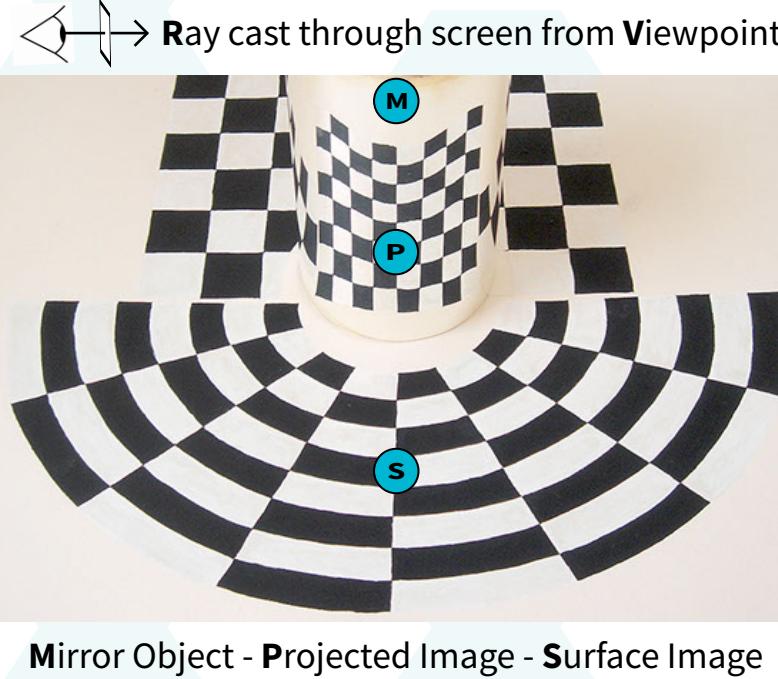


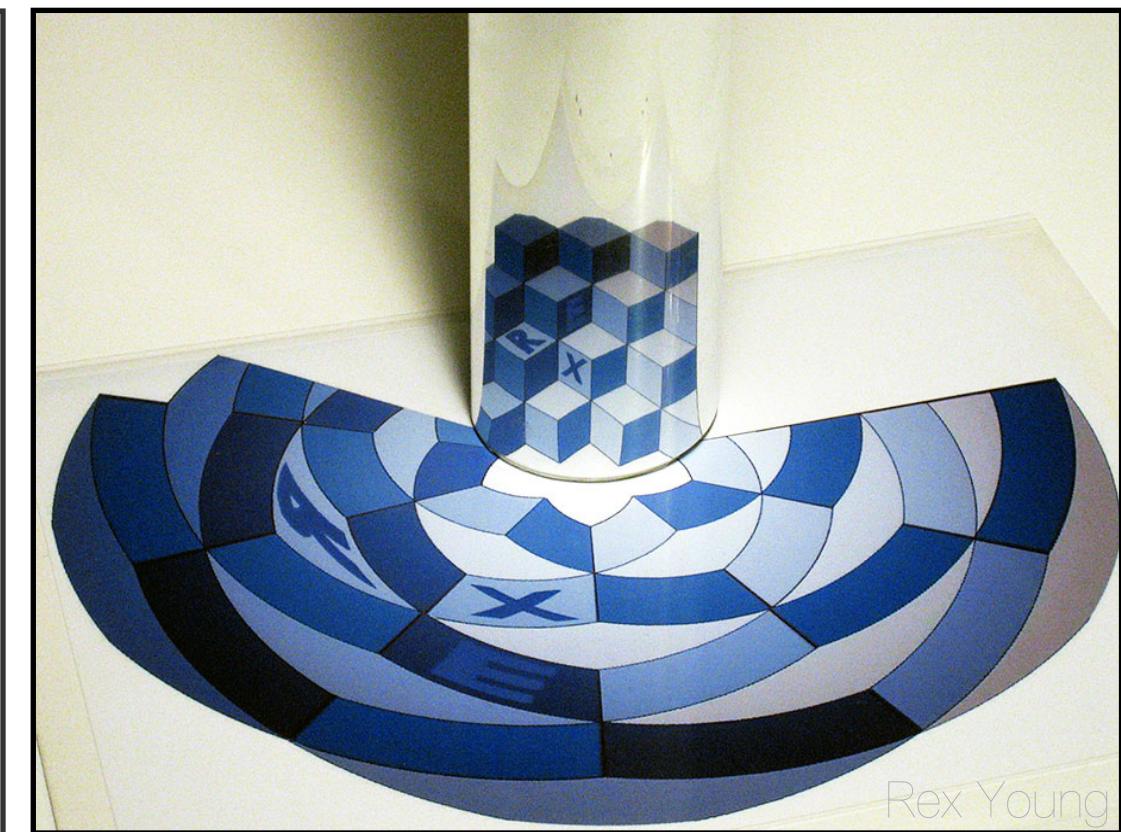
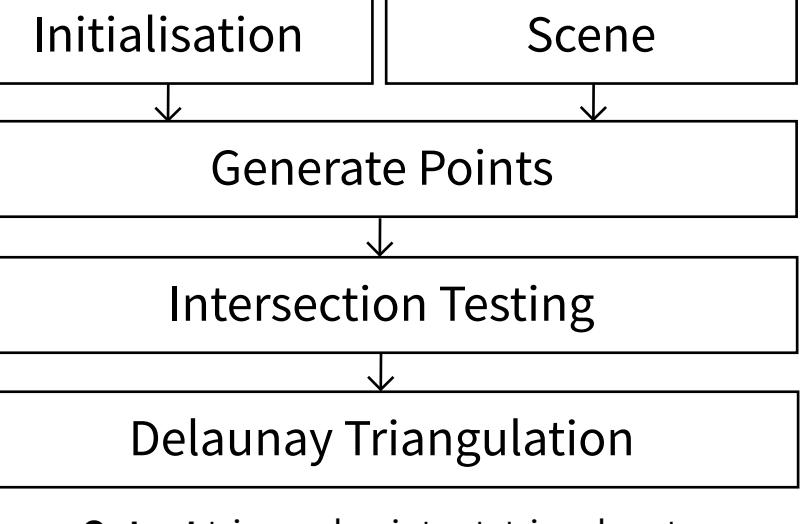
Raytracing Mirror Anamorphosis

