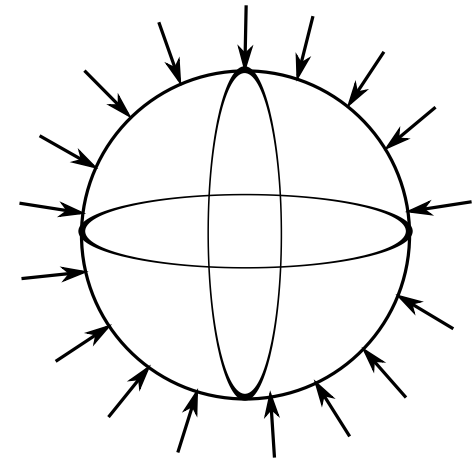
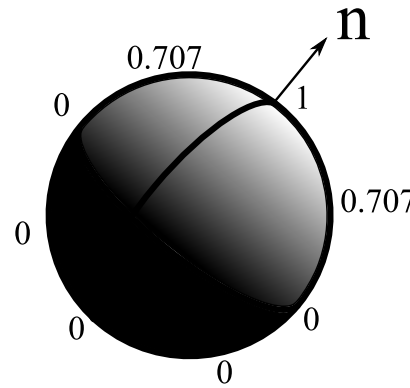


Consider the image intensity as a function of the normal of the corresponding object patch...



Illumination  
Function

convolved  
with...



Lambertian  
reflectance kernel

=

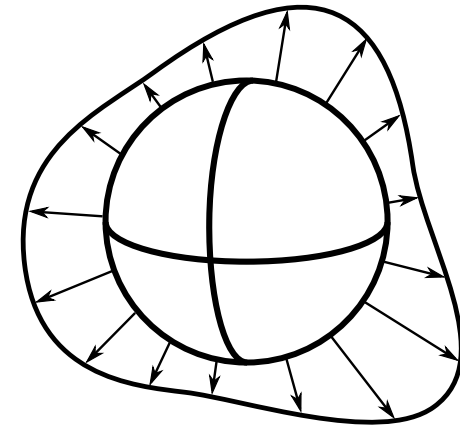


Image intensity  
by normal

This is a lowpass filter!

The set of possible image intensity functions gets projected onto a subspace!