README

If accessibility problems with folders arise, here there is the link:

Alley:

<https://drive.google.com/open?id=13-tMqxGXMN8ouJnZI43VA1wg1n06YnKM>

Basic\_Shapes:

<https://drive.google.com/open?id=1Avs77-OdDxmpcspXLrQ8N8Yw-ohP3Ob7>

Bowling:

<https://drive.google.com/open?id=1hACyzR_gBZ2ywc2ZComdRW7XQ-X-5ONy>

Checkerboard:

<https://drive.google.com/open?id=1RIlArJdQkXYV6sLZxCt7-Y9_SbEeaLbM>

Coffee\_Table

<https://drive.google.com/open?id=1cxFS2tdnaIl6907Bz2cCmBFD01zv6HL4>

Vinyl

<https://drive.google.com/open?id=17UTh3AGnoBddsXt76oaxsm1QlYHK-FFJ>

Each folder contains:

* Rendered image
* All-in-focus image
* Rendered depth
* All-in-focus depth
* The depths estimated with different similarity measures (SAD, CENSUS, GRAD, NCC, SSD)
* a .zip file that contains all micro-images rendered and the scene.json file with the relative informations.
* the relative .xml calibration file (to emulate real images and their behaviour)