Introduction



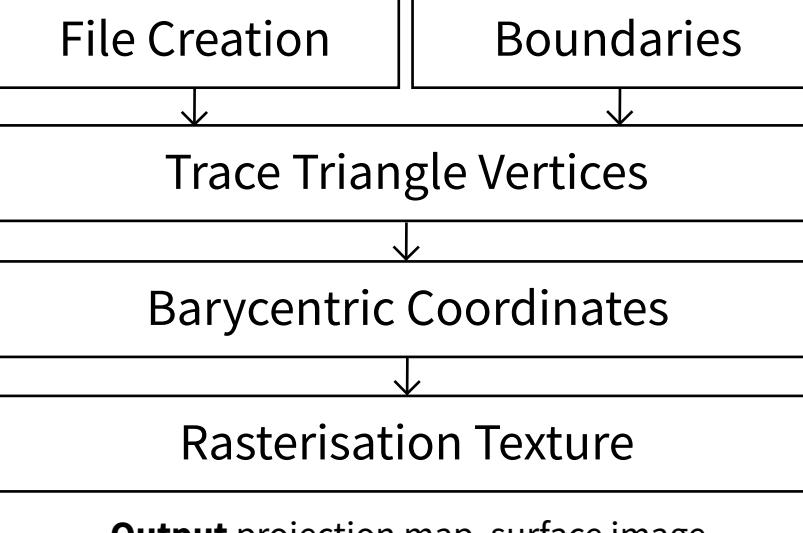
Points

Input width, height, samplecount, camera, objects



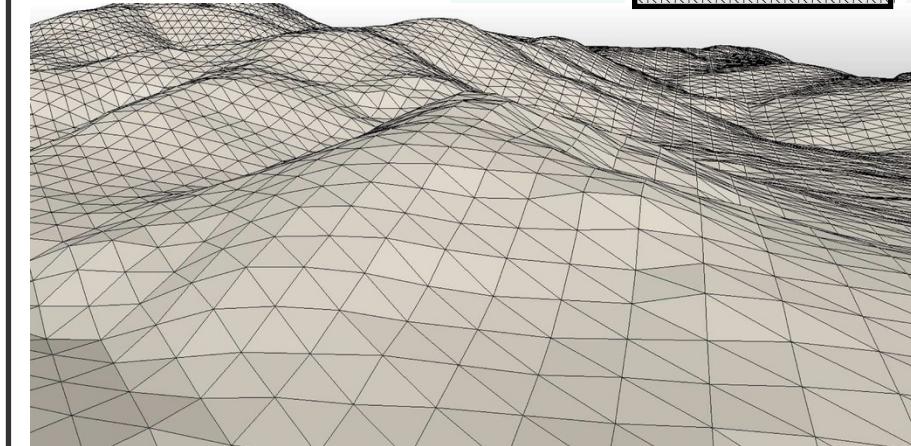
Mapping

Input width, height, triangles, files, textures

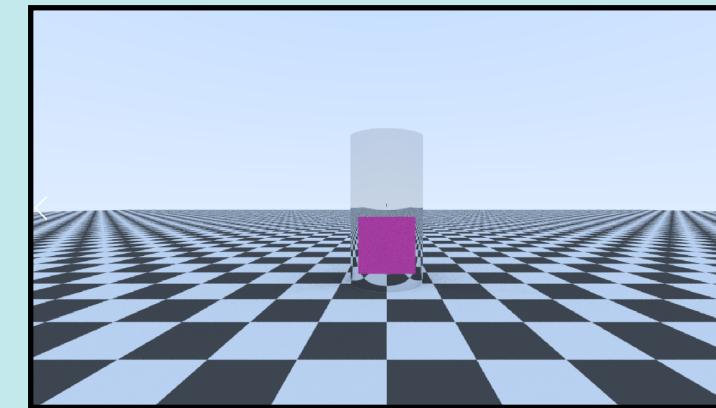


Future Work

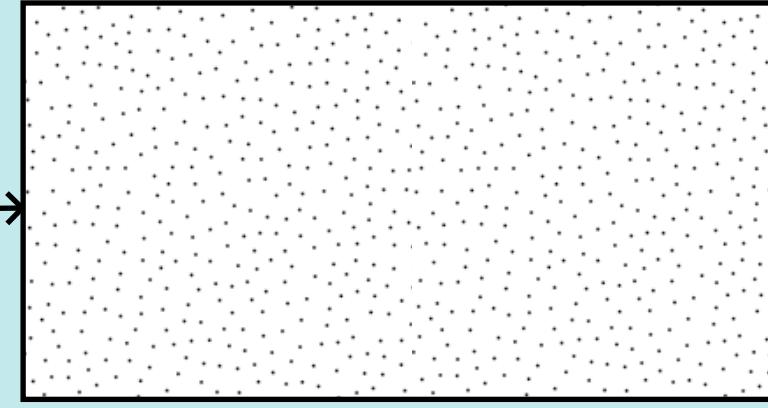
Adaptive Strategies
Nested Level of Detail



