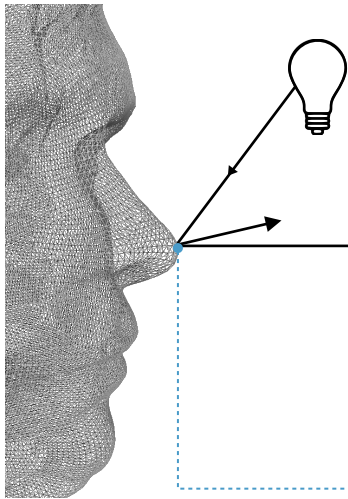


# Scene

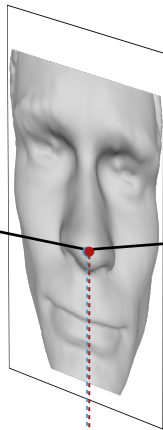
# Camera $\triangleright$

Scene  
Radiance

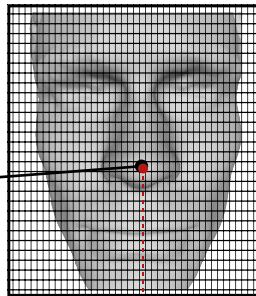


Lens

Image  
Irradiance



Pixel  
Intensity



$f$

Linear

Non-Linear