

UAV-based Light Field Sampling



Large Scale Collection and Light Field Video

- With the DARPA Swarm Challenge, visualization is difficult
- Light fields can allow for immersive, user-defined views of the field
- The goal of this project is to demonstrate proof of concept with quadcopters



DARPA Swarm UAV challenge

What is a Light Field?



INTEL® 360 REPLAY TECHNOLOGY

Watch the biggest moments in sports from virtually every angle, whether it's a winning dunk or a grand slam.

- A collection of images taken from varying angles with a subject at the center
- Light fields are not uncommon
- Are used to create holograms
- Now used in sports for immersive replays
- Not to be confused with panoramas

How Do They Do It?

5K

cameras surround the venue

DON'T MISS A MOMENT

With more than thirty 5K cameras surrounding each venue, Intel® 360 Replay technology delivers the clearest high-def images possible. This technology uses voxels (pixels with volume) to render replays in spectacular 3D, creating a multi-perspective view of key moments.



Process that data quickly

- Find correct location and time on field or court
- Arrange images for replay



1TB

of data processed per replay

THE ULTIMATE PERSPECTIVE IN REAL-TIME

The only things faster than the game are the computers recording it. Intel® servers and a proprietary data algorithm quickly process incredible amounts of data to create a volumetric image of the game. The result is a seamlessly rendered Intel® 360 Replay.

Basis of the Light Field

Purpose

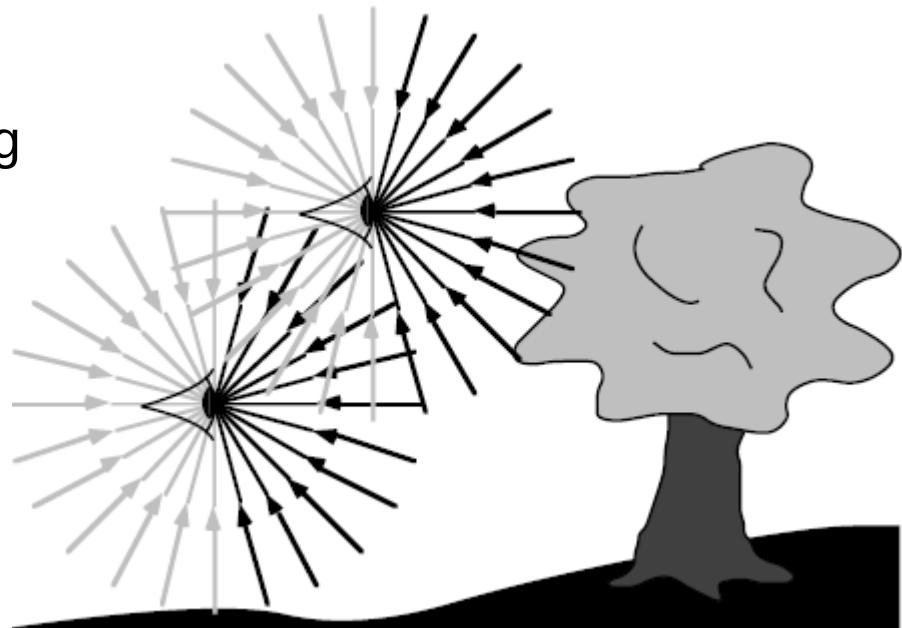
- An immersive rendering method for rendering
- Can reconstruct depth from scenes
- Interactive image processing post capture
- Of great interest in VR circles, gaining in robotics