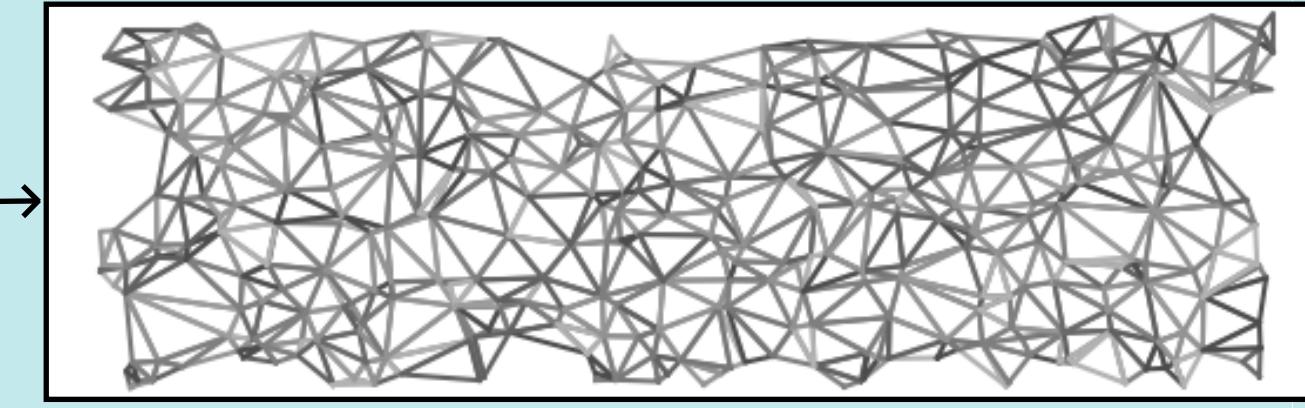
Scene Overview



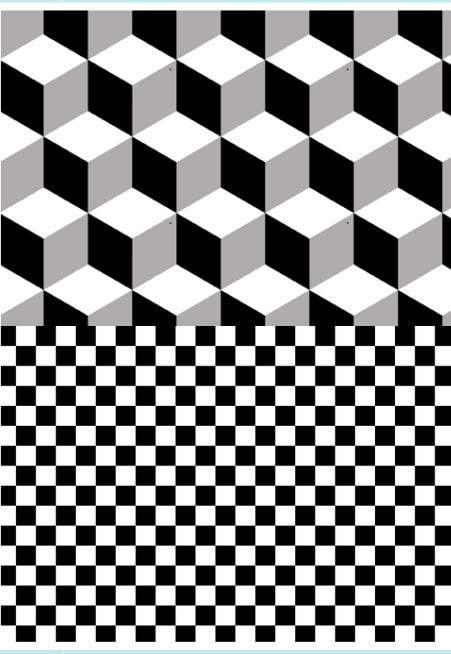
Point Generation



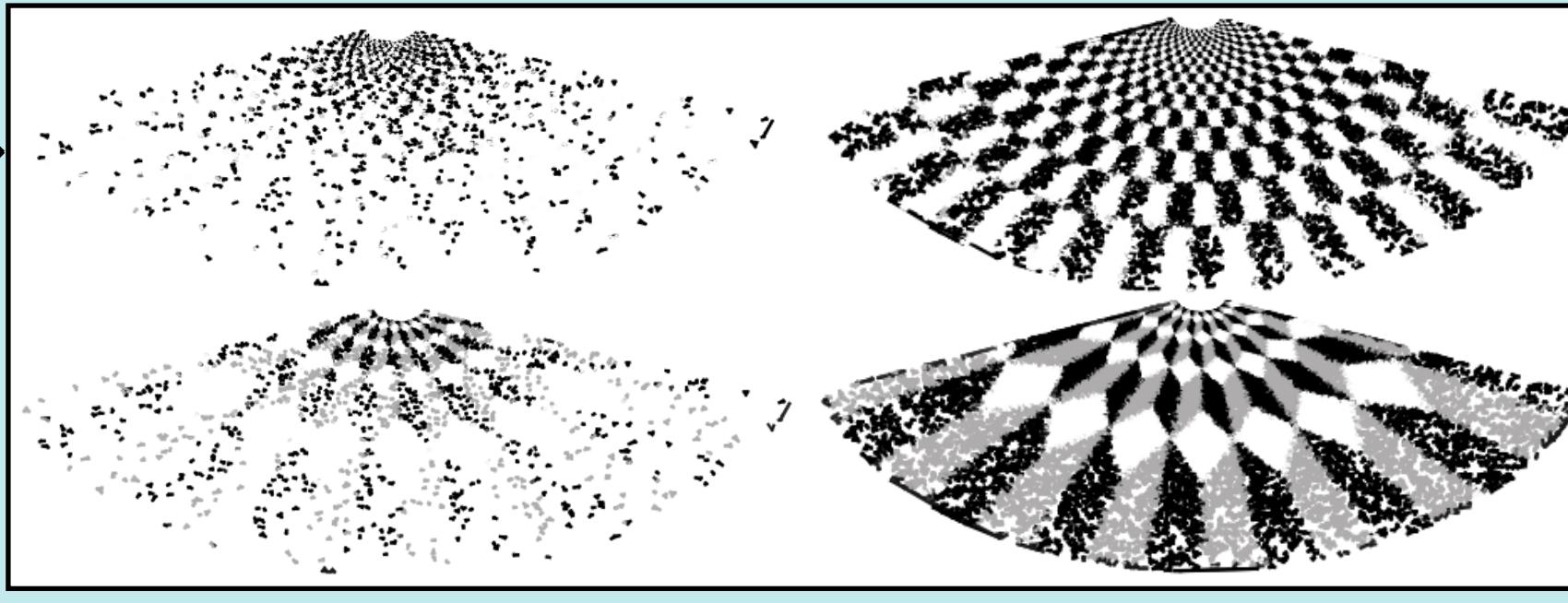
