

# Mip-Nerf

Mip-NeRF introduces the technique of mip-mapping to the original NeRF. Instead of querying a single ray per pixel, Mip-NeRF queries a cone, which significantly reduces aliasing and blurring. This approach allows the model to better capture high-frequency details in the scene and improve the overall image quality, while maintaining greater computational efficiency. [Read the Original Paper Here.](#)

## About Clarity

The final images are not super clear. There are features that pop out, but it is overexposed and grainy everywhere but those few features.



## About Errors

All of the distortion and overexposed features are errors. This is partially due to the method, but could also partially be due to the API. The pipeline for Mip-Nerf is not what it is optimized for.

## About Accuracy

The features that are clear are accurate to the ground truth, but everything around it is inaccurate.

## Overall Immersion Rating

This method, at least default through the Nerfstudio, is not fit at all for immersive environments. It is too inaccurate and unclear