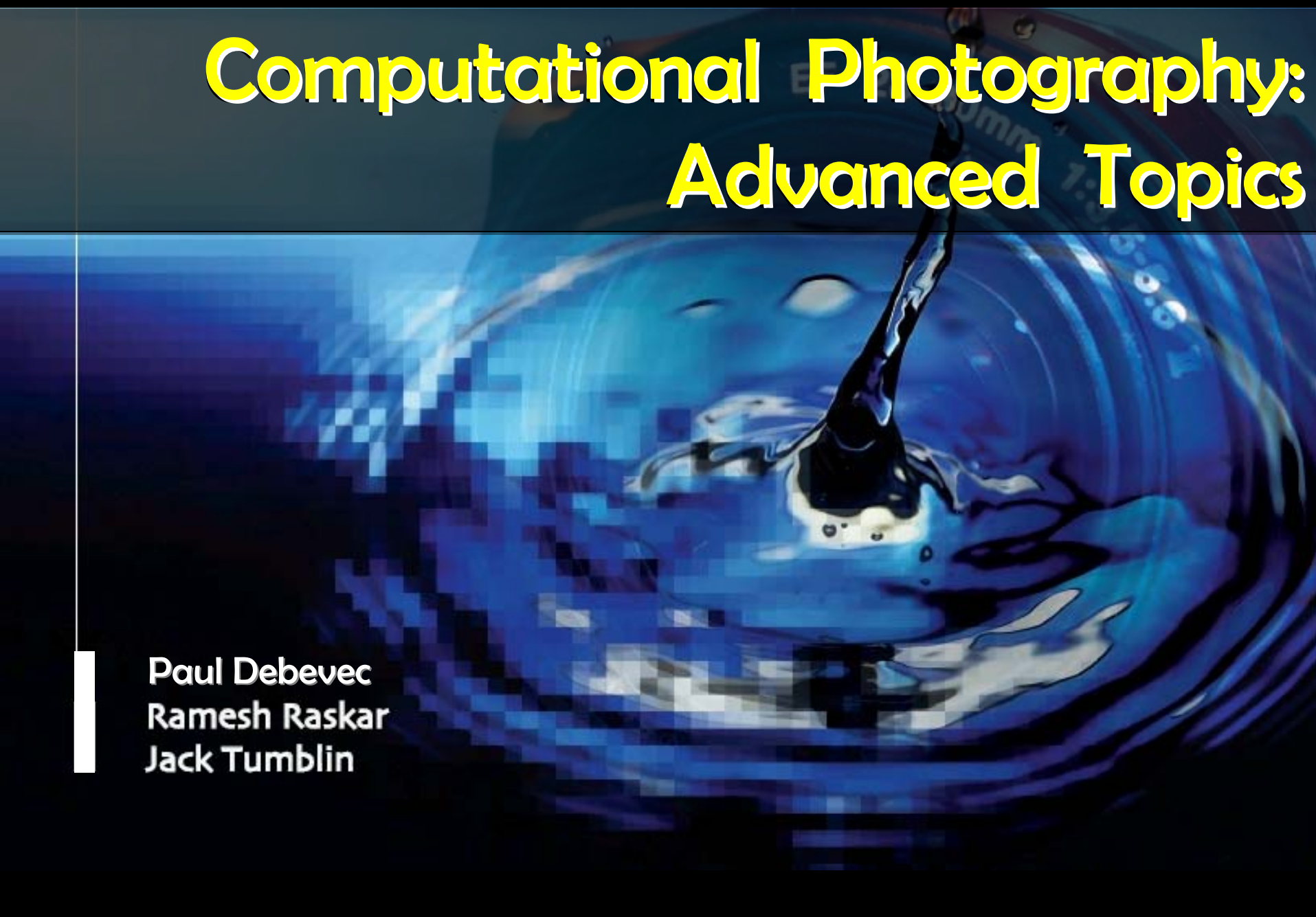
SIGGRAPH2008

Computational Photography: Advanced Topics



Paul Debevec
Ramesh Raskar
Jack Tumblin

Class: Computational Photography, Advanced Topics

Debevec, Raskar and Tumblin

Module 1: 105 minutes

1:45:	A.1 Introduction and Overview	(Raskar, 15 minutes)
2:00:	A.2 Concepts in Computational Photography	(Tumblin, 15 minutes)
2:15:	A.3 Optics: Computable Extensions	(Raskar, 30 minutes)
2:45:	A.4 Sensor Innovations	(Tumblin, 30 minutes)
3:15:	Q & A	(15 minutes)

3:30: Break: 15 minutes

Module 2: 105 minutes

3:45:	B.1 Illumination As Computing	(Debevec, 25 minutes)
4:10:	B.2 Scene and Performance Capture	(Debevec, 20 minutes)
4:30:	B.3 Image Aggregation & Sensible Extensions	(Tumblin, 20 minutes)
4:50:	B.4 Community and Social Impact	(Raskar, 20 minutes)
5:10:	B.4 Panel discussion	(All, 20 minutes)

Class Page : http://ComputationalPhotography.org

Computational Photography: Advanced Topics

A2: Core Concepts (15 minutes)

Jack Tumblin

Northwestern University

Focus, Click, Print:
‘Film-Like Photography’

Light + 3D Scene:

