
169.660	0.240			50.4
38.550	8.050	1.670	47.1	46.0
81.540	6.550	1.699	30.1	46.0
25.500	11.410			36.0
	9.000			34.2
-28.990	2.360	1.603	38.0	34.0
81.540	12.130	1.658	57.3	40.0
-40.770	0.380			40.0
874.130	6.440	1.717	48.0	40.0
-79.460	72.228			40.0

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Ray Tracing Through Lenses



200 mm telephoto



35 mm wide-angle



50 mm double-gauss



16 mm fisheye

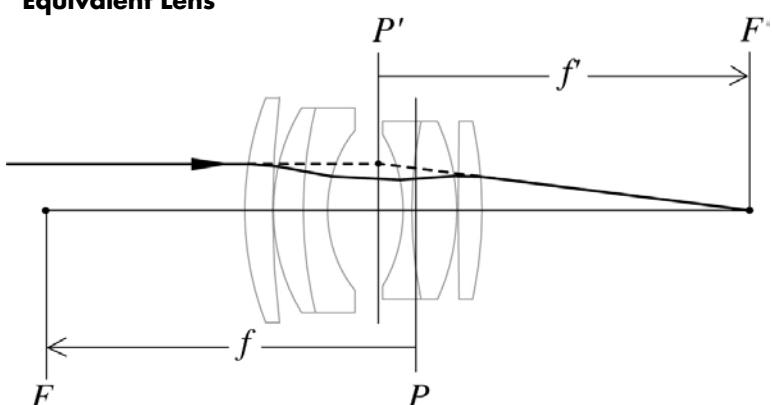
From Kolb, Mitchell and Hanrahan (1995)

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Thick Lenses

Equivalent Lens



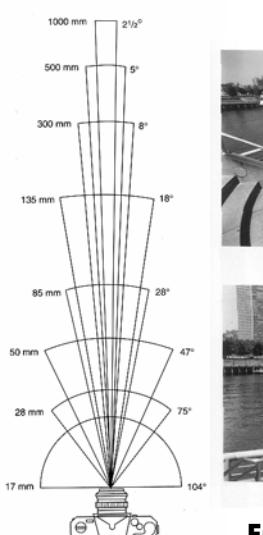
Refraction occurs at the *principal planes*

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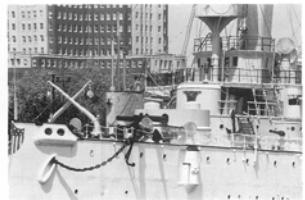
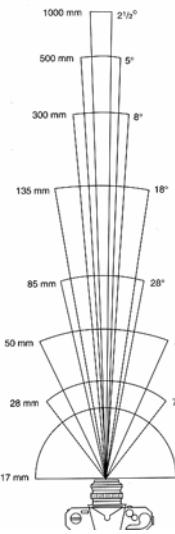
Field of View

Field of View



From London and Upton

Field of View



From London and Upton

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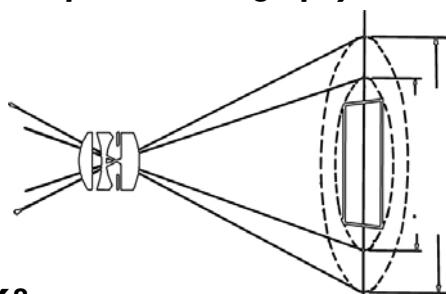
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Field of View

Field of view

Redrawn from Kingslake,
Optics in Photography

$$\tan \frac{fov}{2} = \frac{filmsize}{f}$$



Types of lenses

- Normal **26°**
 Film diagonal ~ focal length
- Wide-angle **75-90°**
- Narrow-angle **10°**

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Perspective Transformation

Thin lens equation

$$\frac{1}{z'} = \frac{1}{z} + \frac{1}{f} \Rightarrow z' = \frac{fz}{z+f}$$

$$\Rightarrow x' = \frac{fx}{z+f}$$

$$\Rightarrow y' = \frac{fy}{z+f}$$

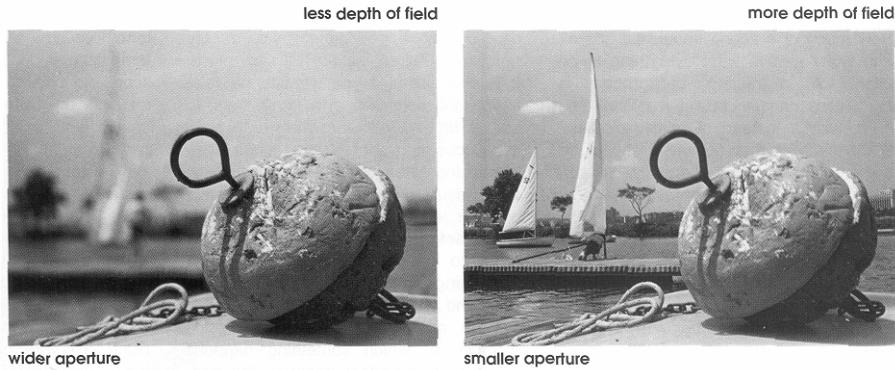
Represent transformation as a 4x4 matrix