Plenoptic Function

- Describes all of the light from every possible view

Light Field Parameterizations

- A 4D function that describes the direction of a ray



Visualization of the plenoptic function from Anderson et al

Example Light Slabs

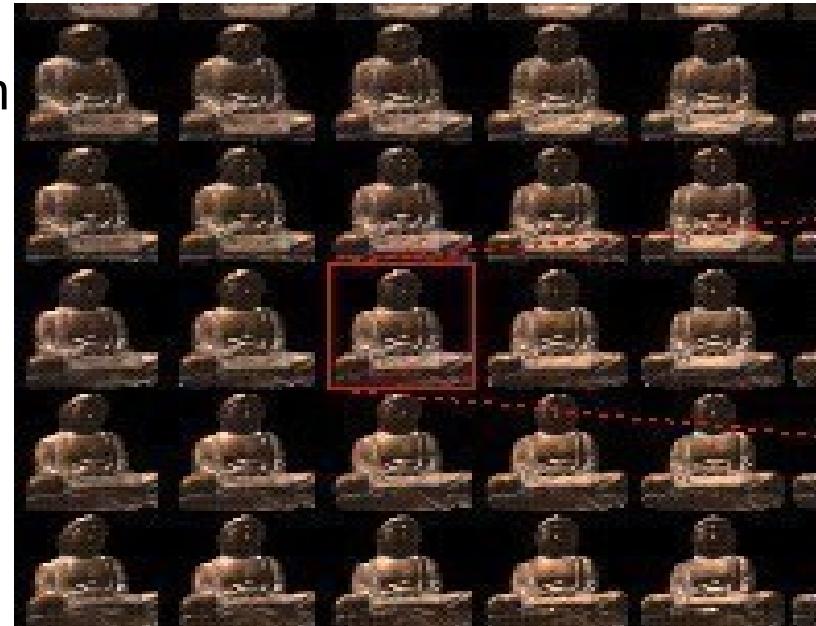


Slab captured by Baxter robot

Captured Light Field

- The 4D representation of the plenoptic function
- Very dense data spatially and angularly
- Generally referred to as a slice or slab of the plenoptic function
- Examples shown with 2PP

Slab captured by Levoy et al



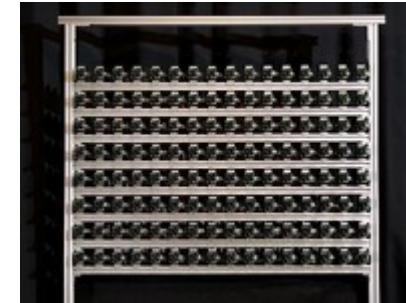
Typical Collection Methods



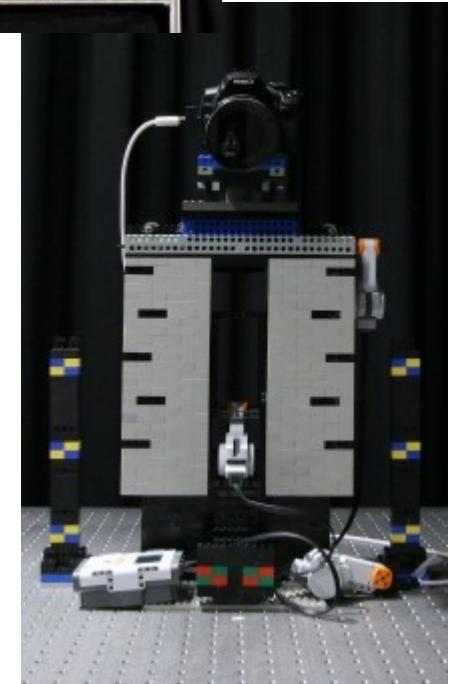
Google Jump



Lytro Immerge



Stanford array



Stanford Gantry

Handheld Camera



Raytrix r5 and raw image

- Large image sensors preceded by microlens array
- Not hugely popular due currently limited applications
- Can be used for 3D capture



Robot Platforms Used

- New method for capturing light field
- Can capture for difficult locations
- Potential to adapt to subject and/or environment

PR2



UR10



Baxter



AR Drone

First Drone Light Field

- Controlled ARDrone Parrot integrated with Vicon motion capture system
- PID control loop for position hold and control
- Integrated via ROS