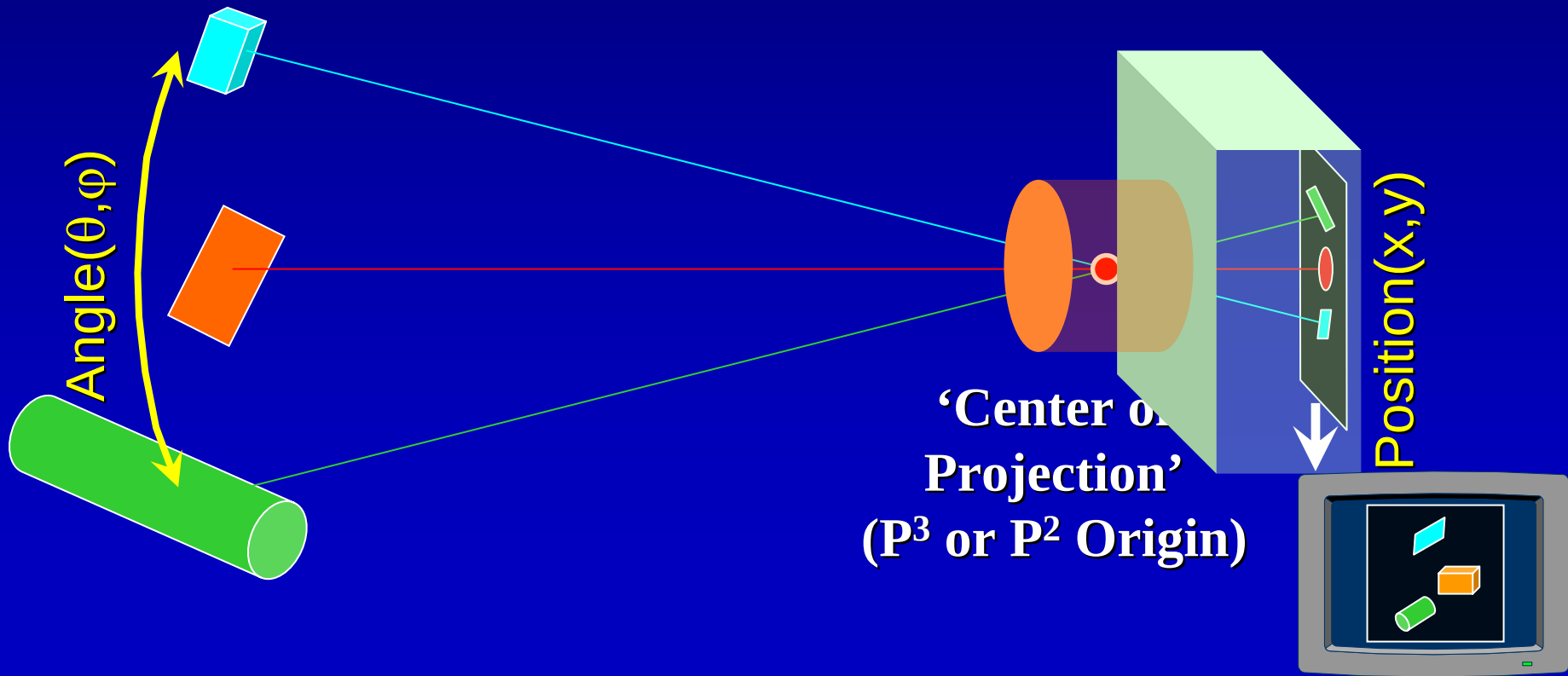
Illumination,
shape, movement,
surface BRDF,…

Rays

Rays

2D Image:

‘Instantaneous’
Intensity Map



Perfect Copy : Perfect Photograph?

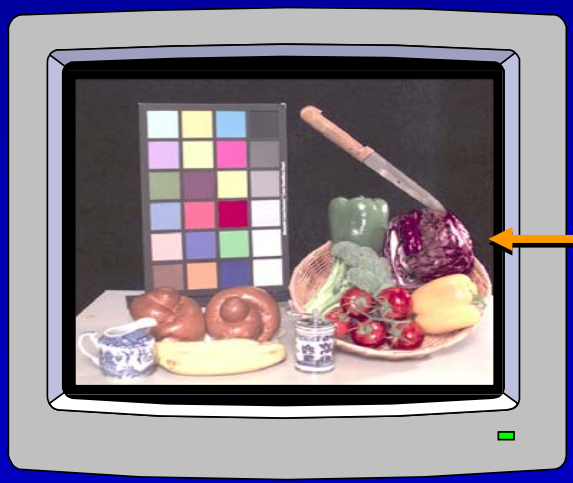
scene

Scene
Light
Intensities

‘Pixel values’

(scene intensity? display intensity?
perceived intensity? ‘blackness/whiteness’ ?)

Display
Light
Intensities



display

‘Film-Like’ Photography

Ideals, Design Goals:

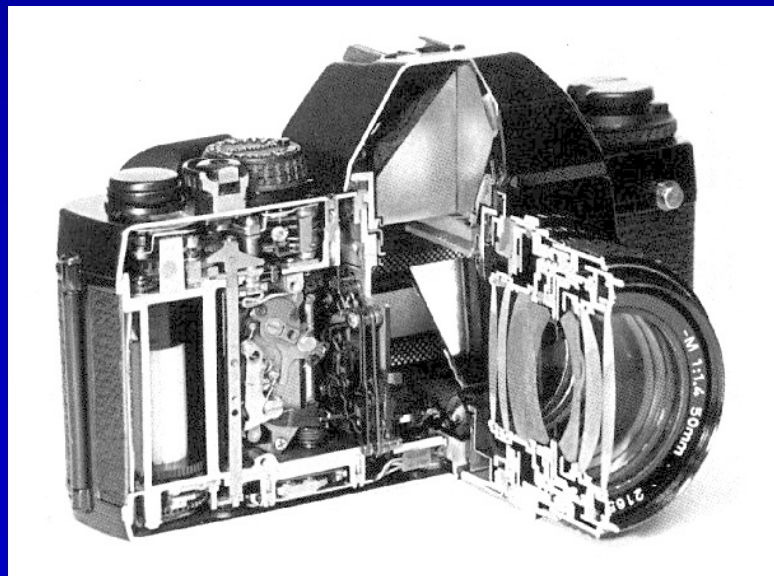
- ‘Instantaneous’ light measurement…
- Of focal plane image behind a lens.
- Reproduce those amounts of light.

Implied:

“What we see is ≅
focal-plane intensities.”

well, no…we see *much* more!

(seeing is *deeply* cognitive)



Our Definitions

- **'Film-like' Photography:**

  Displayed image ≅ sensor image

- **'Computational' Photography:**

  Displayed image ≠ sensor image

  ≅ visually meaningful scene contents

A more expressive & controllable displayed result, transformed, merged, decoded data from compute-assisted sensors, lights, optics, displays

What *is* Photography?

Safe answer:

A wholly new, expressive medium (ca. 1830s)

- Manipulated display of what we think, feel, want, …
  - Capture a memory, a visual experience in tangible form
  - 'painting with light'; express the subject's visual essence
  - *"Exactitude is not the truth."* –Henri Matisse