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Depth of Field

Depth of Field

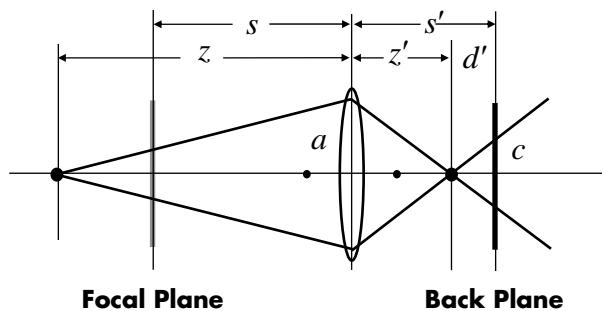


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Circle of Confusion



**Circle of confusion proportional
to the size of the aperture**

$$\frac{c}{a} = \frac{d'}{z'} = \frac{s' - z'}{z'}$$

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Depth of Focus [Image Space]

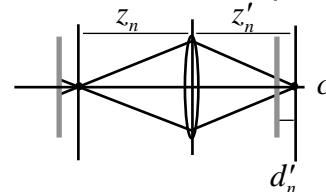
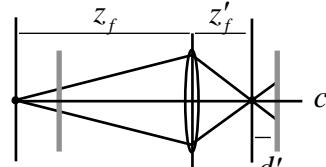
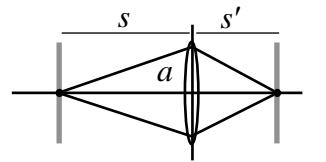
Depth of focus ≡

Equal circles of confusion

Two planes: near and far

$$\frac{c}{a} = \frac{d'_f}{z'_f} = \frac{s' - z'_f}{z'_f}$$

$$\frac{c}{a} = \frac{d'_n}{z'_n} = \frac{z'_n - s'}{z'_n}$$



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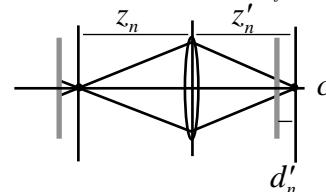
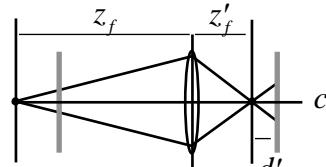
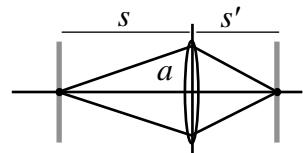
Depth of Focus [Image Space]

Depth of focus ≡

Equal circles of confusion

$$\frac{c}{a} = \frac{d'_f}{z'_f} = \frac{s' - z'_f}{z'_f} \Rightarrow \frac{1}{z'_f} = \frac{1}{s'} \left(1 + \frac{c}{a} \right)$$

$$\frac{c}{a} = \frac{d'_n}{z'_n} = \frac{z'_n - s'}{z'_n} \Rightarrow \frac{1}{z'_n} = \frac{1}{s'} \left(1 - \frac{c}{a} \right)$$



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Depth of Focus [Image Space]

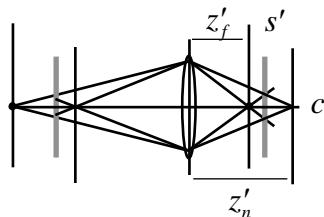
Depth of focus ≡

Equal circles of confusion

$$\frac{1}{z'_f} = \frac{1}{s'} \left(1 + \frac{c}{a} \right) \quad \frac{1}{z'_n} = \frac{1}{s'} \left(1 - \frac{c}{a} \right)$$

$$\frac{1}{z'_f} + \frac{1}{z'_n} = 2 \frac{1}{s'}$$

$$\frac{1}{z'_f} - \frac{1}{z'_n} = \frac{2c}{a} \frac{1}{s'}$$



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Depth of Field [Object Space]

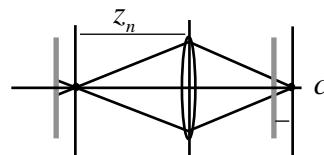
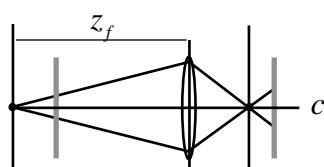
Depth of field ≡

