

# Shedding Light on Light Fields

## *-The Future of Digital Images-*

Oliver Bimber

*Institute of Computer Graphics  
Johannes Kepler University, Linz*



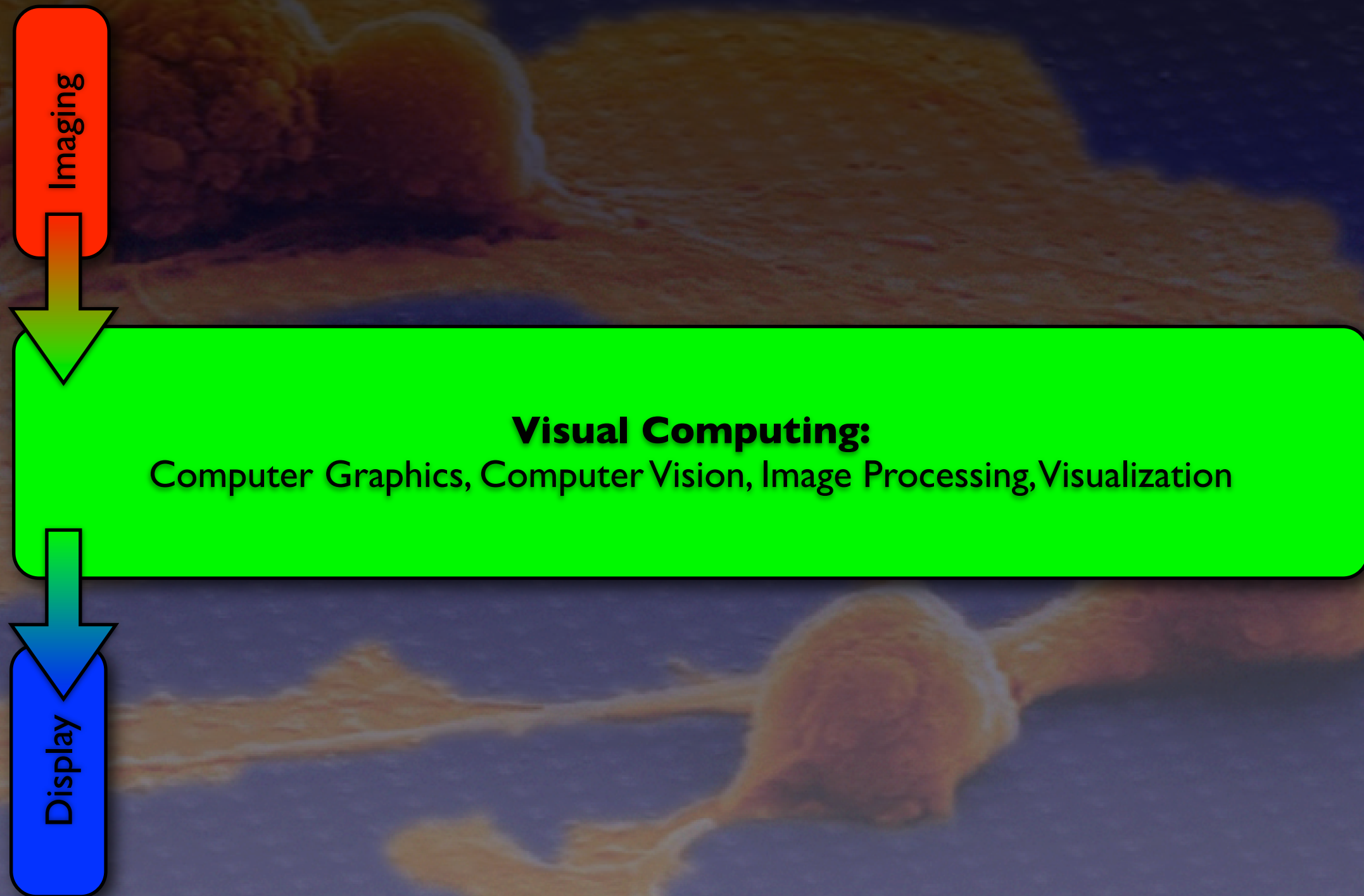
# The Future of Digital Images

## **Visual Computing:**

Computer Graphics, Computer Vision, Image Processing, Visualization

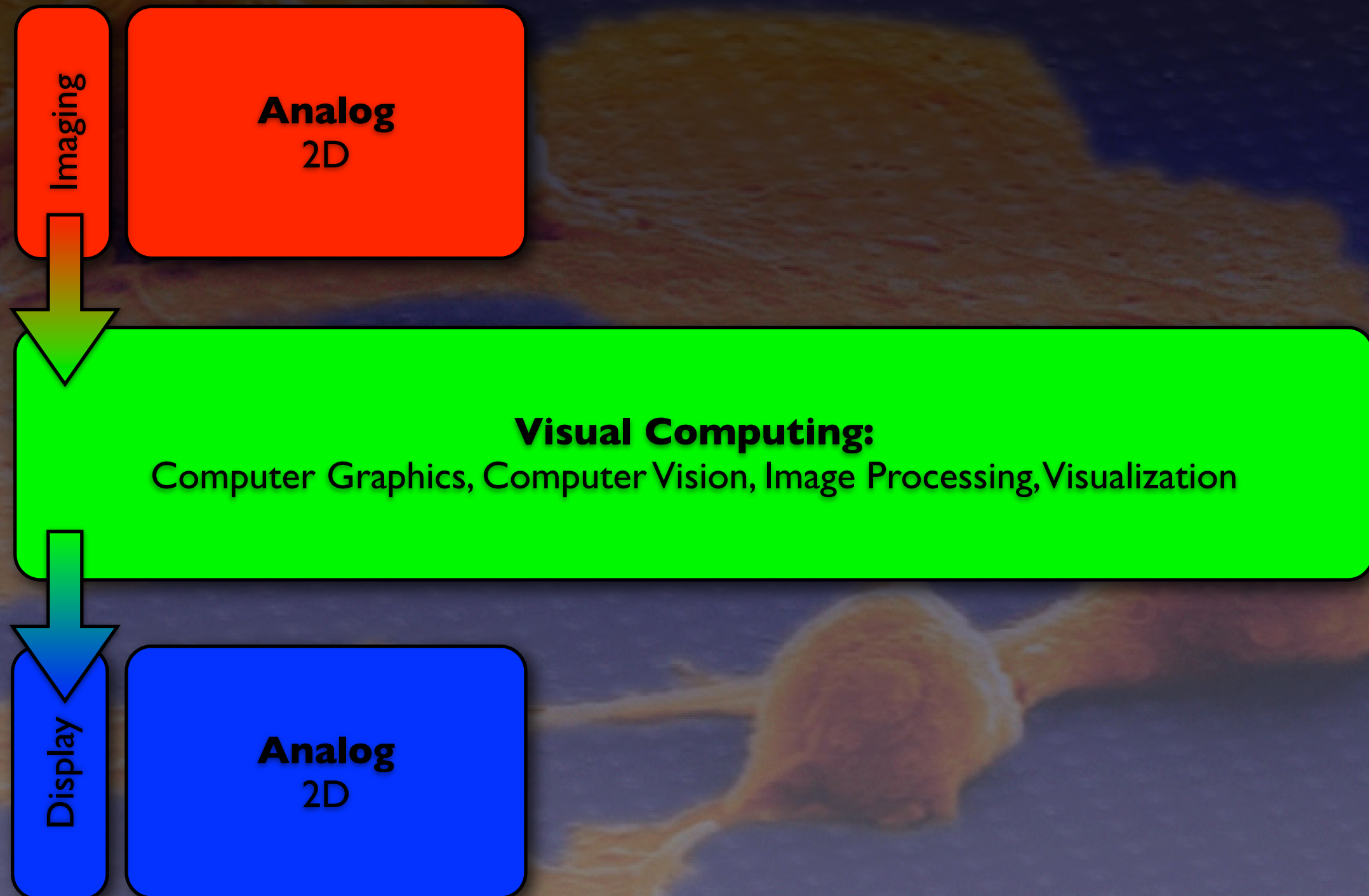