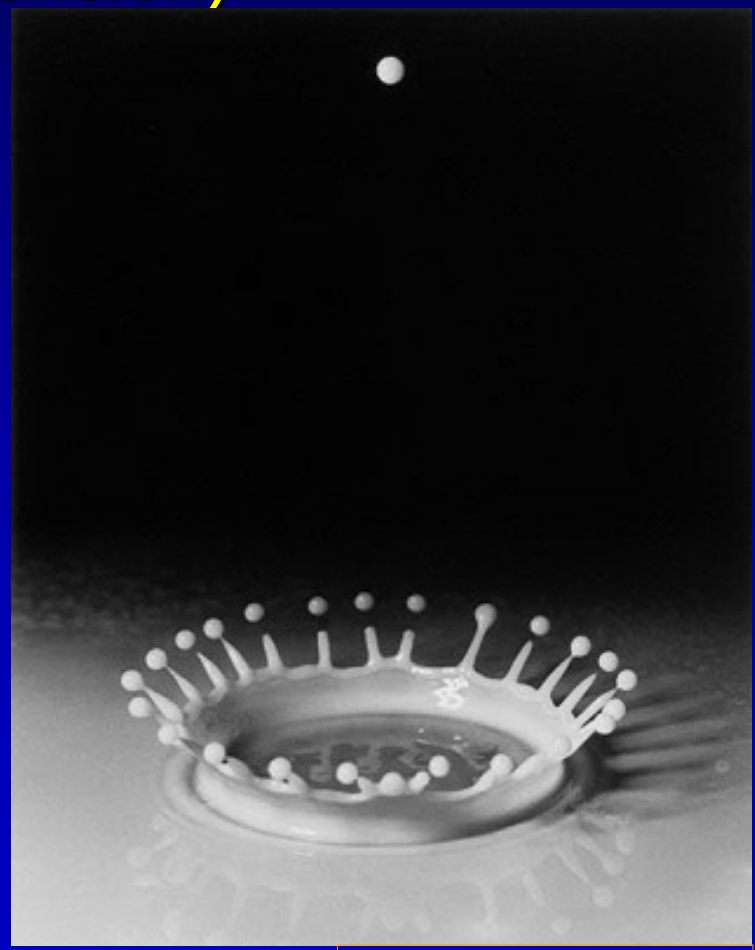
What *is* Photography?

- A ‘bucket’ word: a neat container for messy notions (e.g. aviation, music, comprehension)

- A record of what we see, or would like to see, in tangible form.

- **Does ‘film’ photography always capture it?** Um, no...

- **What do we see?**



Harold ‘Doc’ Edgerton 1936

What *is* Photography?

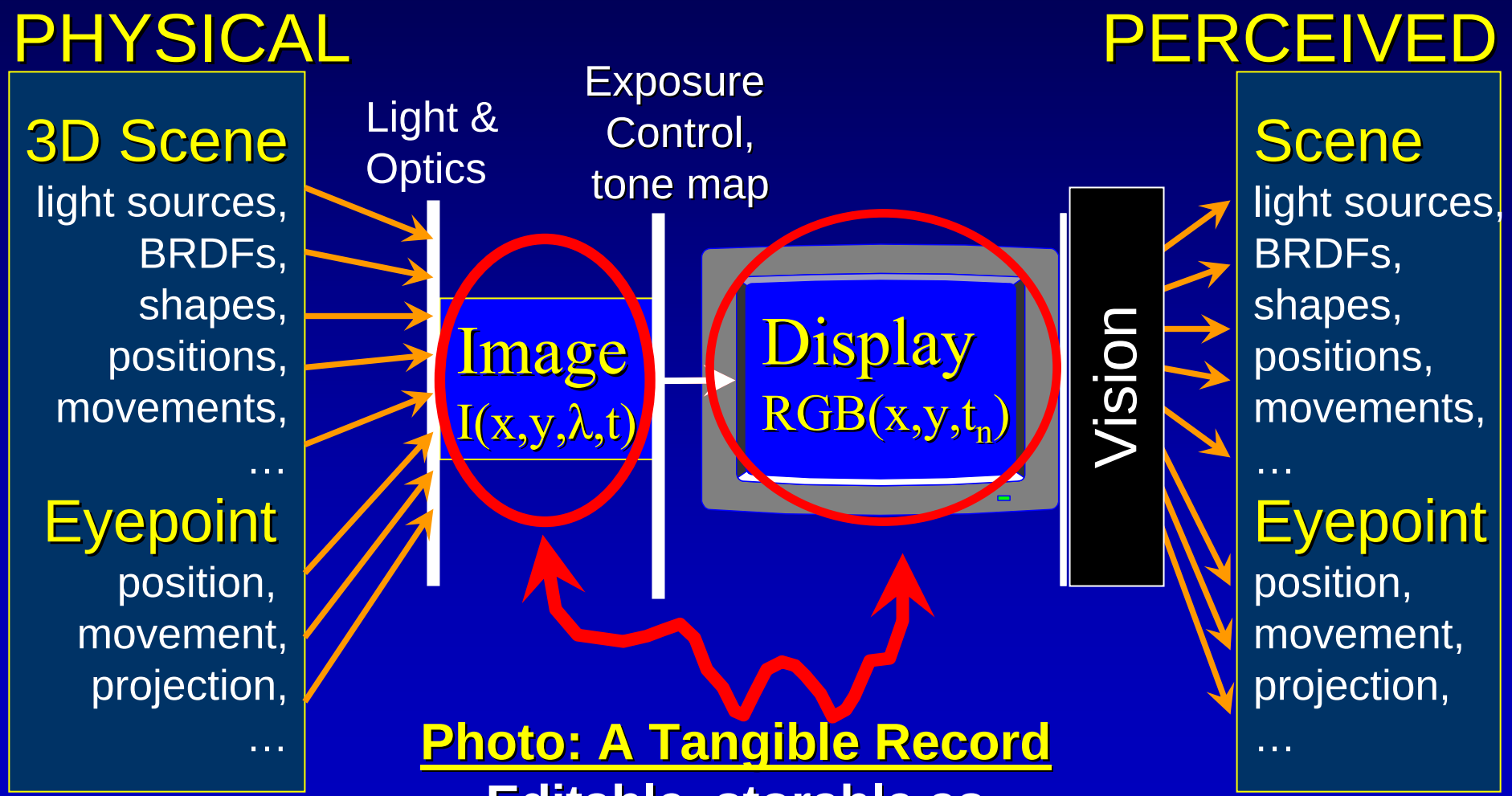
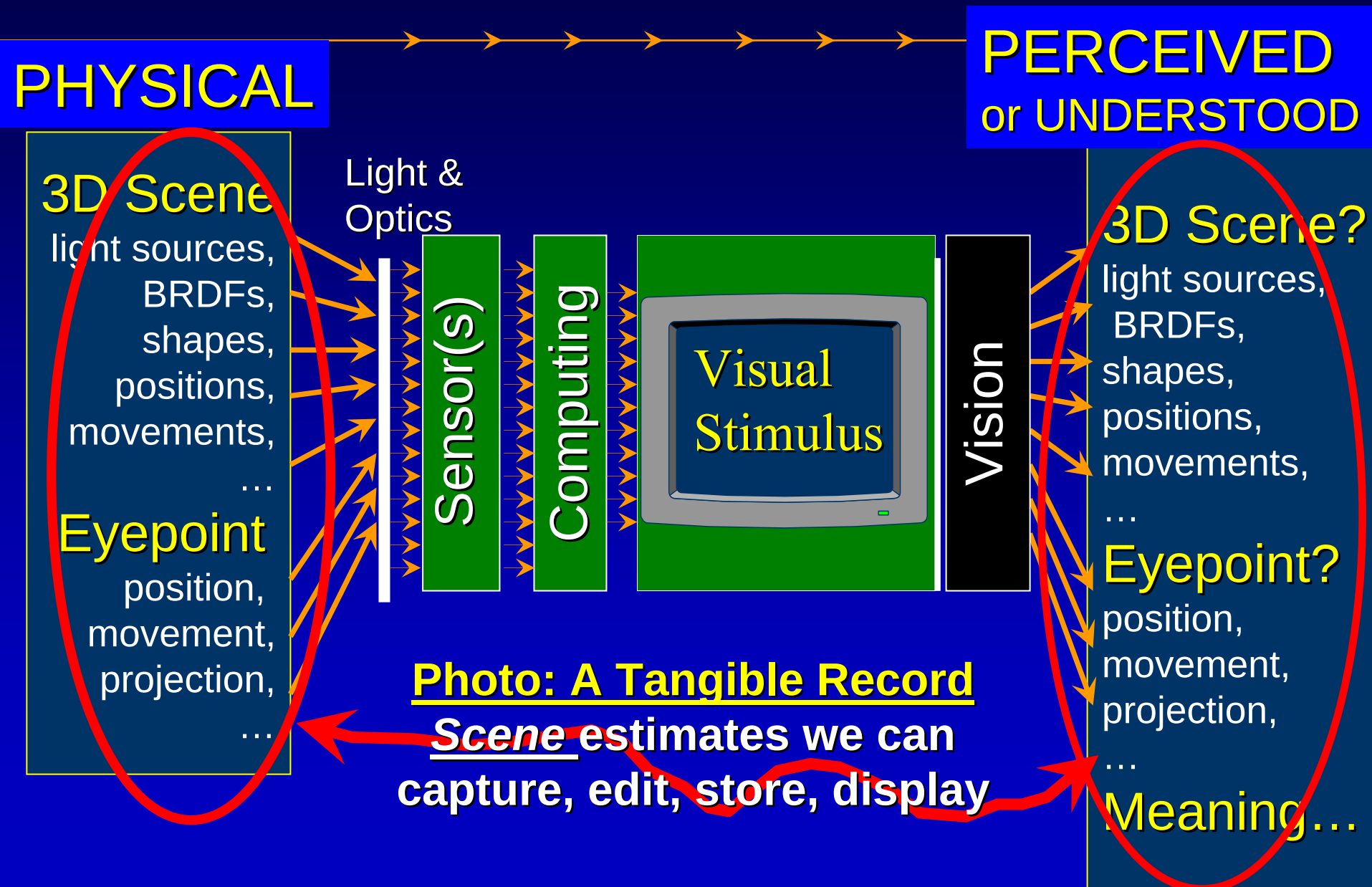


