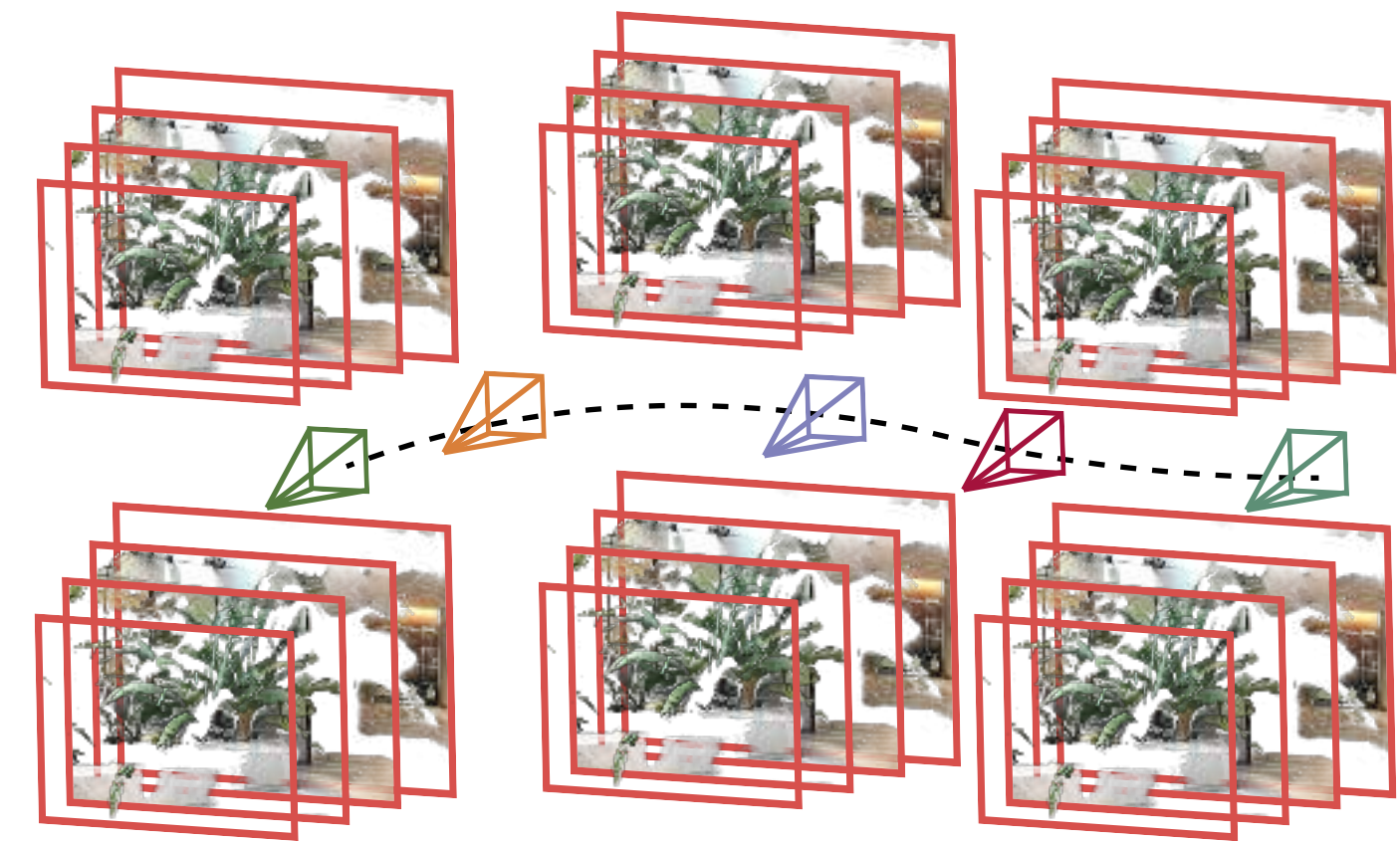


Fast and easy handheld capture with guideline:  
closest object moves at most  $D$  pixels between views



Promote sampled views to local light field  
via volumetric scene representation



Blend neighboring local light fields  
to render novel views