# The Future of Digital Images



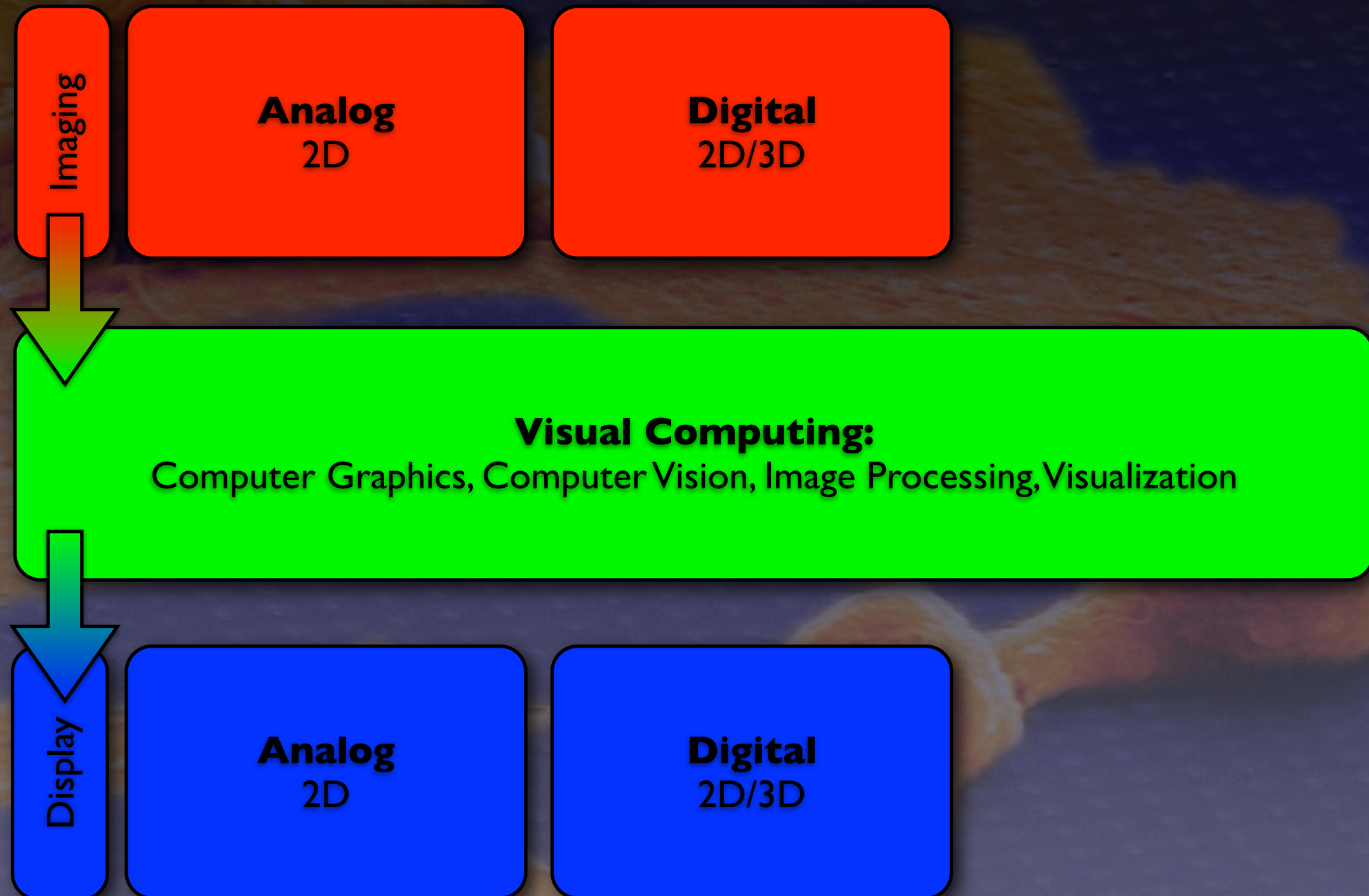


# The Future of Digital Images



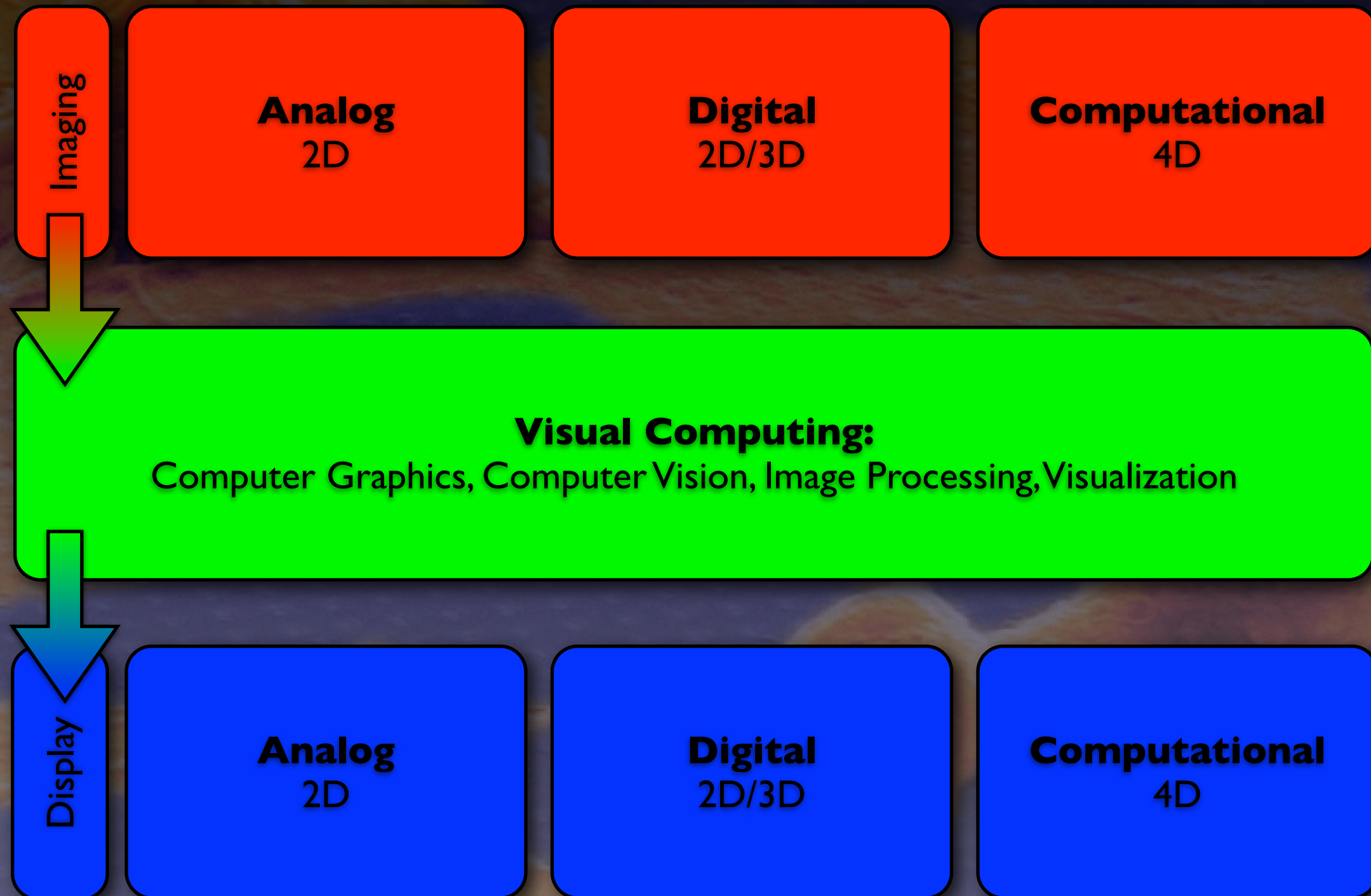


# The Future of Digital Images



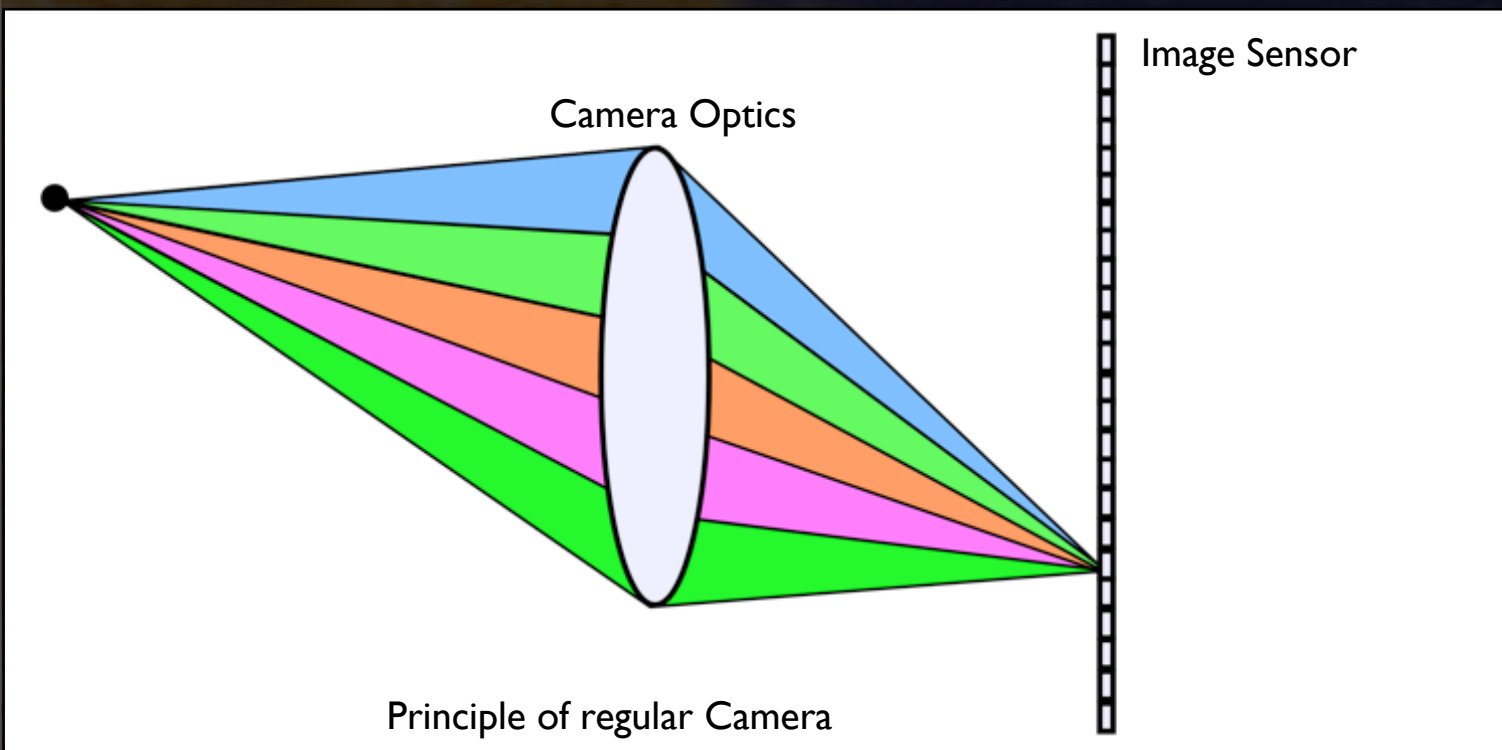


# The Future of Digital Images



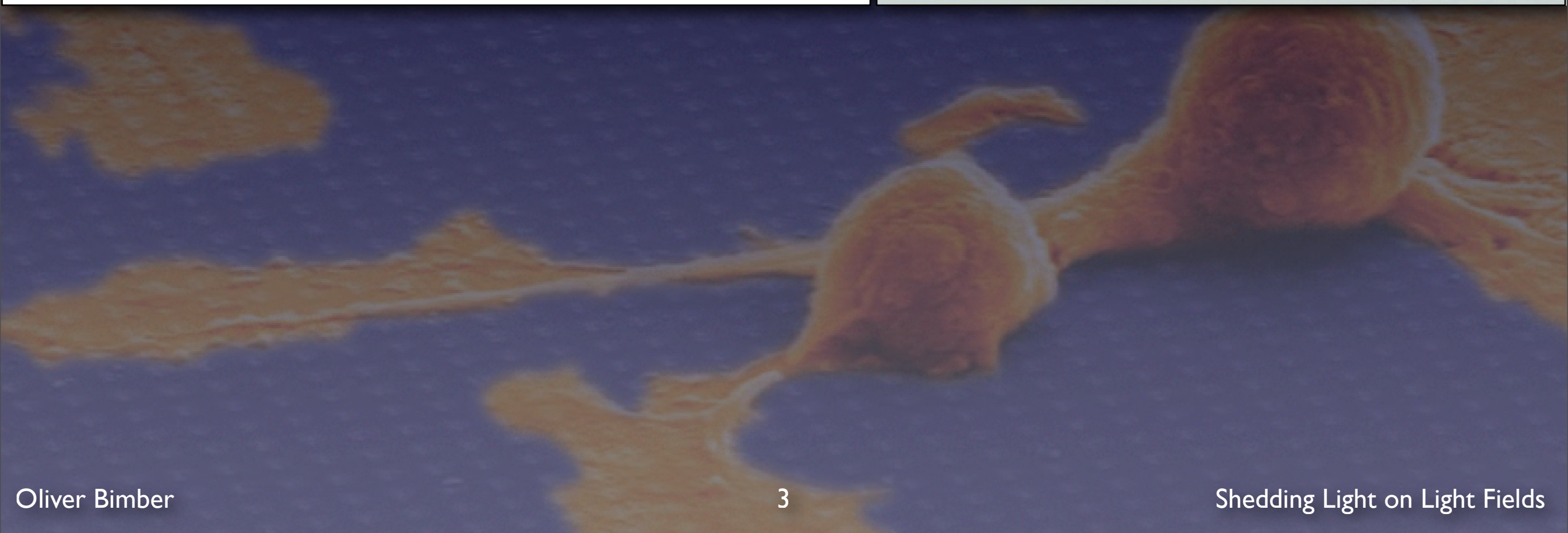
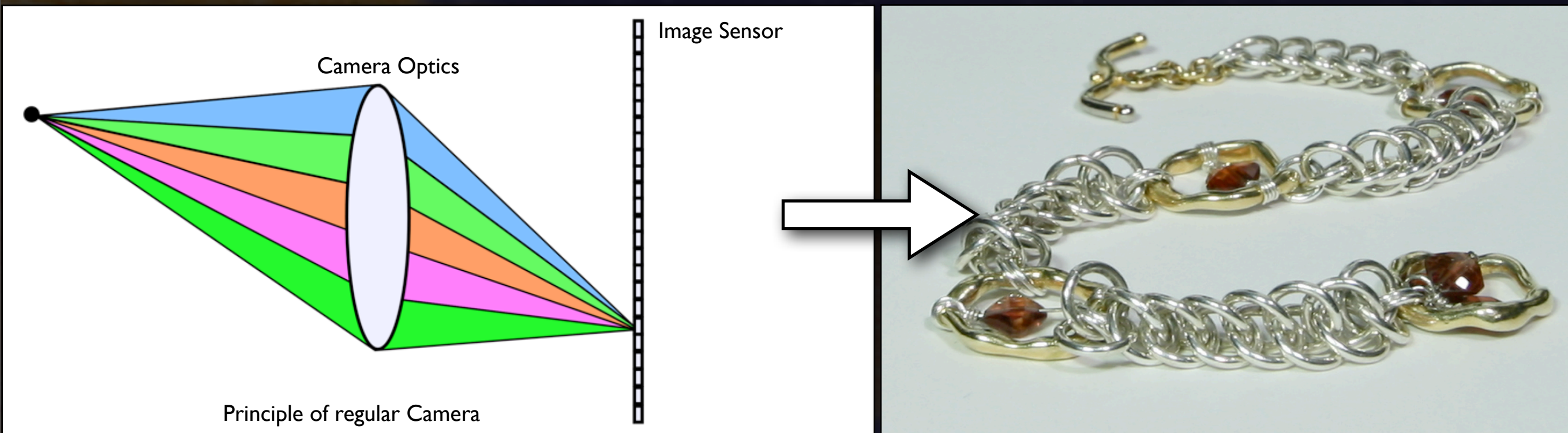


