

# Work report

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# What I have done

- Free research on light field
- Some ideas and questions

# View synthesis

- Rendering/Angular SR
- Hybrid system imaging
- Light field views or videos

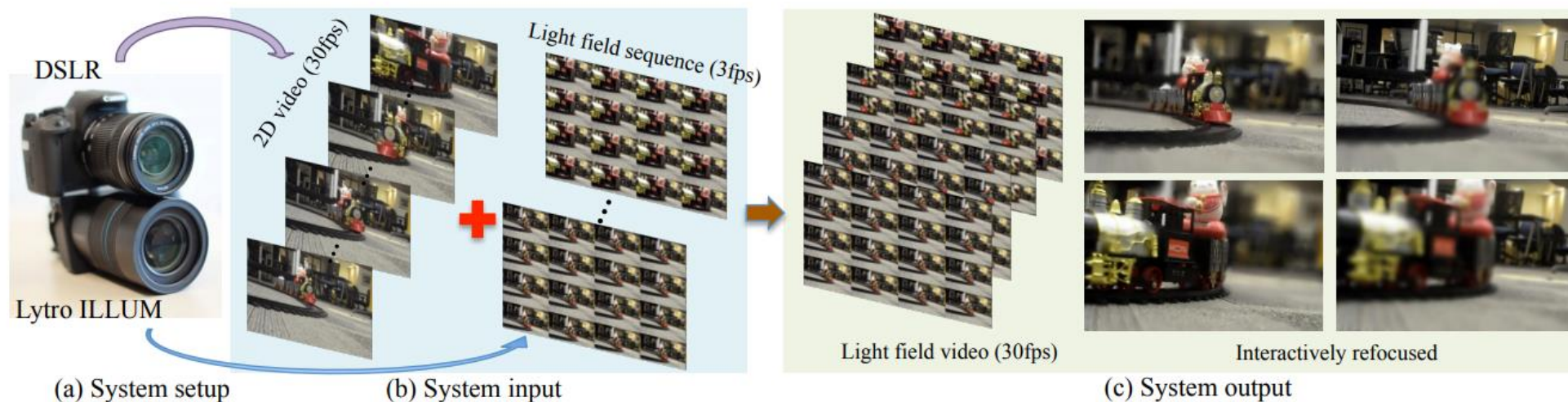
# Light field video synthesis (SIGGAPH2017)

2D video frames  $I^t$

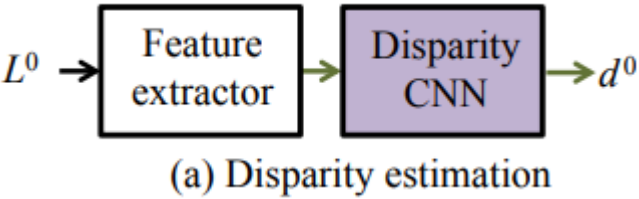
light field sequences  $L^t$ , where  $t = 1, 2, 3, \dots$

neighboring keyframes  $L^0$  and  $L^T$

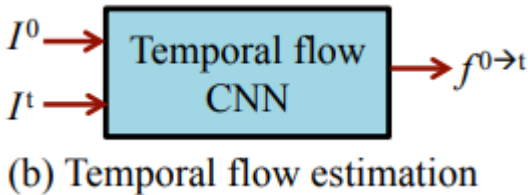
given  $(L^0, L^T)$  and  $\{I^0, I^1, \dots, I^{T-1}, I^T\}$ , estimate  $\{L^1, \dots, L^{T-1}\}$ .