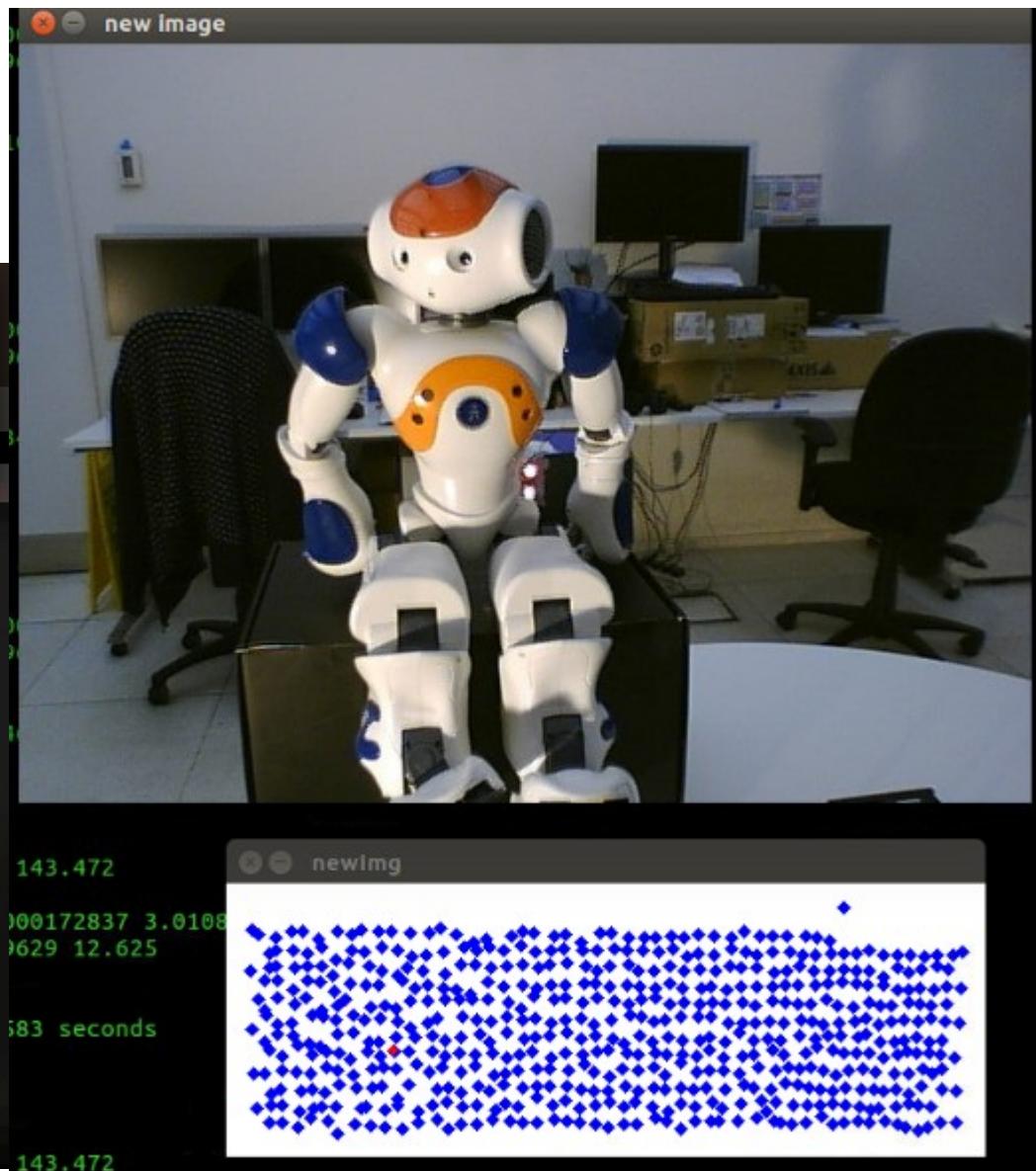
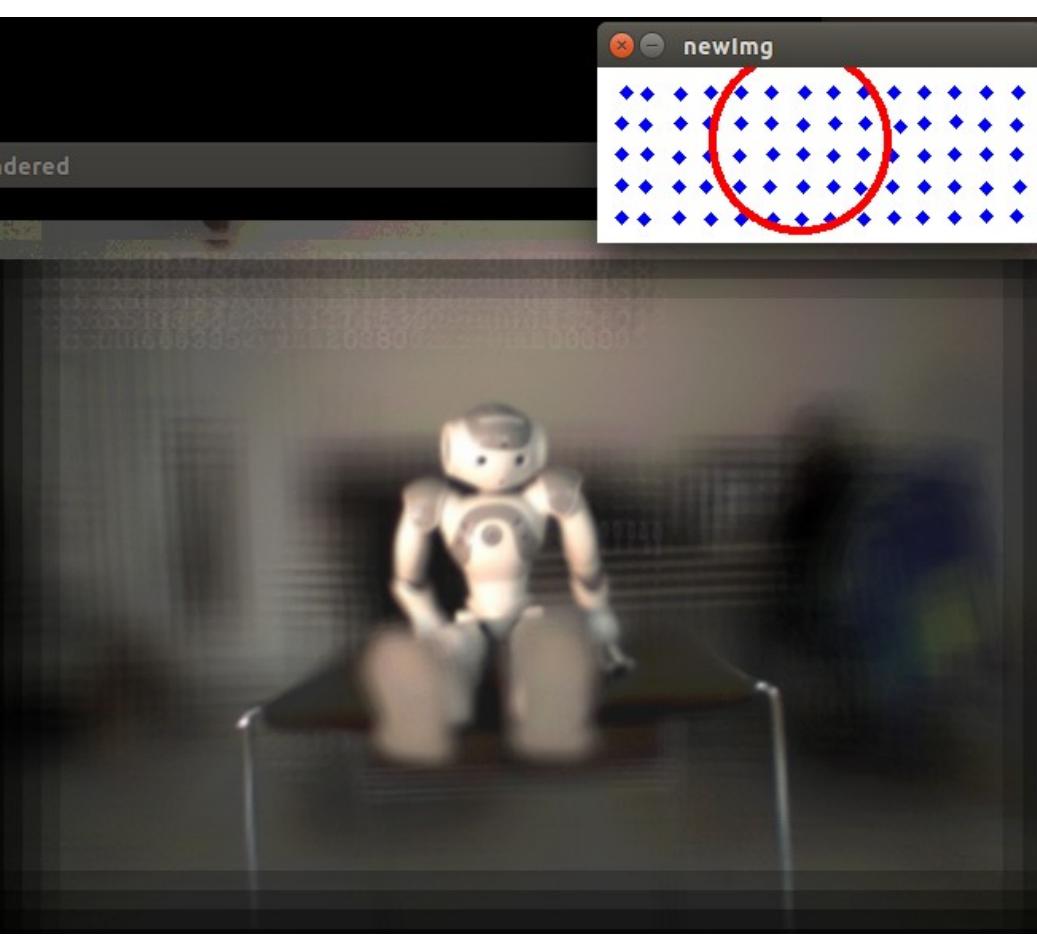