# What does a Camera capture?



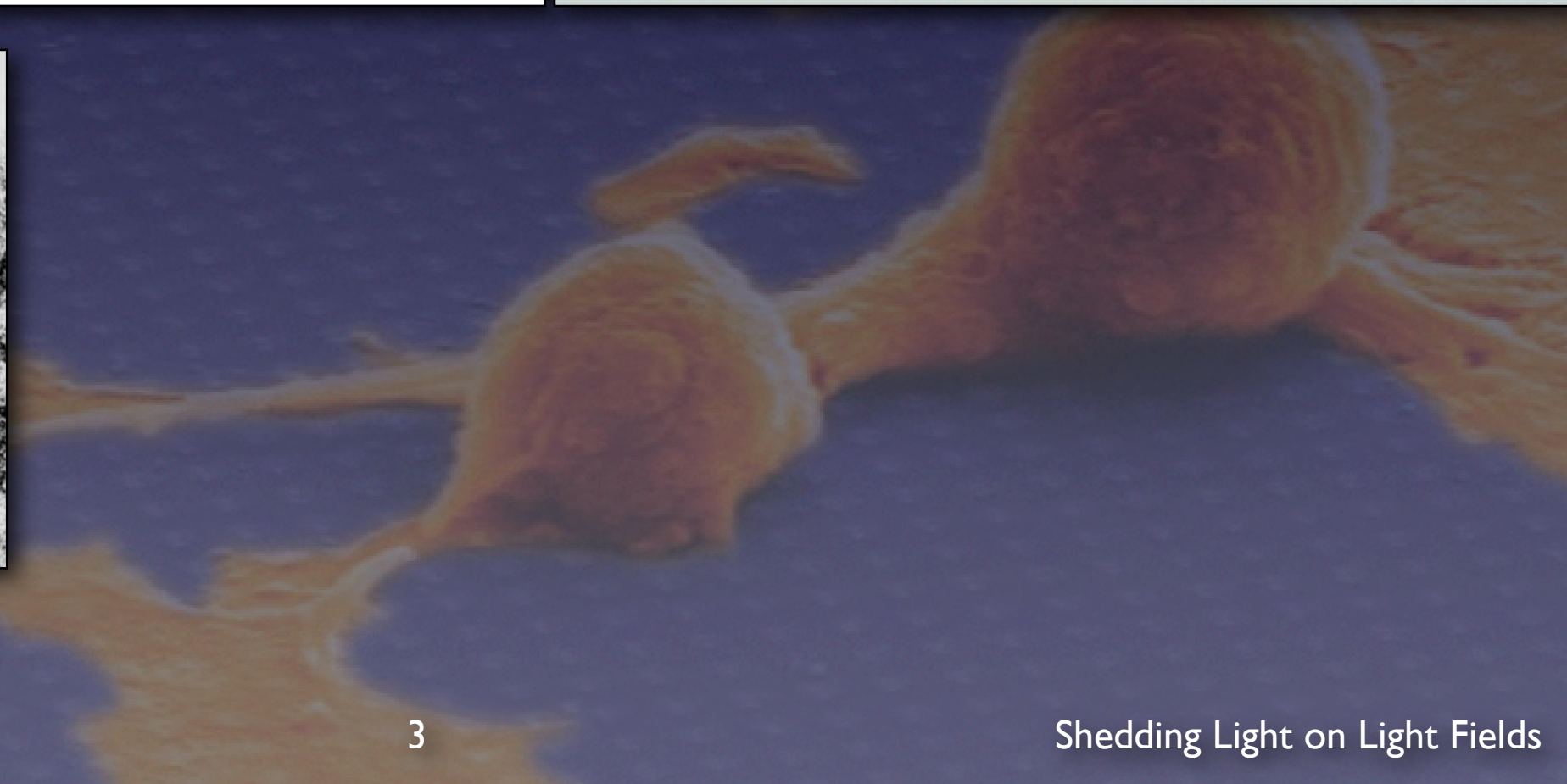
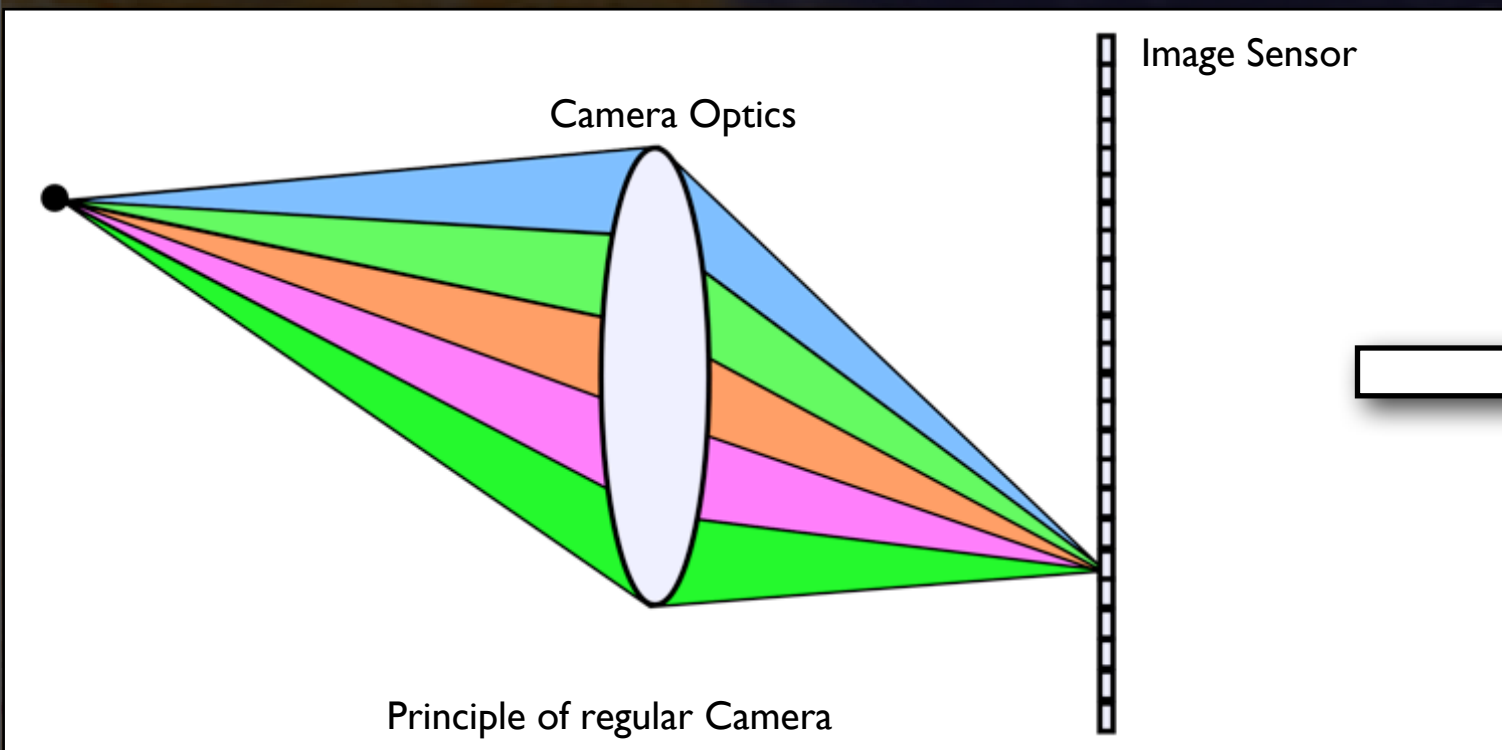