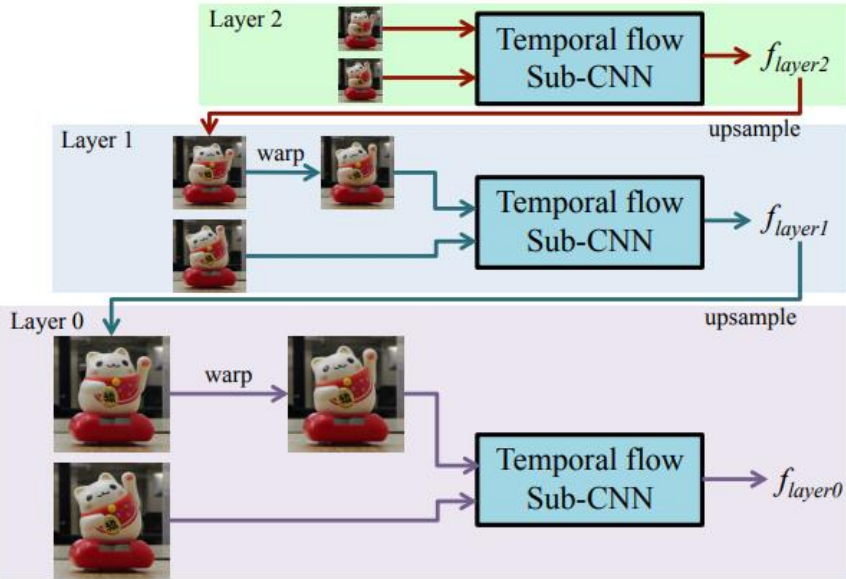
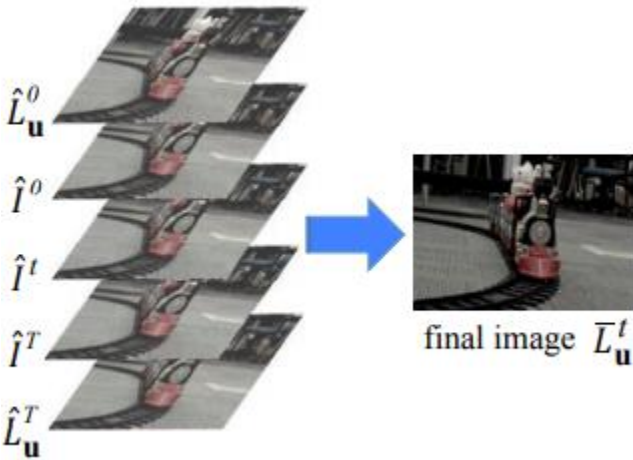
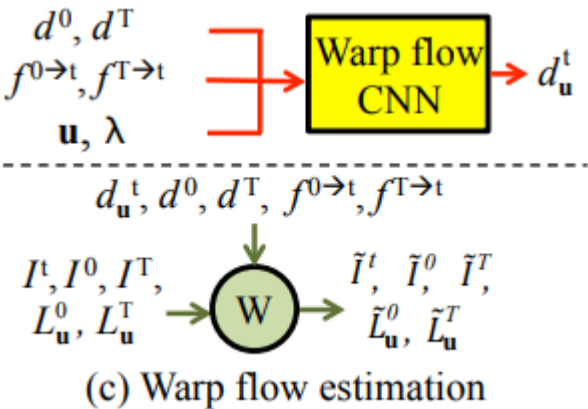
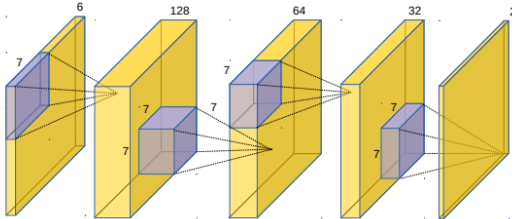
# Spatio-temporal flow estimation network



Disparity at keyframe  
 $8 \times 8 = 64 \rightarrow$  central view  
L2 loss : depth wrap to central



L2 loss



(a) Hierarchical architecture of our temporal flow network.

# Appearance estimation network

# Improvements

- Flow method ++
- Moderate distance
- Giant motion and terrible lighting environment
- Hybrid system optimization

# Thoughts

- Complete the synthesis of views at one time
- Change loss function (consistency loss)
- Better architecture
- 4D-LF structure (Implicit)
- Speed/training strategy