Equal circles of confusion

$$\frac{1}{s'} = \frac{1}{z'_n} + \frac{1}{f} \quad \frac{1}{z'_n} = \frac{1}{z_f} + \frac{1}{f} \quad \frac{1}{z'_f} = \frac{1}{z_f} + \frac{1}{f}$$

$$\frac{1}{z'_n} + \frac{1}{z'_f} = 2 \frac{1}{s'}$$

$$\frac{1}{z'_n} - \frac{1}{z'_f} = \frac{2c}{a} \left(\frac{1}{f} - \frac{1}{s'} \right) \approx \frac{2c}{a} \frac{1}{f}$$



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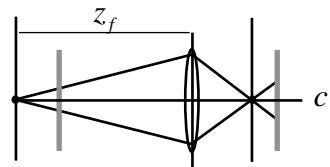
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Hyperfocal Distance

$$\frac{1}{z_n} + \frac{1}{z_f} = 2 \frac{1}{s}$$

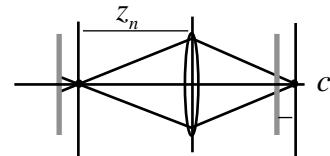
$$\frac{1}{z_n} - \frac{1}{z_f} = \frac{2c}{a} \frac{1}{f} = 2 \frac{cN}{f^2} \equiv 2 \frac{1}{H}$$

$$N \equiv \frac{a}{f}$$



When

$$s \rightarrow H \Rightarrow z_n = \frac{H}{2}, z_f = \infty$$



H is the hyperfocal distance

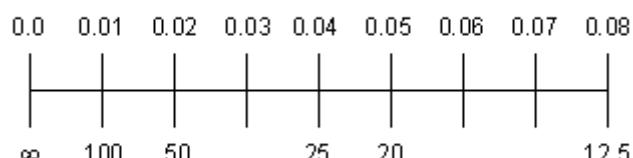
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Depth of Field Scale



Reciprocal of Distance



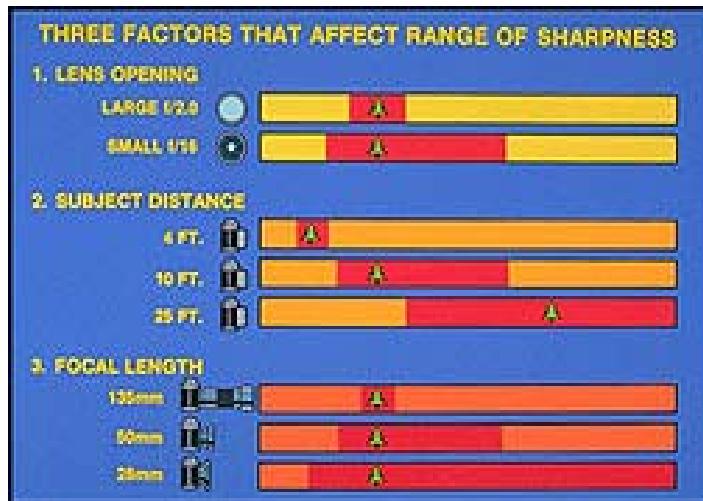
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Factors Affecting DOF

From <http://www.kodak.com/global/en/consumer/pictureTaking/cameraCare/cameCar6.shtml>

$$\frac{1}{H} = \frac{cN}{f^2}$$



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Resolving Power

■ Diffraction limit

$$c = 1.22 \frac{f}{a} \lambda \quad [= 1.22 \times 64 \times .500 \mu\text{m} = 0.040 \text{ mm}]$$

■ 35mm film (Leica standard)

$$c = 0.025 \text{ mm}$$

■ CCD/CMOS pixel aperture

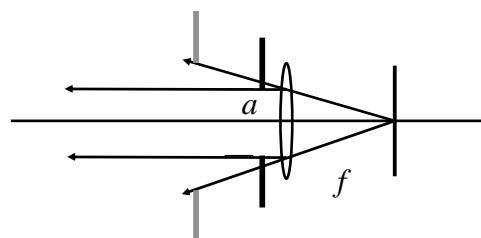
$$c = 0.0116 \text{ mm (Nikon D1)}$$

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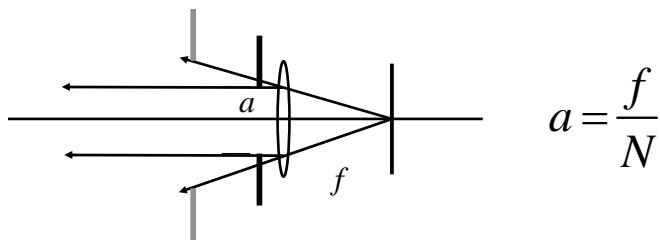
Exposure