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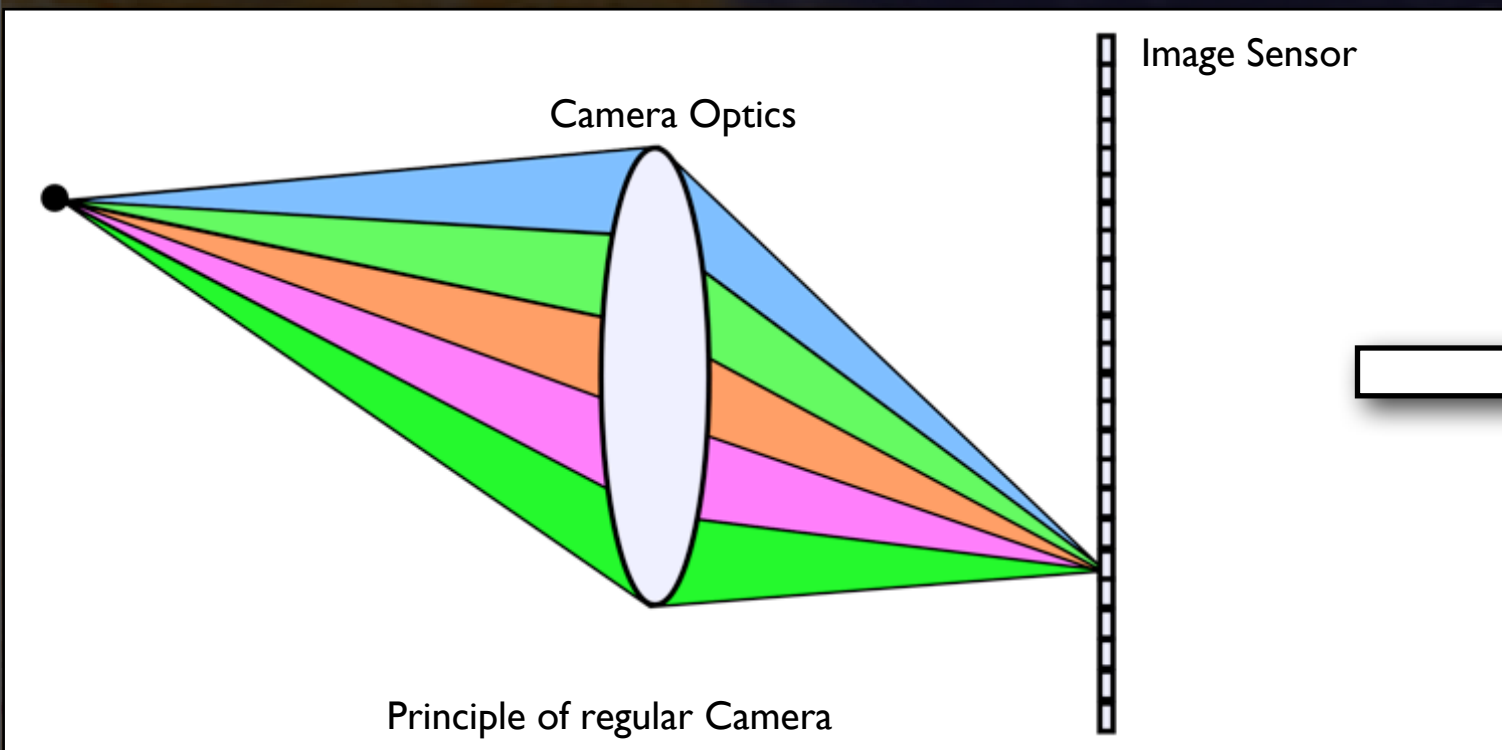


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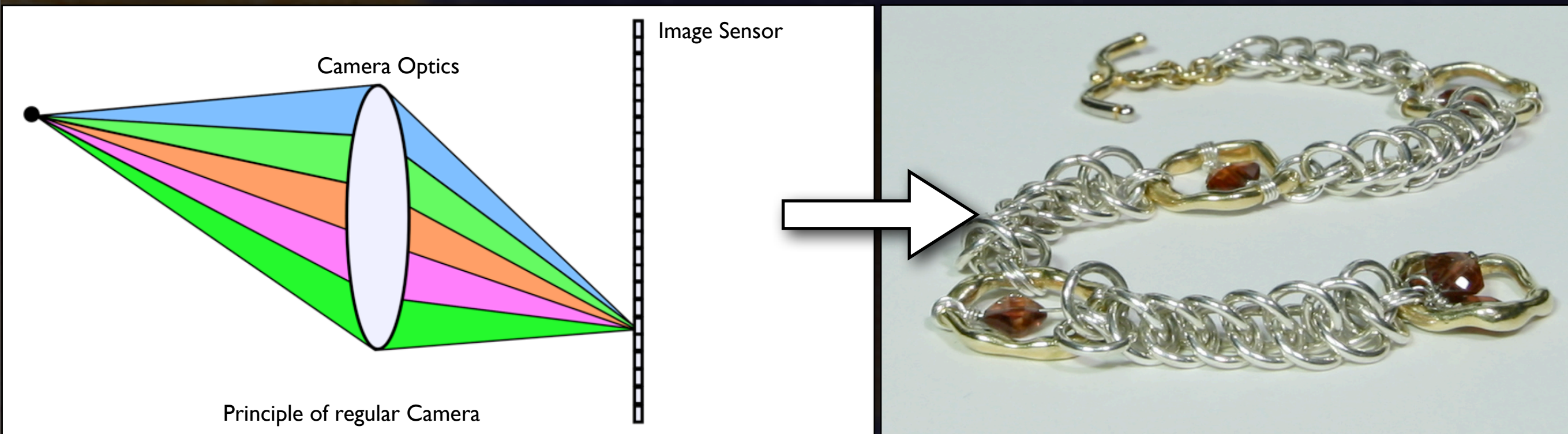


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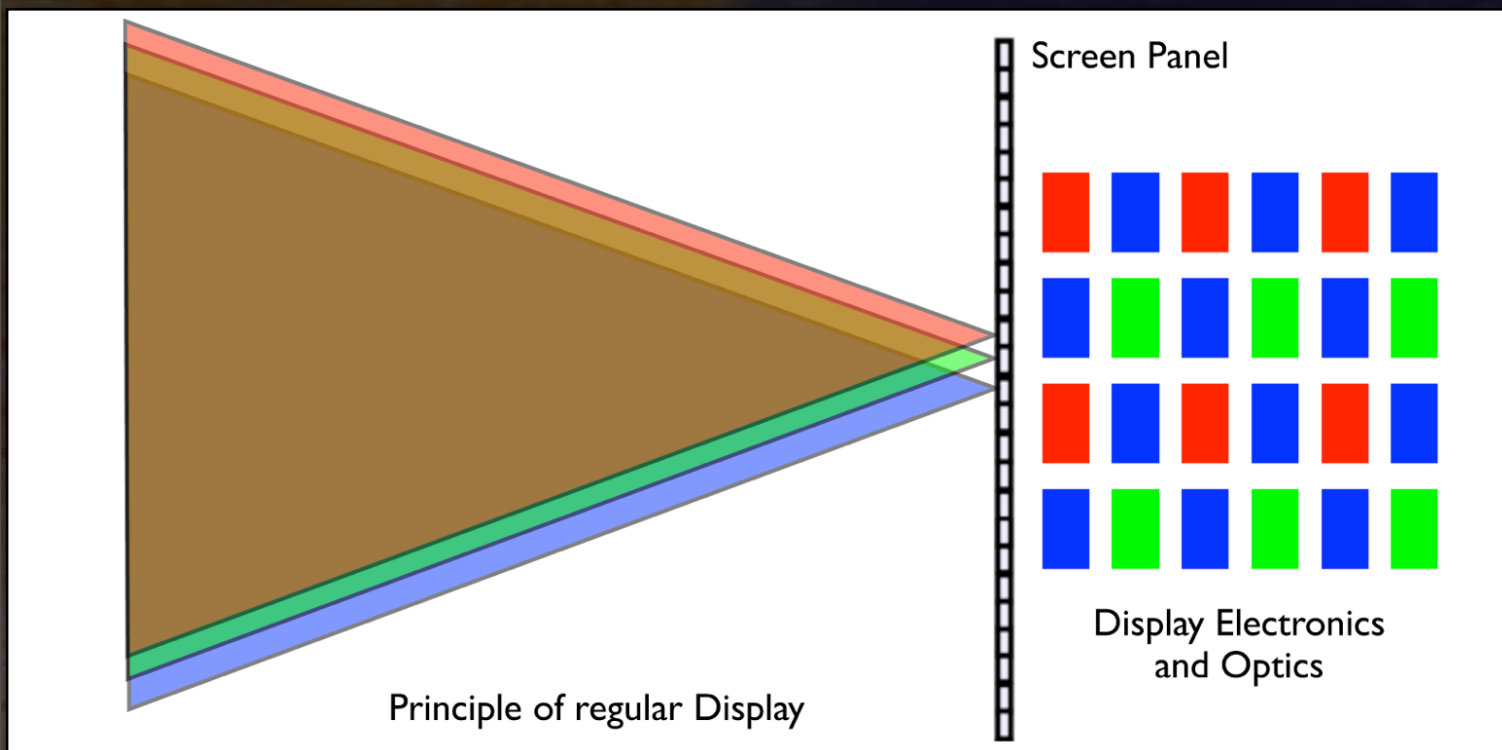


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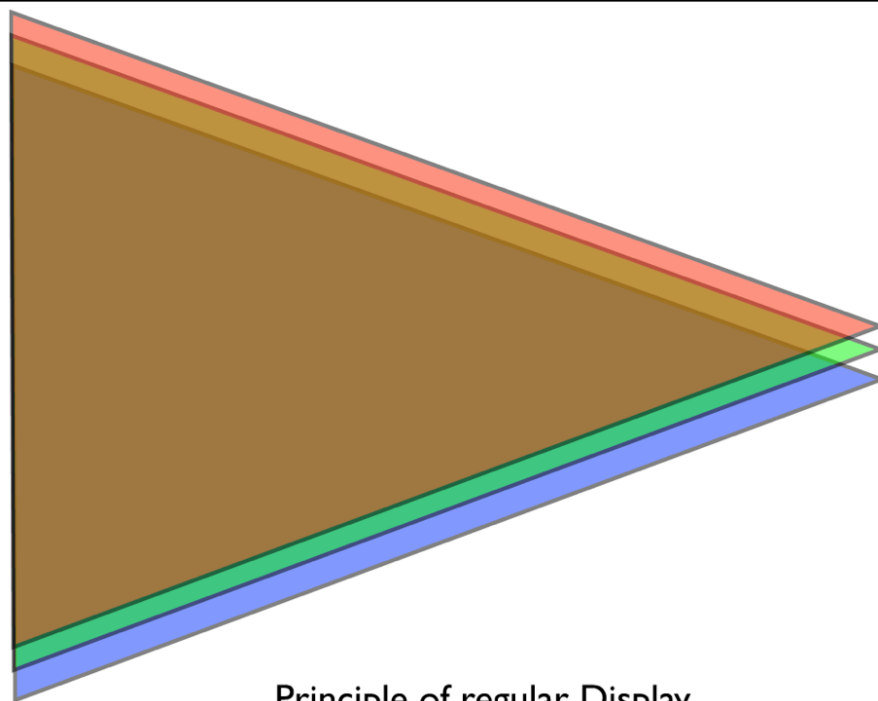


