Pseudo Image Interpolation via 3D Point of View

Viewing wedge for image 1

The view point is moved along the bottom edge of the viewing wedge as the mouse drags across the web page. The scene is viewed with a perspective camera in Three.js. Thus as the view point is moved, a transformation matrix is applied to the entire scene to achieve the effect of a pseudo image interpolation.

A true image interpolation would require extremely complex calculations to estimate distinct local transformation matrices over small subregions to synthesize the 3D scene.

https://lawlor.cs.uaf.edu/~olawlor/academic/thesis/ref/chen93interpolation.pdf