Photo: A Tangible Record

Editable, storable as Film or Pixels

Ultimate Photographic Goals

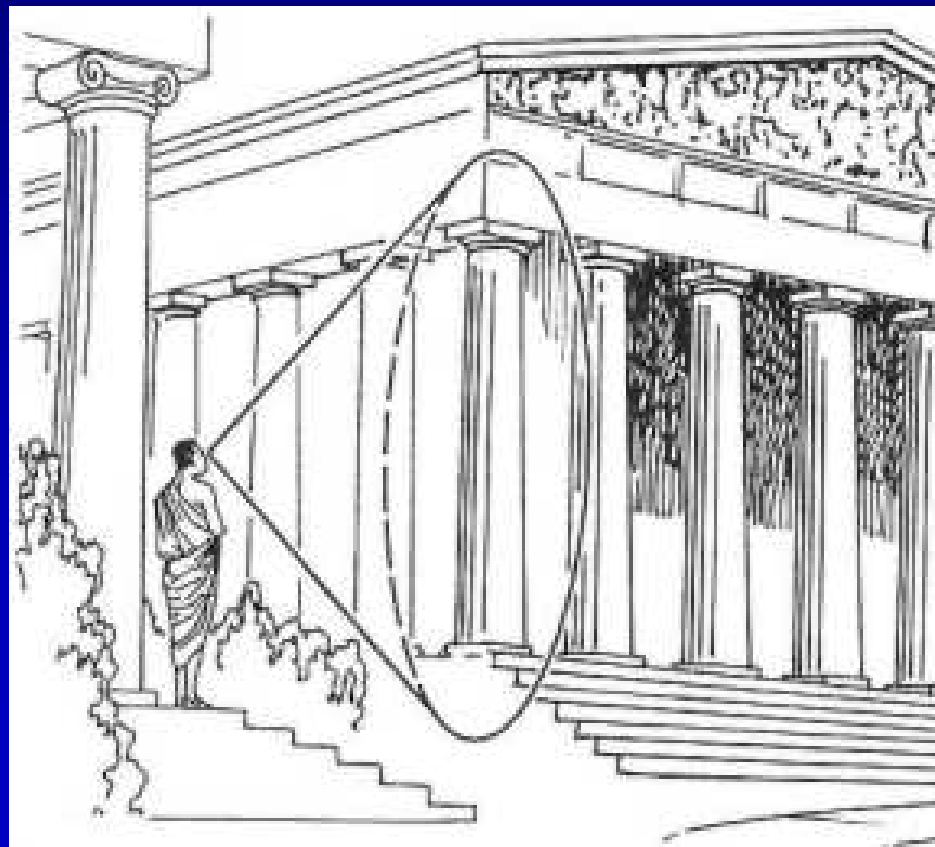


Photographic Signal: ~~Pixels~~ Rays

- Core ideas are ancient, simple, seem obvious:
  - **Lighting:** ray sources
  - **Optics:** ray bending/folding devices
  - **Sensor:** measure light
  - **Processing:** assess it
  - **Display:** reproduce it

