I found the many different things that can impact 3D vision such as shading and lighting. I didn’t know that there is an equation relating radiance to irradiance and reflectance. It was interesting learning about the math behind calculating functions to figure out reflectance and help create items in 3D through shading. I also found Horaud’s junction orientation technique interesting as it goes from a 2D shape to a 3D shape. It was interesting to look at the mathematical steps and see how Horaud came up with his technique. I learned that this technique could help eliminate ambiguity by looking at junctions, and any other ambiguity can be removed through other functions. One function they talked about is by using a search algorithm to discover what would fit into this area the best, and that makes Horaud’s algorithm very accurate in projecting 2D into 3D. It also uses backprojection, which makes the end result very accurate. One thing I didn’t like about the chapter is that the chapter is very long, so sometimes it is hard to read the content. But overall, I think the chapter talked about some very interesting topics.