# What does a Display display?



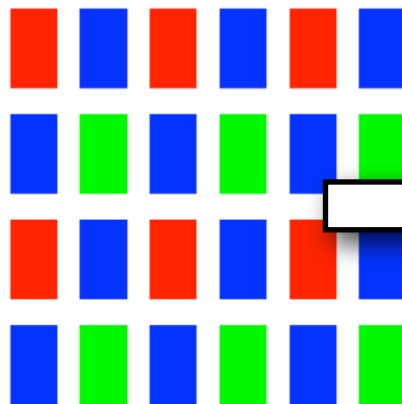


# What does a Display display?



Principle of regular Display

Screen Panel

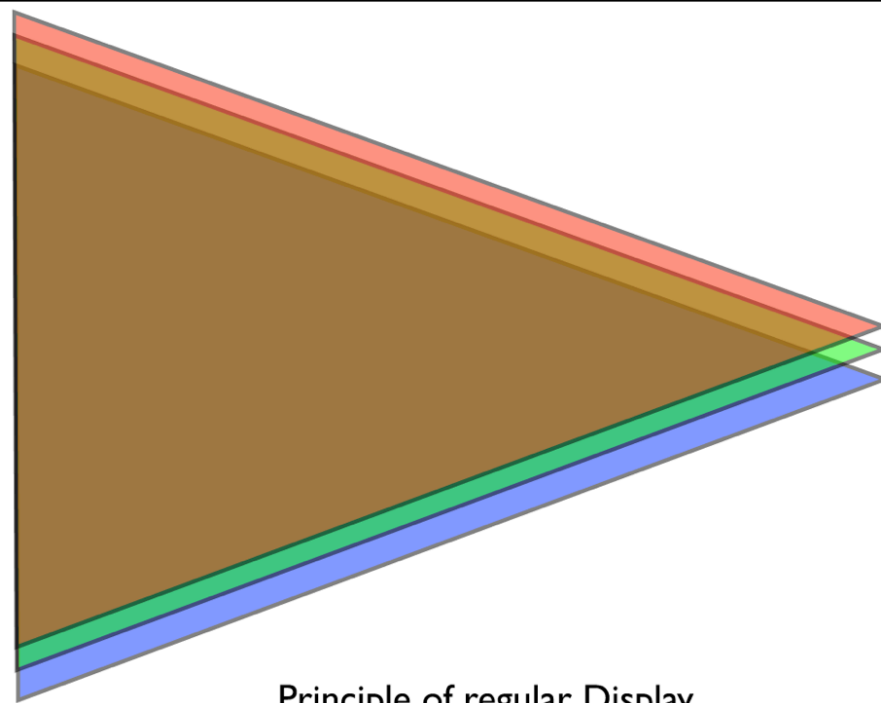


Display Electronics  
and Optics



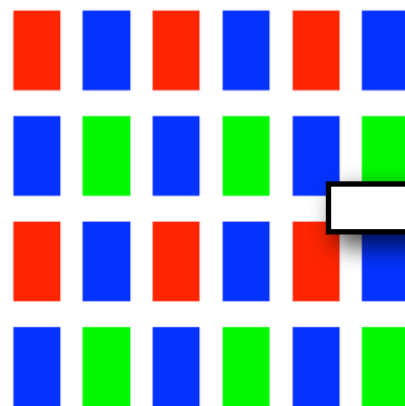


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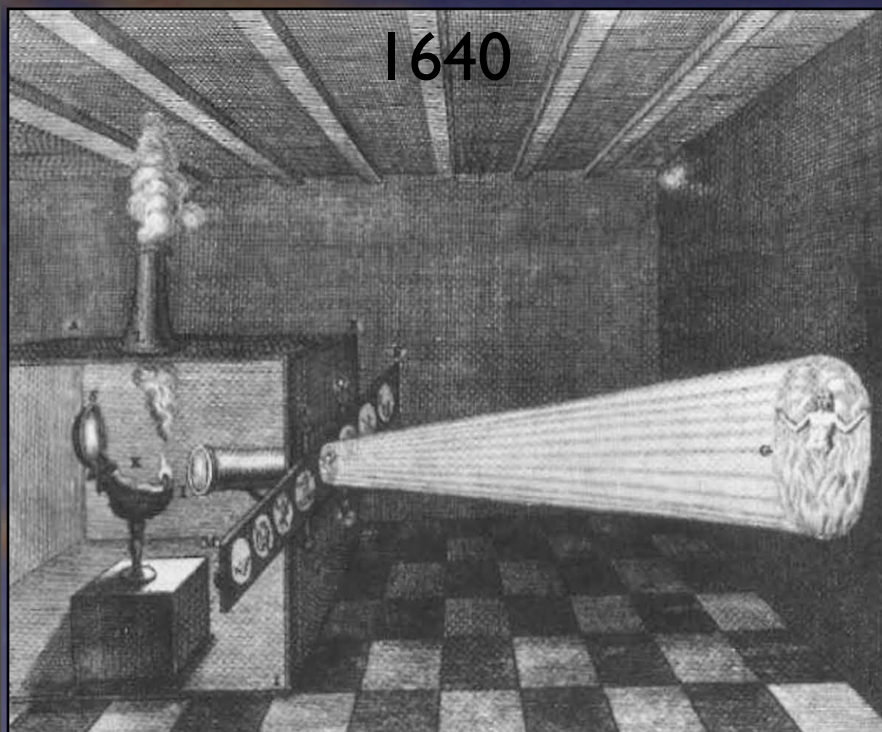