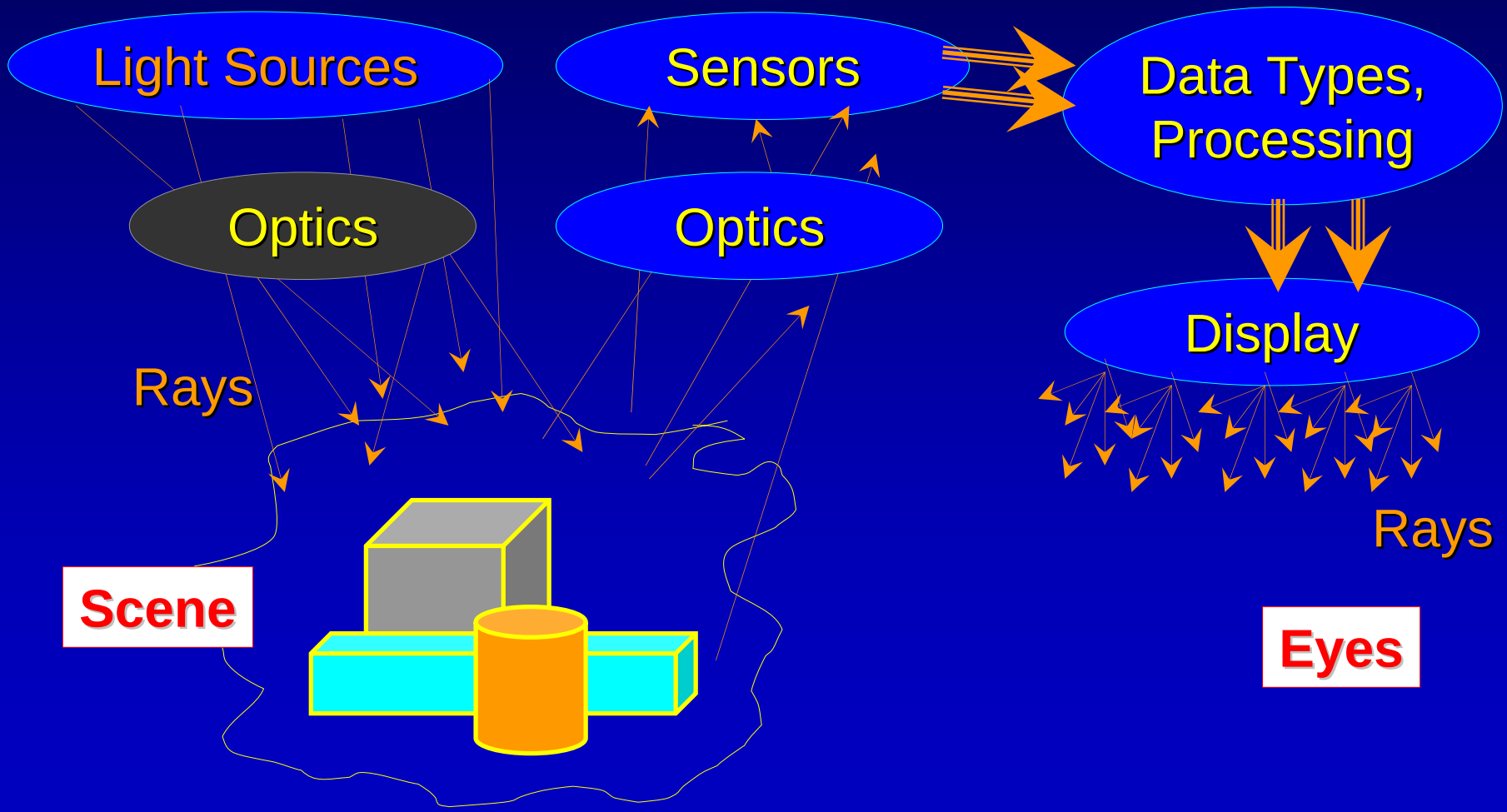
- Ancient Greeks:
  ‘eye rays’ wipe the world to feel its contents…

http://www.mlahanas.de/Greeks/Optics.htm



The Photographic Signal Path

Claim: Computing can improve *every* step



Review: How many Rays in a 3-D Scene?

A 4-D set of infinitesimal members.

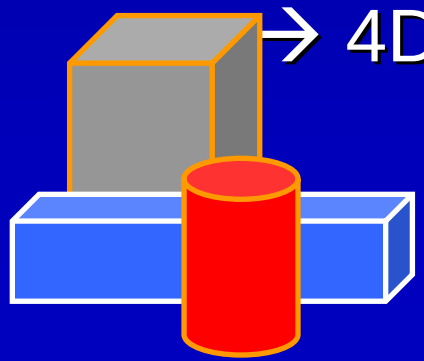
Imagine:

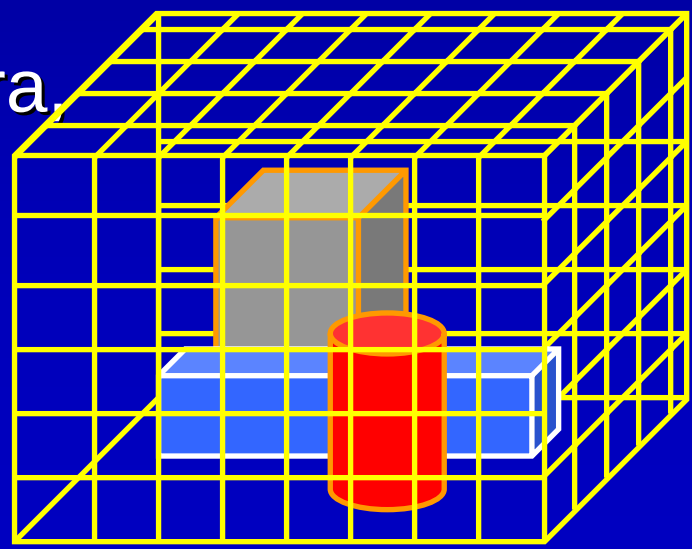
(Levoy et al. SIGG'96) (Gortler et al. '96)

- Convex Enclosure of a 3D scene
- Inward-facing ray camera at every surface point
- Pick the rays you need for ANY camera outside.

2D surface of cameras,
\+ 2D ray set for each camera.

