

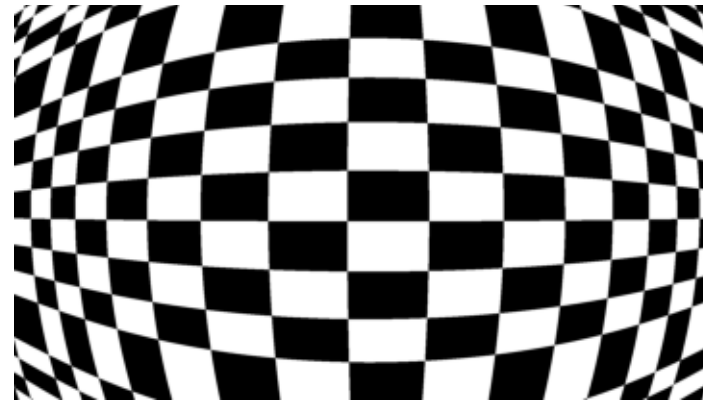
Undistorted



Radial distortion



Checkerboard



UV Map (R=U, G=V)



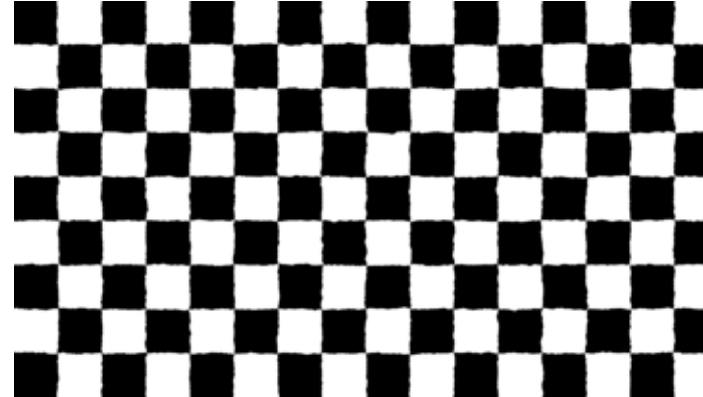
Undistorted



Perlin distortion



Checkerboard



UV Map (R=U, G=V)



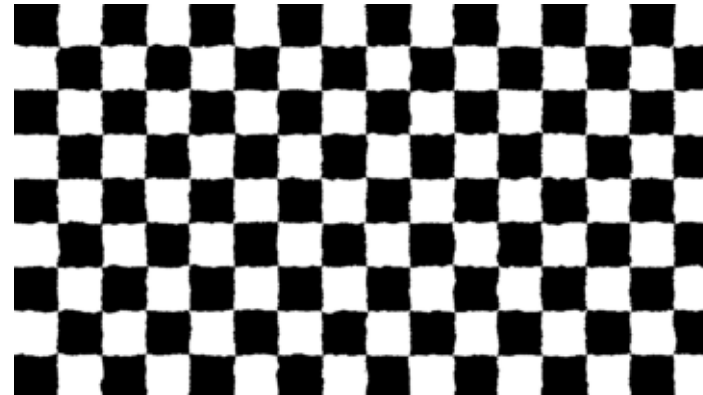
Undistorted



TPL distortion



Checkerboard



UV Map (R=U, G=V)



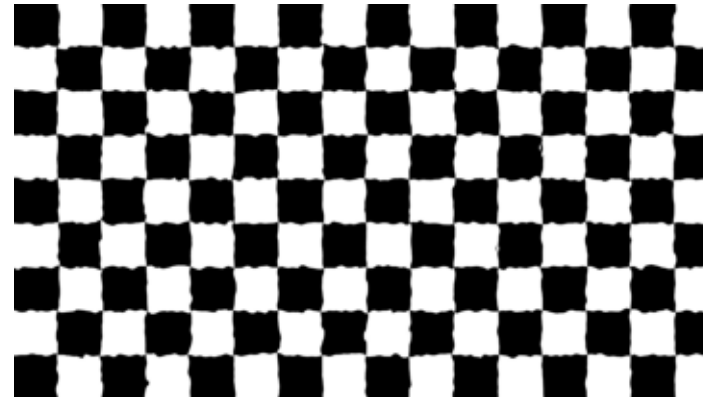
Undistorted



Div-Free distortion



Checkerboard



UV Map (R=U, G=V)