Principle of regular Display

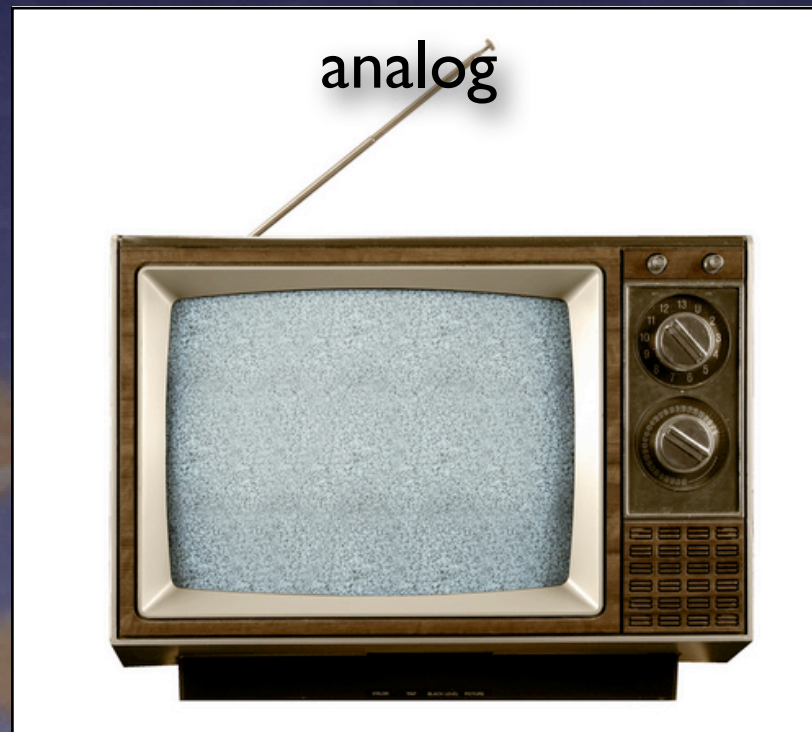
Screen Panel



Display Electronics  
and Optics



1640



analog



digital

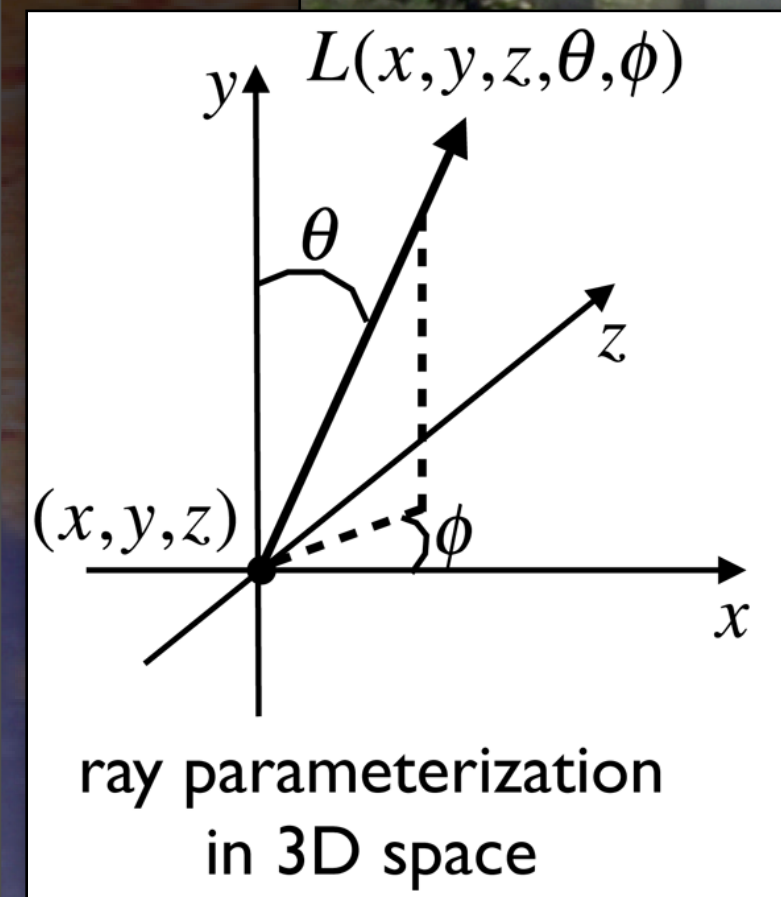


# What we want to capture and display!





# What we want to capture and display!





# What are Light Fields?



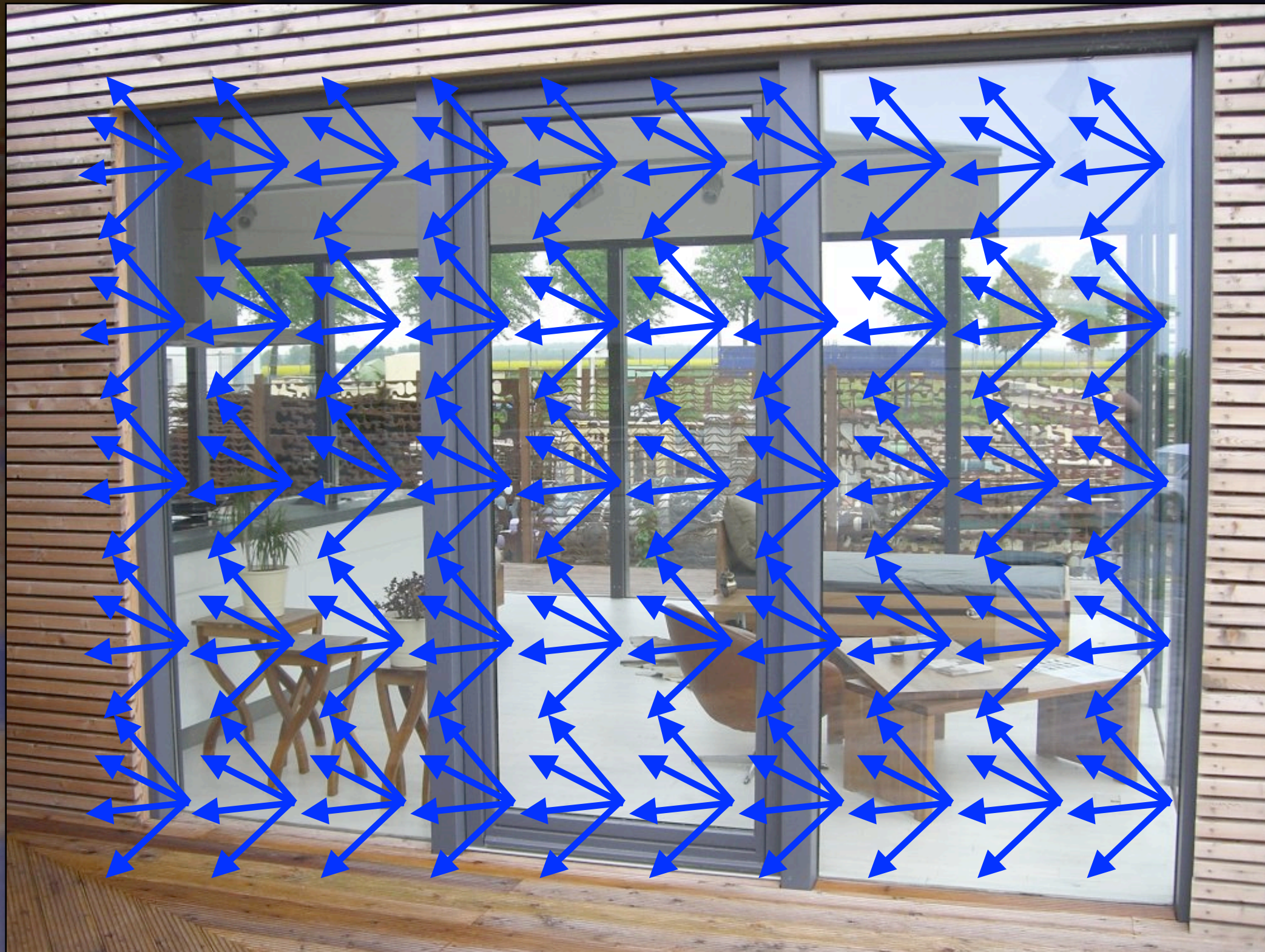


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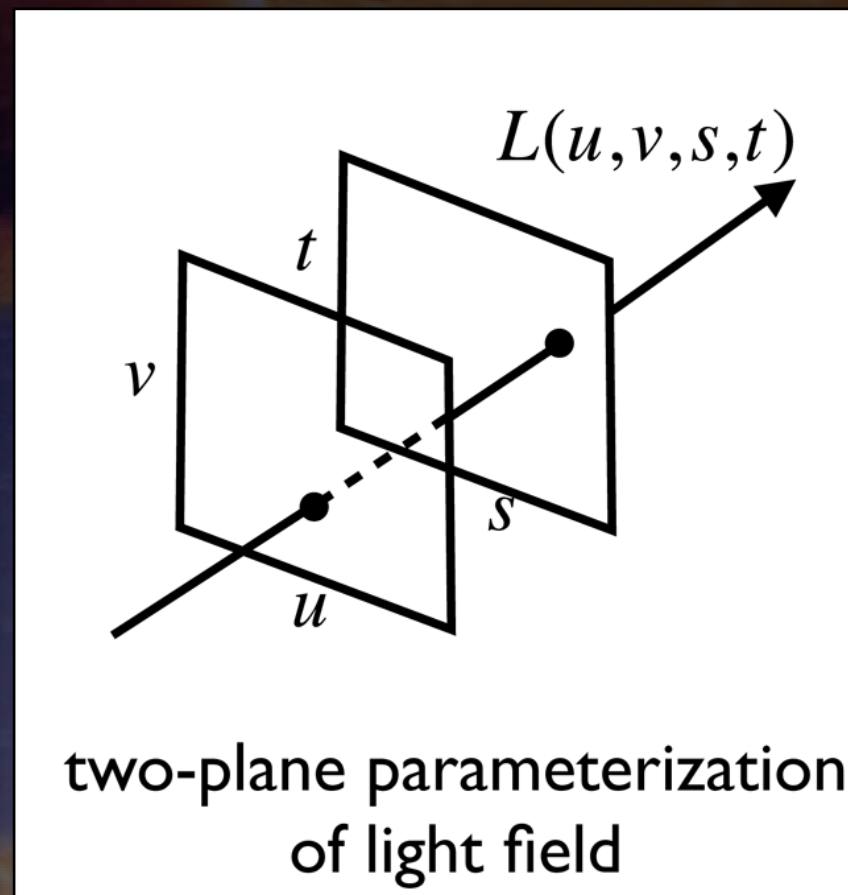
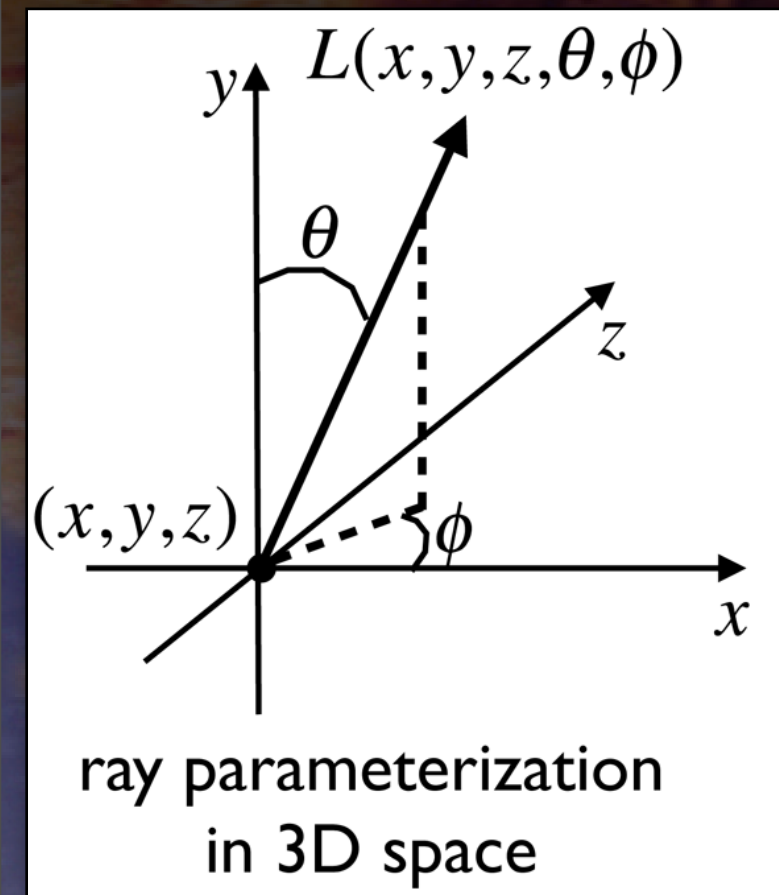


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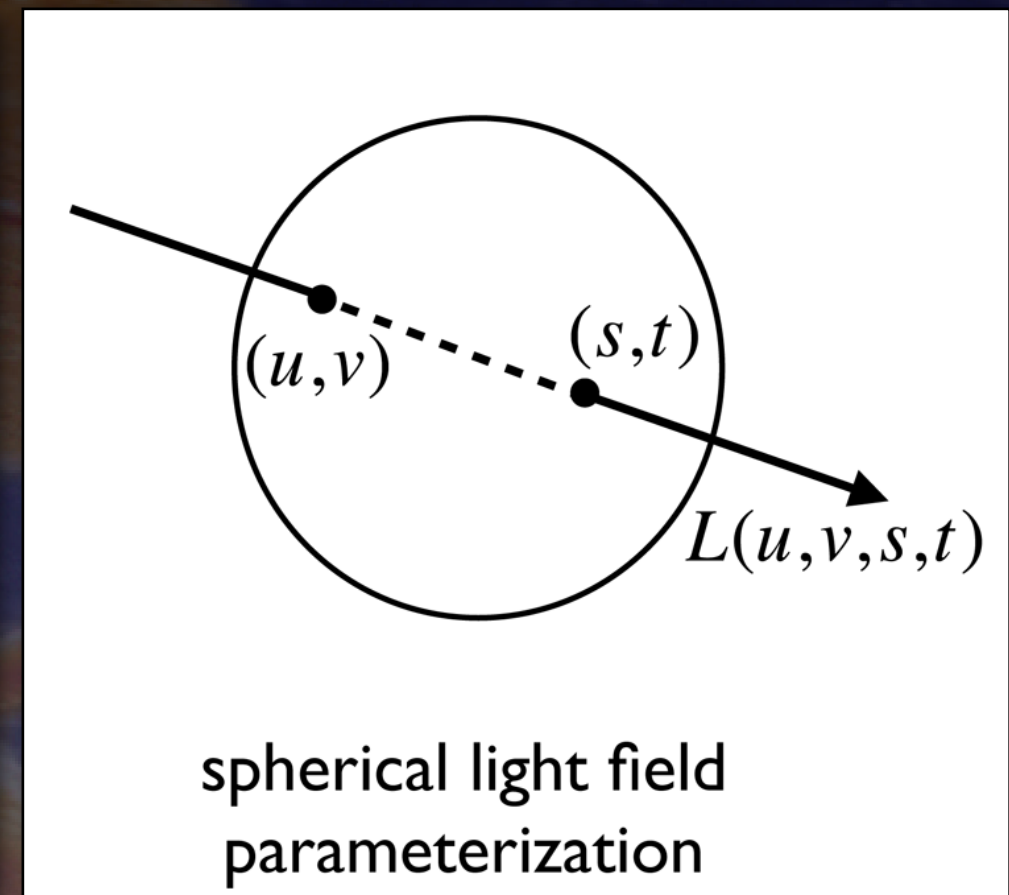
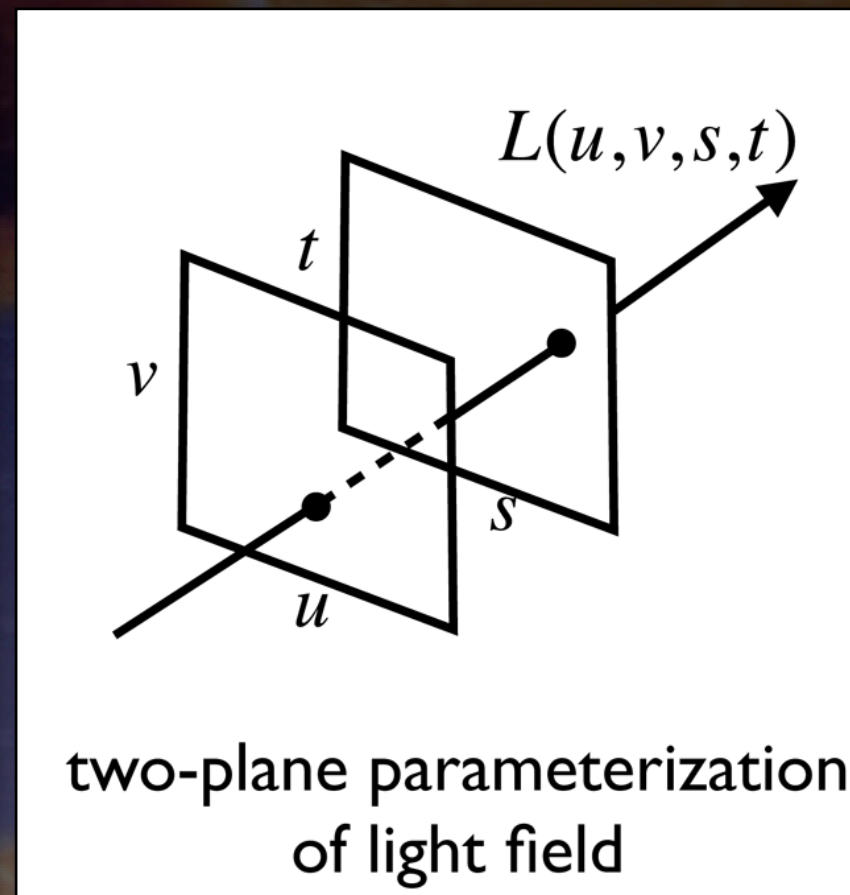
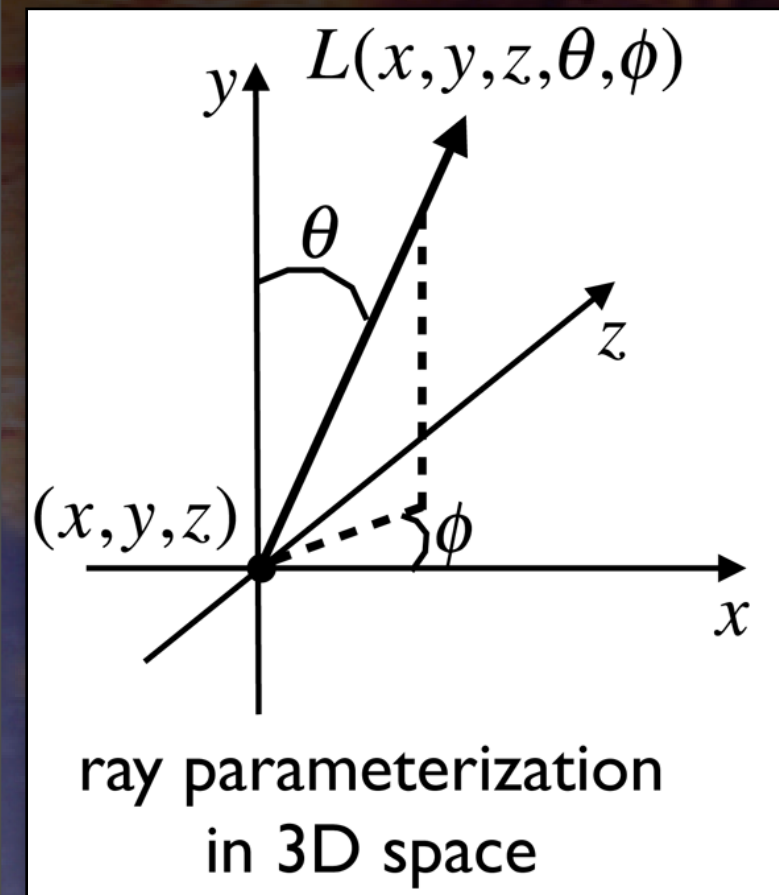