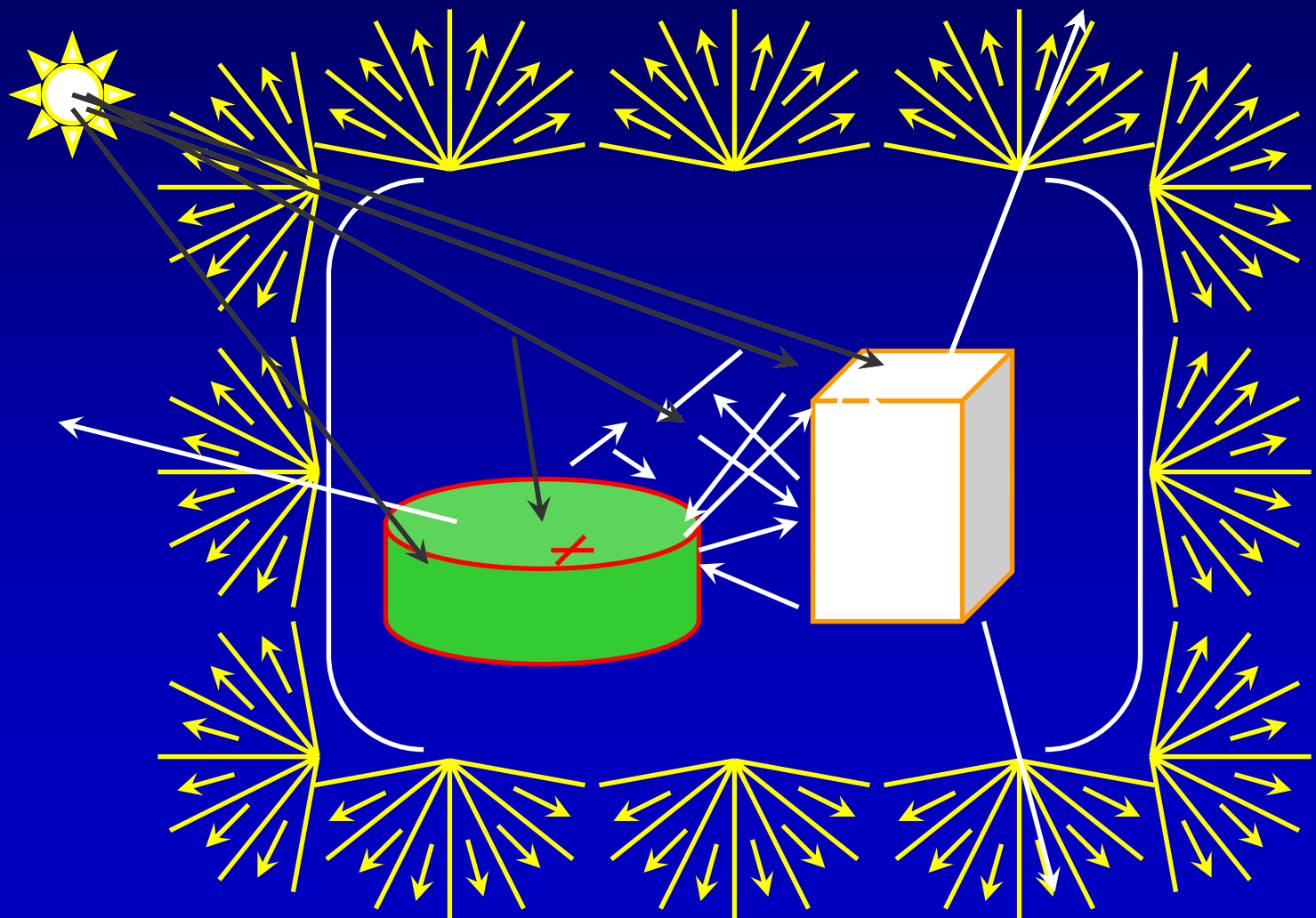
→ 4D set of rays.





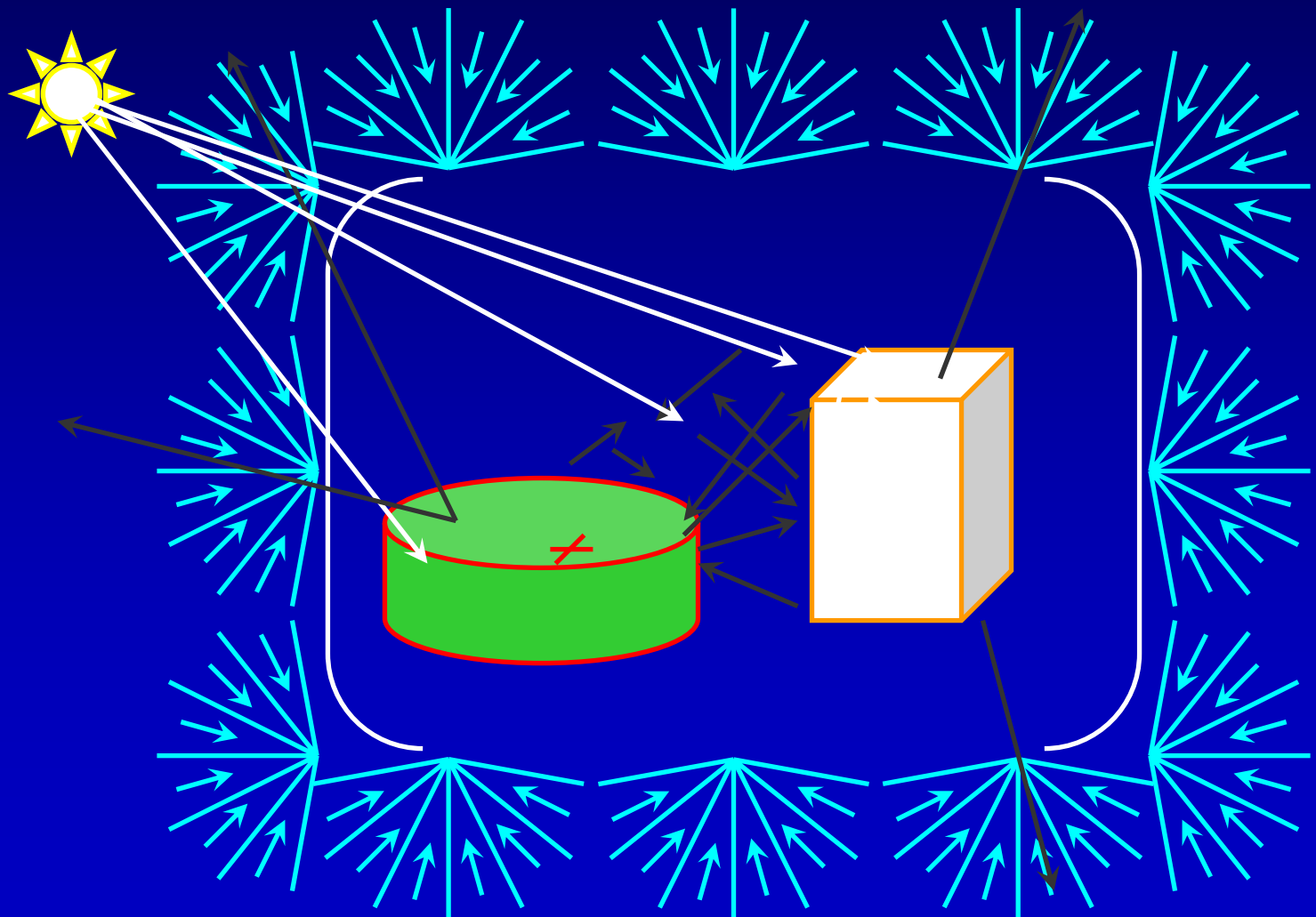
4-D Light Field / Lumigraph

Measure all the ***outgoing*** light rays.