Delaunay Triangulation



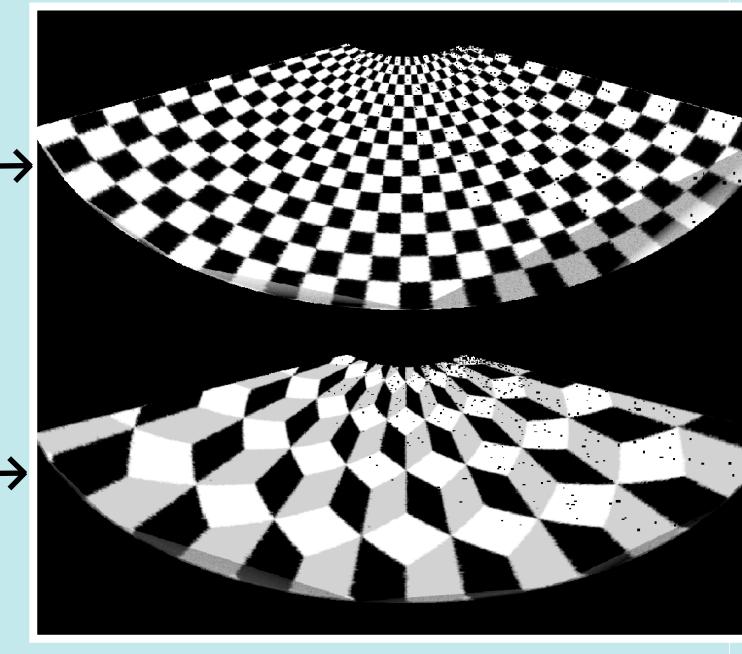
Riley
Jense



Source Image



Various Triangle Counts Post-Triangulation



Texture Mapping