# Ray Parameterization



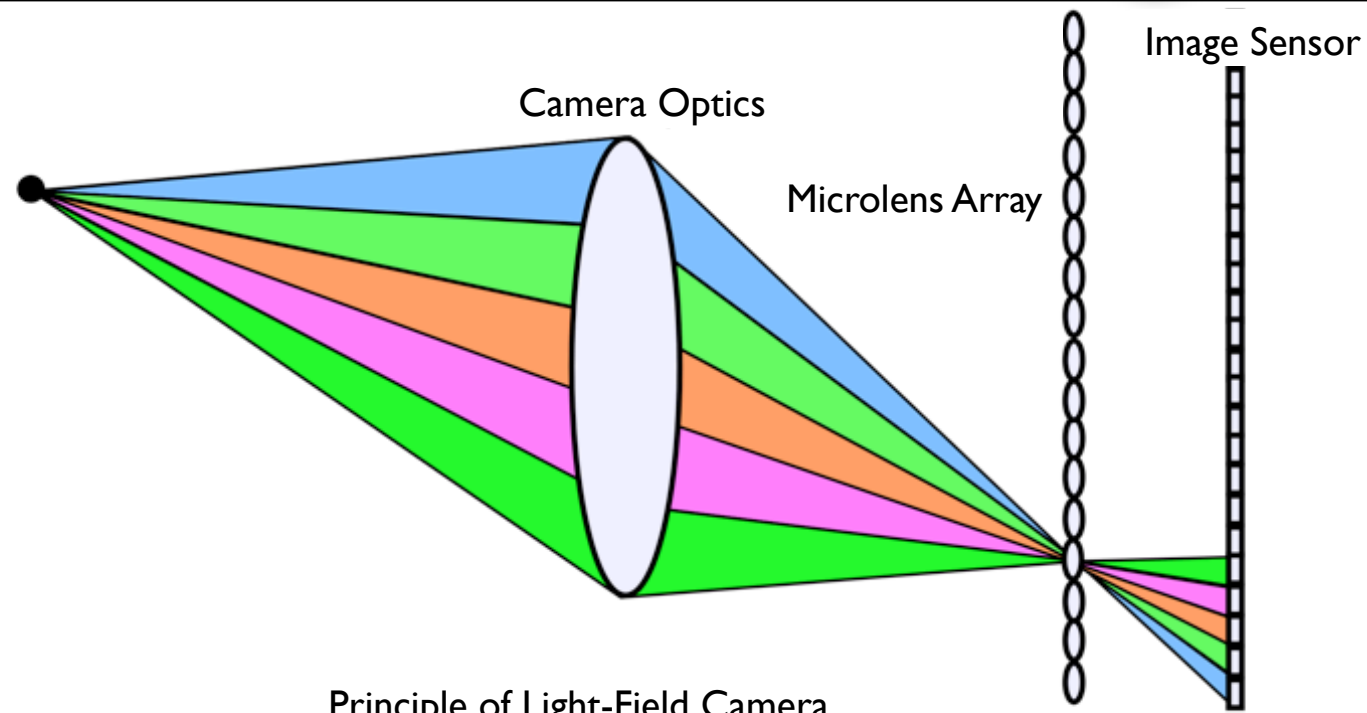


# Ray Parameterization





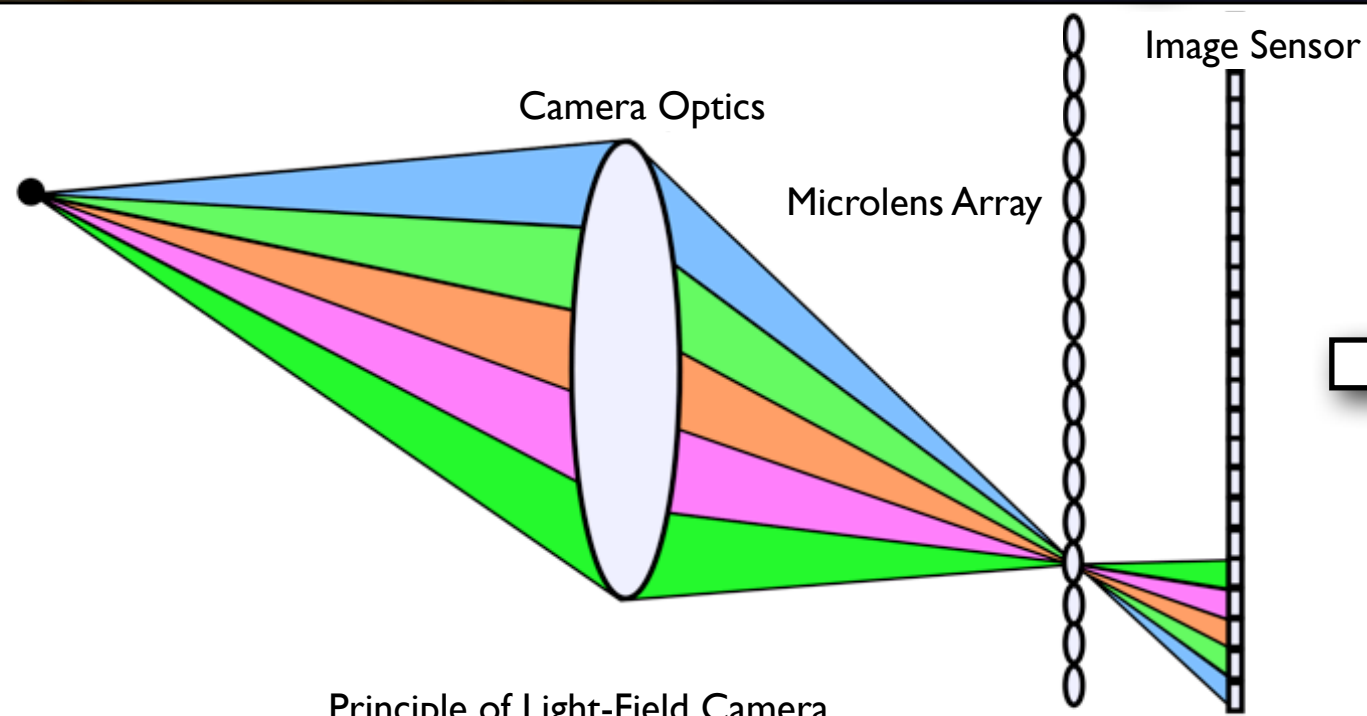
# What are Light-Field Cameras?