Image Irradiance



$$E = \int_{\Omega} L \cos \theta d\omega = L \pi \sin^2 \theta = L \frac{\pi}{4} \left(\frac{a}{f} \right)^2$$

Relative Aperture or F-Stop



$$\text{F-Number and exposure: } E = L \frac{\pi}{4} \frac{1}{N^2}$$

Fstops: 1.4 2 2.8 4.0 5.6 8 11 16 22 32 45 64
1 stop doubles exposure

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Camera Exposure

Exposure $H = E \times T$

Exposure overdetermined

Aperture: f-stop - 1 stop doubles H

Decreases depth of field

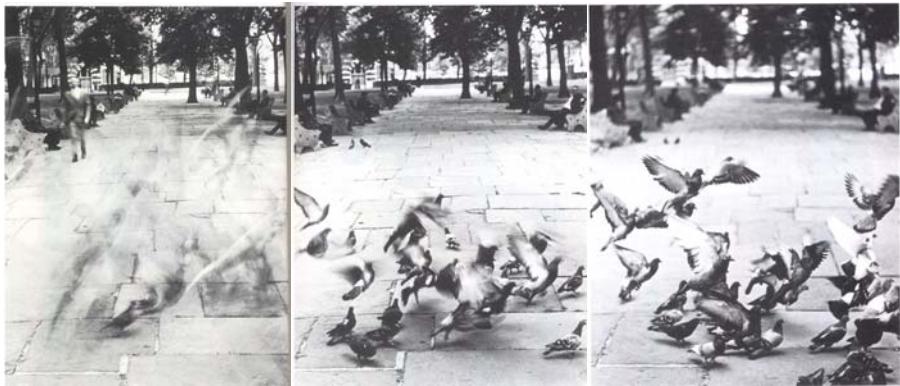
Shutter: Doubling the open time doubles H

Increases motion blur

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Aperture vs Shutter



f/16
1/8s

f/4
1/125s

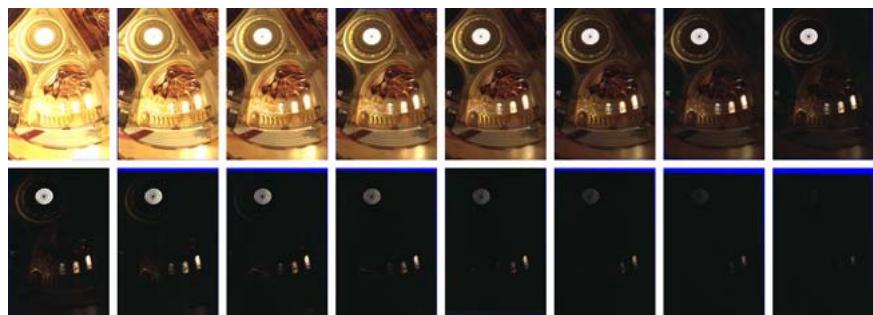
f/2
1/500s

From London and Upton

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High Dynamic Range



Sixteen photographs of the Stanford Memorial Church taken at 1-stop increments from 30s to 1/1000s.

FromDebevec and Malik, High dynamic range photographs.

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Simulated Photograph



Adaptive histogram

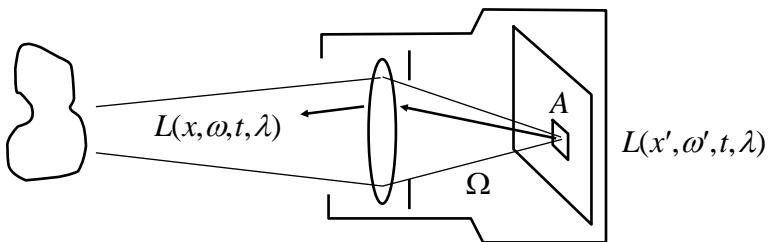
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With glare, contrast, blur

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Camera Simulation



$$R = \iiint_{A\Omega T \Lambda} P(x', \lambda) S(x', \omega', t) L(T(x', \omega', \lambda), t, \lambda) d\vec{A}(x') \bullet d\vec{\omega}' dt d\lambda$$

Sensor response

$$P(x', \lambda)$$

Lens

$$(x, \omega) = T(x', \omega', \lambda)$$

Shutter

$$S(x', \omega', t)$$

Scene radiance

$$L(x, \omega, t, \lambda)$$

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