Vicon camera example

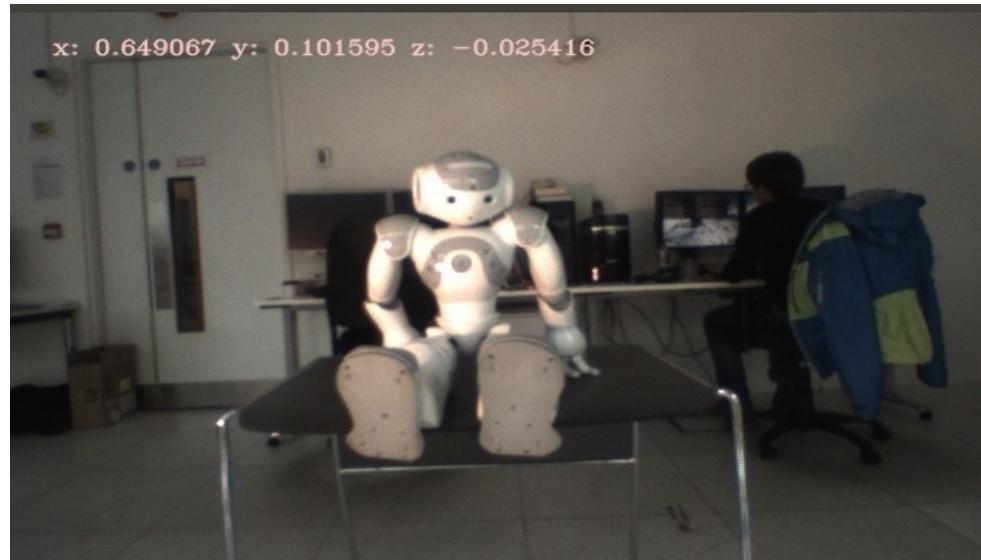
Andy Serkis image from Wired.com

Systems In Place

- Two light fields collected with Baxter
- Two parameterizations
- One is unstructured



