

pbrt::DistortionCamera

- + coeffVec: <typedef> std::vector<pbrt::Float>
- + numCoeffsForModel: std::unordered_map<std::string, int>
- distortionModel: std::string
- Normalize, Denormalize: pbrt::Transform
- coeffs, fittedCoeff: coeffVec

- + DistortionCamera
- + GenerateRay: pbrt::Float
- InvertDistortion: coeffVec
- CalculateRayStartPoint: pbrt::Point3f