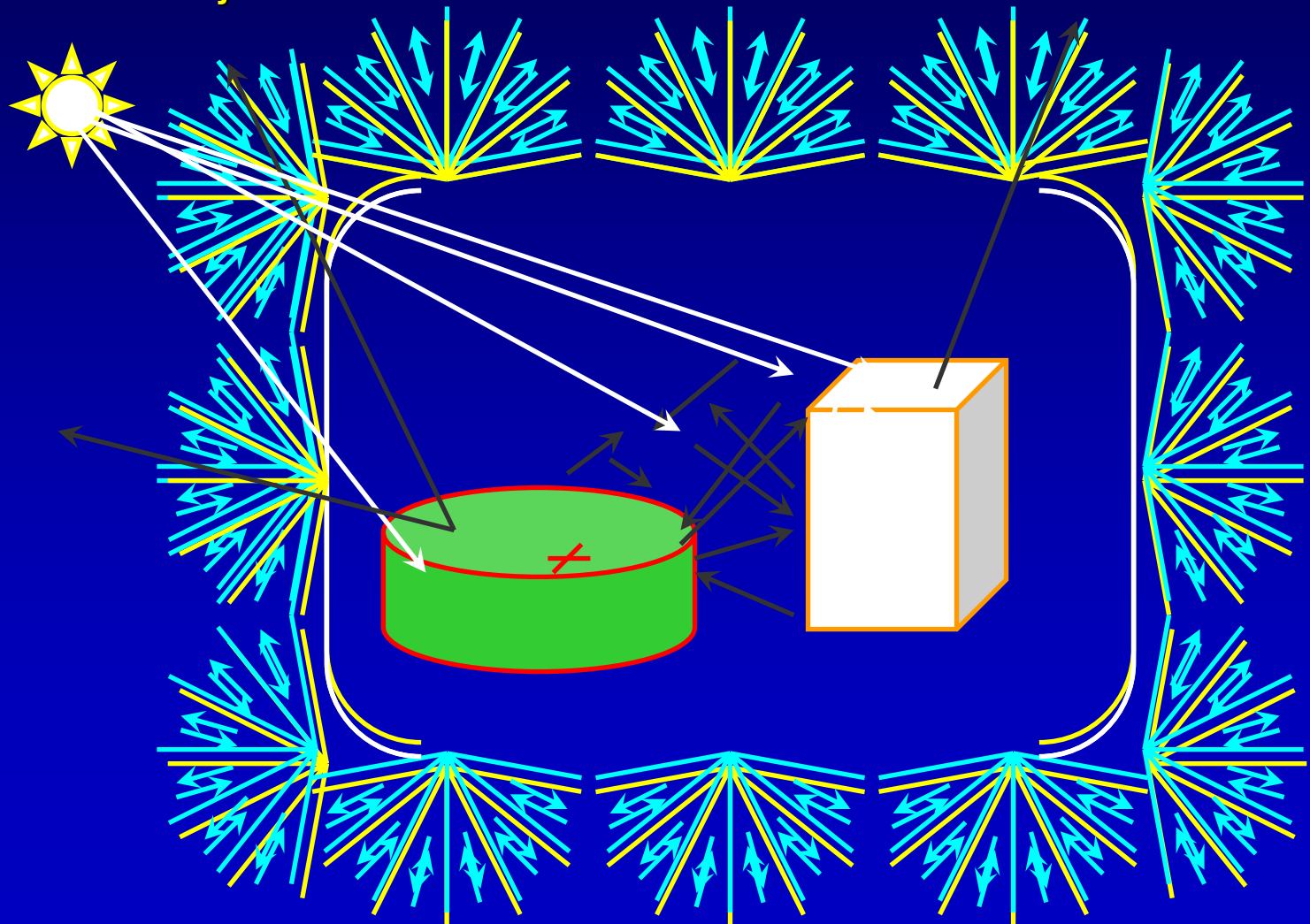
4-D Illumination Field

Same Idea: Measure all the ***incoming*** light rays



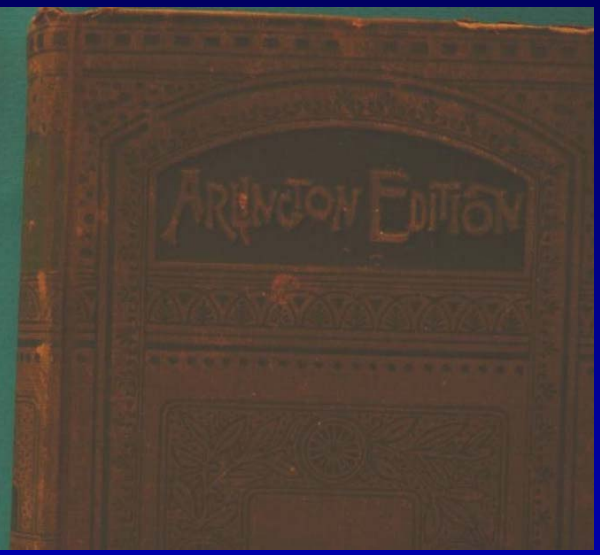
4D x 4D = 8-D Reflectance Field

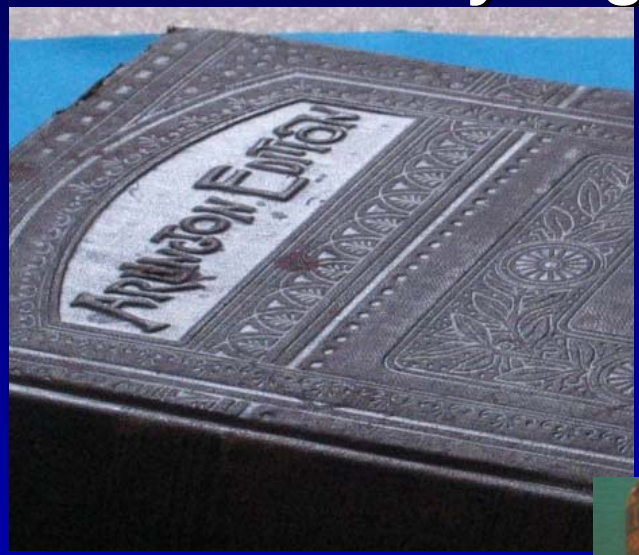
Ratio: R_{ij} = (outgoing ray_i) / (incoming ray_j)