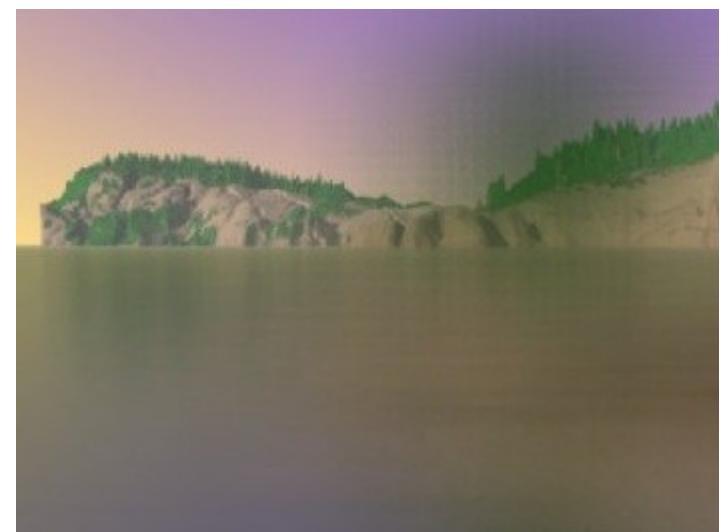
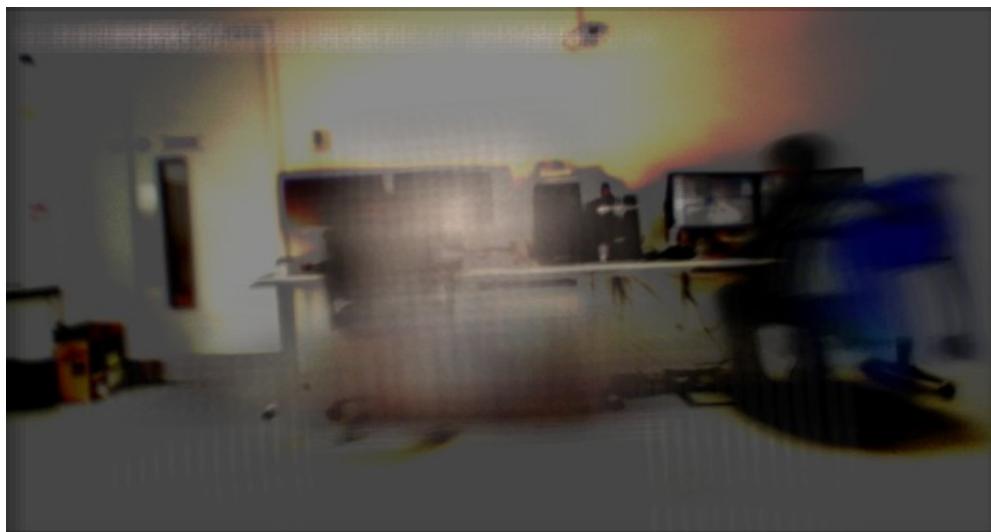
Successful Demonstration of Light Field Properties



Lab collected images with large aperture

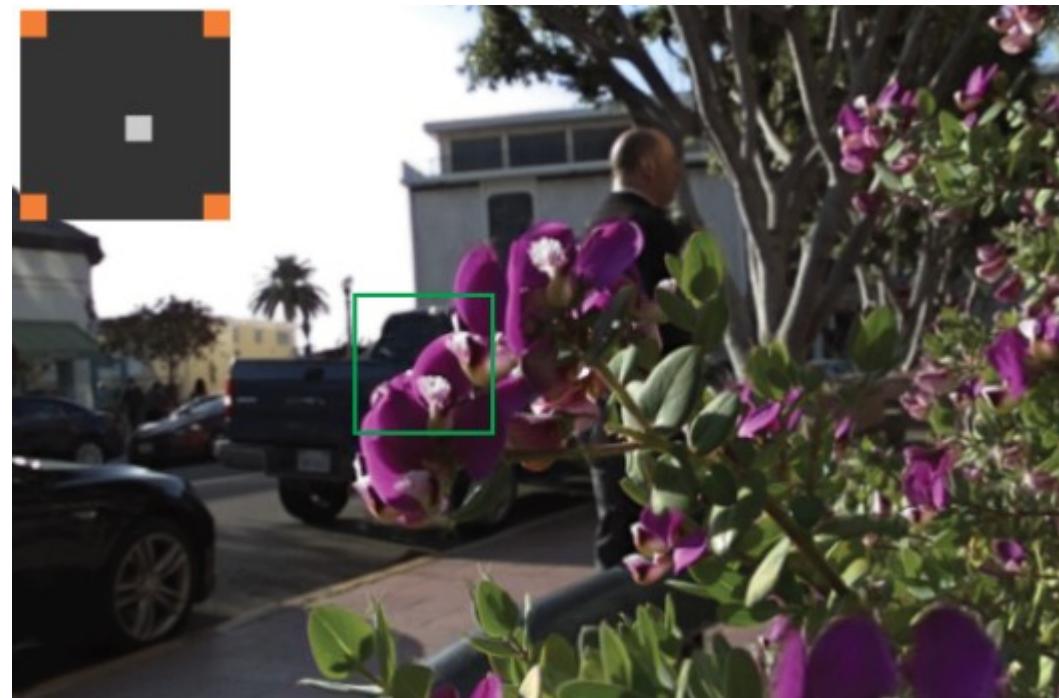


Isaksen et al, large aperture



Next Steps: Minimizing Images Required and Fitting Parameterization

- Explored by many researchers (Kalantari et al, Shi et al, Camahort et al, etc)
- Methods vary from geometric, to Fourier reconstruction, to convolution NNs
- All methods are tried with structured light fields
- Implement method by Kalantar et al.



Kalantari et al demonstrating learning image relationships