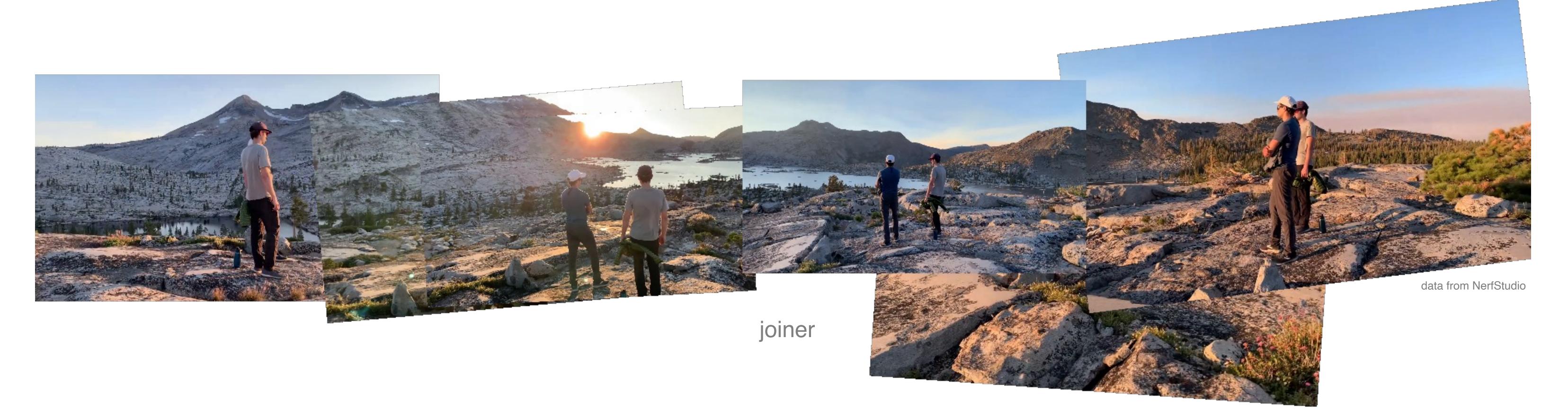


panorama





### Motivation

"Photography is all right if you don't mind looking at the world from the point of view of a paralyzed cyclops-for a split second." - David Hockney

Natural looking multi-perspective photos

- wide field of view
- subjective visual experience
- creative imagery

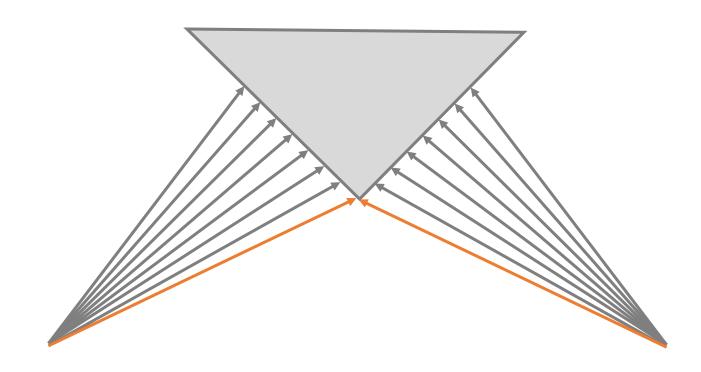






# Observation

Perspective changes appear continuous when neighboring pixels correspond to rays that intersect on the surface of an object.



### Method

Create general linear cameras (GLCs) that

- replicated joiner image perspective in the center regions,
- interpolated rays smoothly between images.

Use the rays from GLCs to render a radiance field of the scene.

# **Future work**

- adaptive rendering range to exclude objects
- contour-fitting selection for GLC vertices
- expand field of view of joiner

# References

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