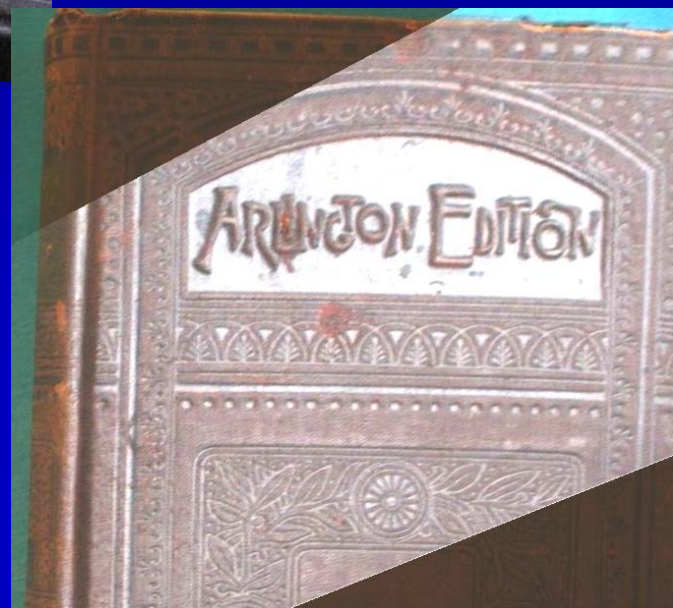
Because Ray *Changes* Convey Appearance

- These rays + all these rays give me…





- MANY more useful details I can examine…



Missing:
Expressive Time Manipulations

What other ways better reveal appearance to human viewers?

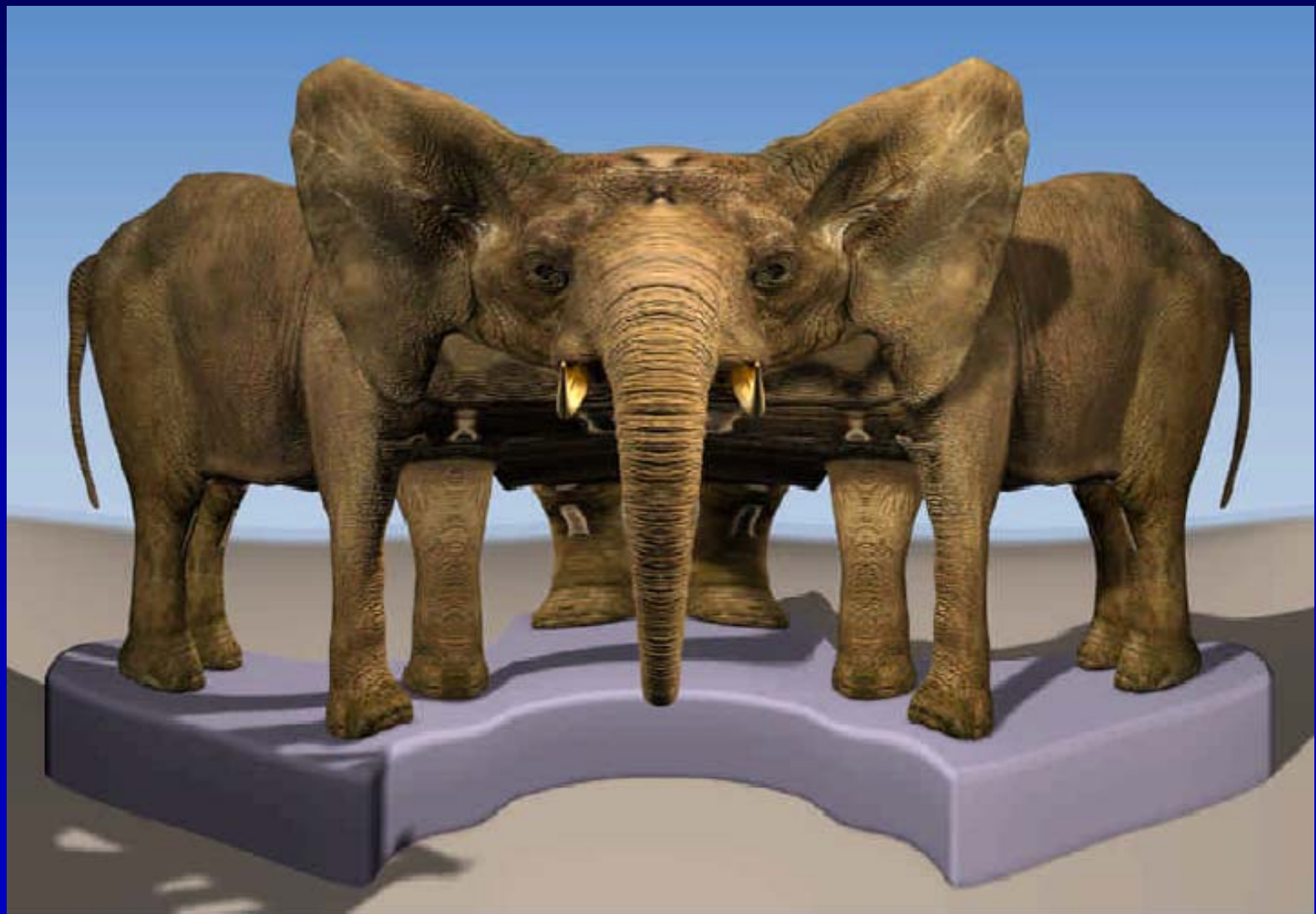
(Without direct shape measurement?)

Can you understand this shape better?

Time for space wiggle. Gasparini, 1998.

Missing:
Viewpoint Freedom

"Multiple-Center-of-Projection Images" Rademacher, P, Bishop, G., SIGGRAPH '98



Missing: Interaction…

Adjust everything: lighting, pose, viewpoint, focus, FOV,…

Winnemoller EG 2005: after Malzbender, SIGG2001

Mild Viewing & Lighting Changes; (is true 3D shape necessary?)

Convicing visual appearance:

Is Accurate Depth really necessary?

a few good 2-D images may be enough…

"Image jets, Level Sets, and Silhouettes"
Lance Williams,
talk at Stanford, 1998.

Future Photography

Novel Cameras

Generalized Sensors

General Optics: 4D Ray Benders

Ray Reconstructor

Generalized Processing

4D Ray Sampler

Novel Displays

Generalized Display

Recreated 4D Light field

Novel Illuminators

Lights

Modulators

General Optics: 4D Ray Benders

4D Incident Lighting

Viewed 4D Light Field

Scene: 8D Ray Modulator

‘The Ideal Photographic Signal’

I CLAIM IT IS:

~~All Rays? Some Rays?~~ ***Changes*** **in Some Rays**

Photographic ray space is vast and redundant
>8 dimensions: 4D view, 4D light, time, λ,

? Gather only ‘visually significant’ ray changes ?

? What rays should we measure ?
? How should we combine them ?
? How should we display them ?

Beyond ‘Film-Like’ Photography

Call it **‘Computational Photography’:**

To make ‘meaningful ray changes’ tangible,

- **Optics** can do more…
- **Sensors** can do more…
- **Light Sources** can do more…
- **Processing** can do more…

by applying low-cost storage, computation, and control.

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