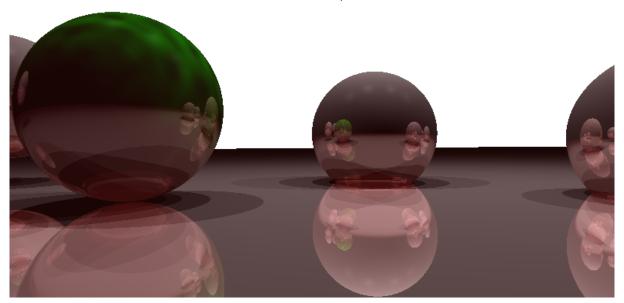
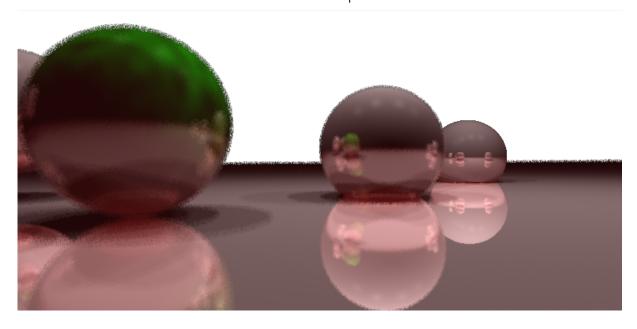


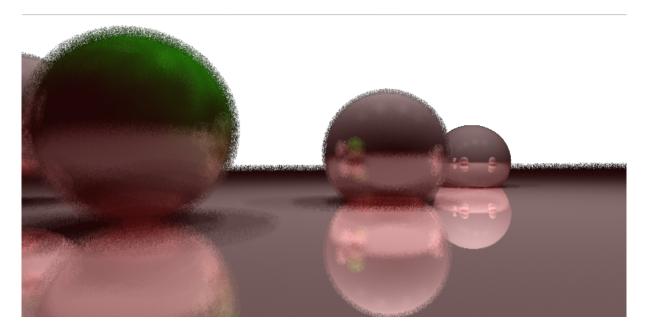
Ex.4 cubic interpolation



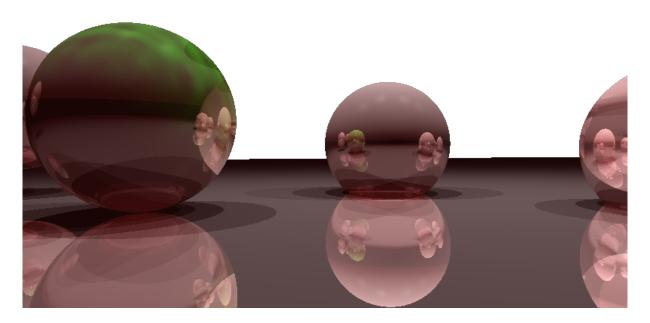
Ex.4 linear interpolation



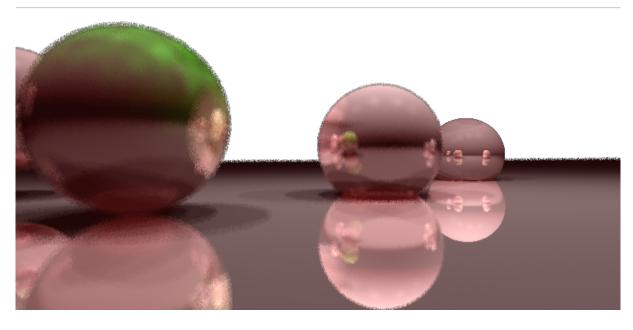
Ex.5 aperture = 0.1



Ex.5 aperture = 0.5



Ex.6 refraction n1/n1 = 1/1.5



dof & refraction