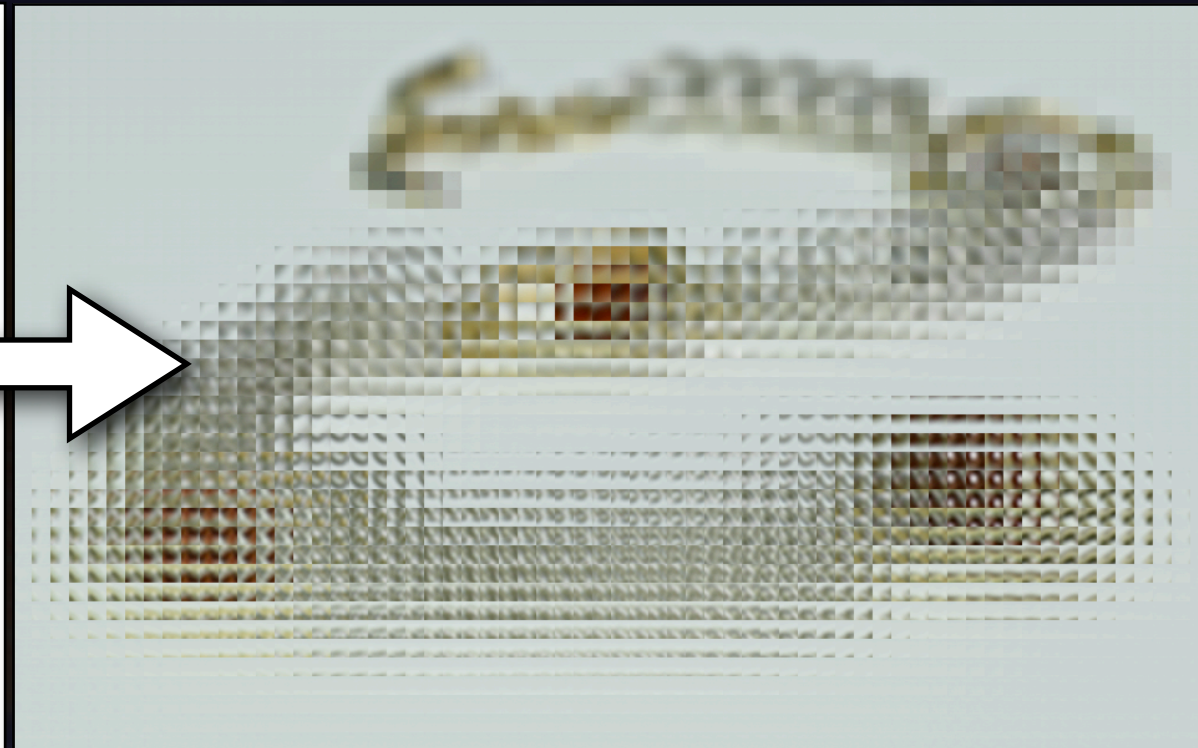
Principle of Light-Field Camera



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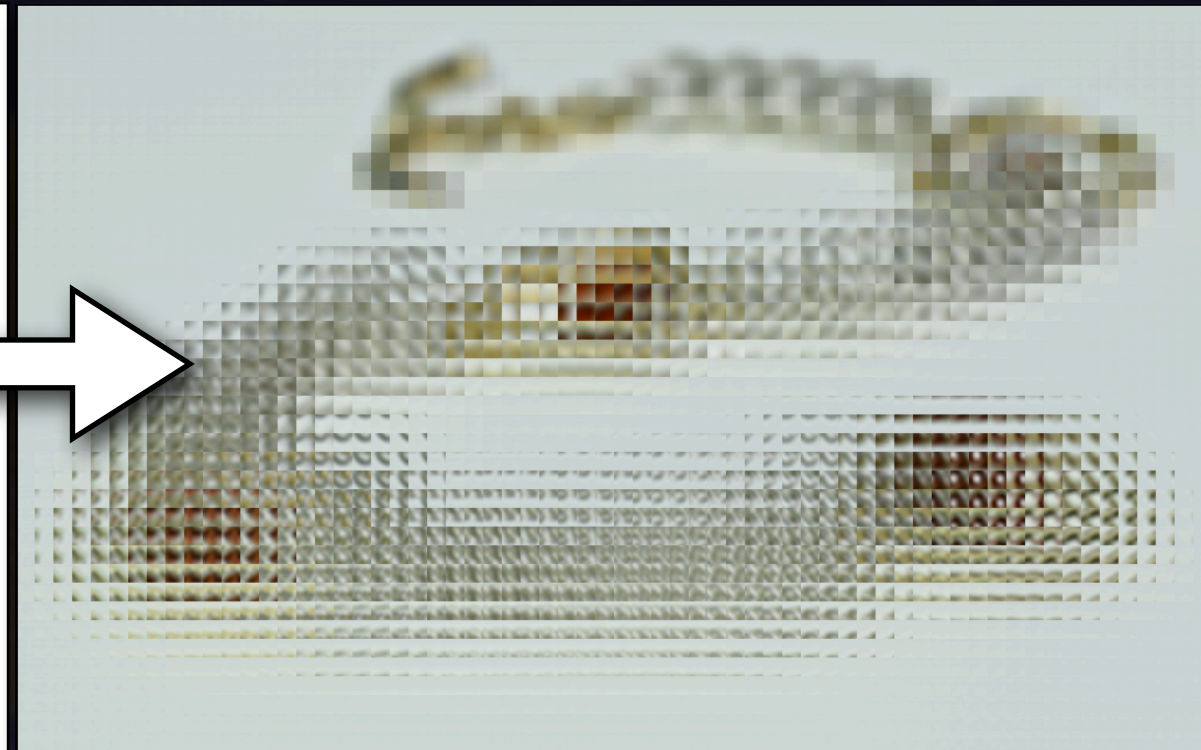
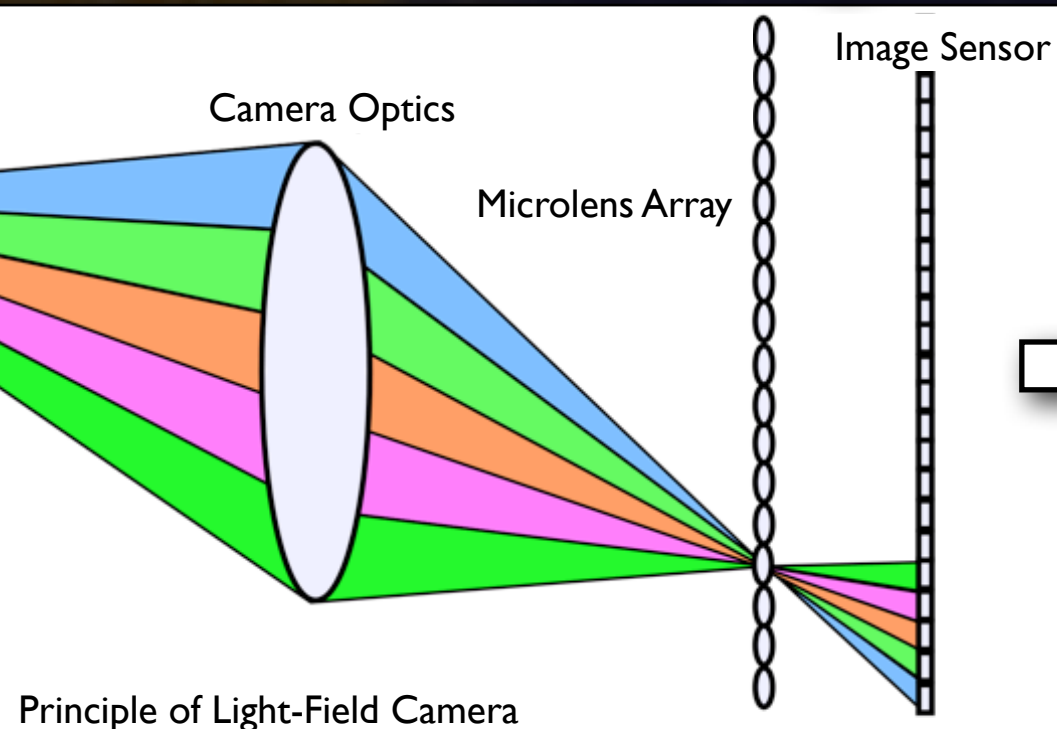


Principle of Light-Field Camera



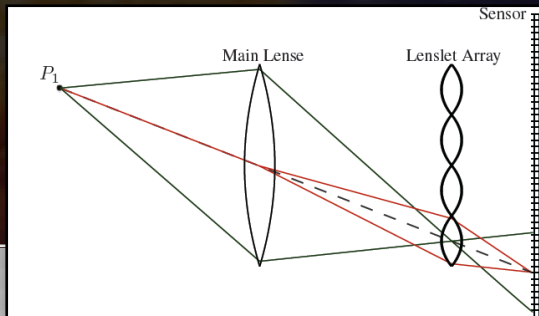


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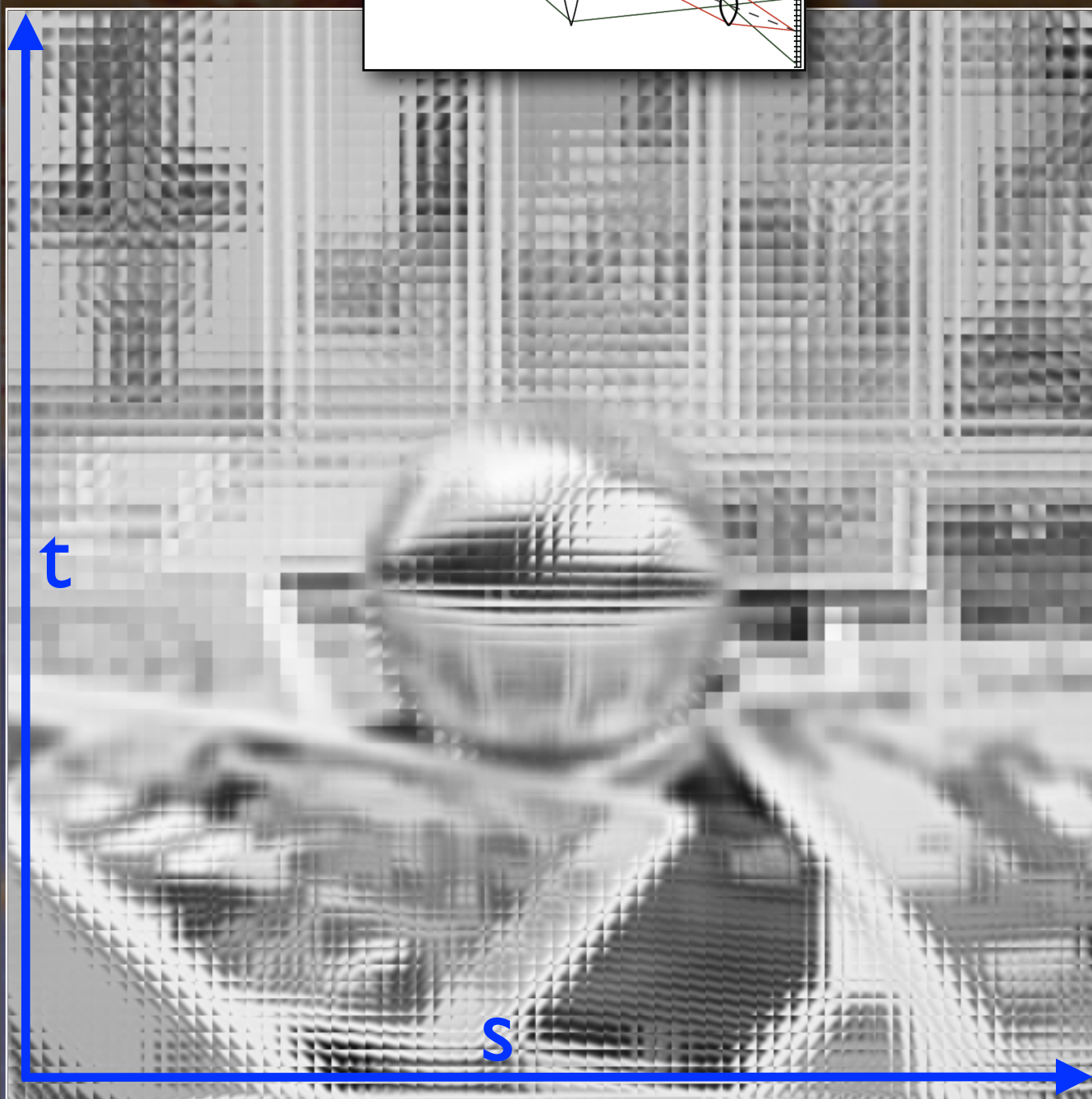
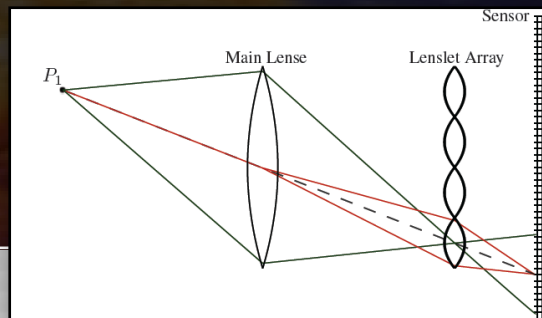


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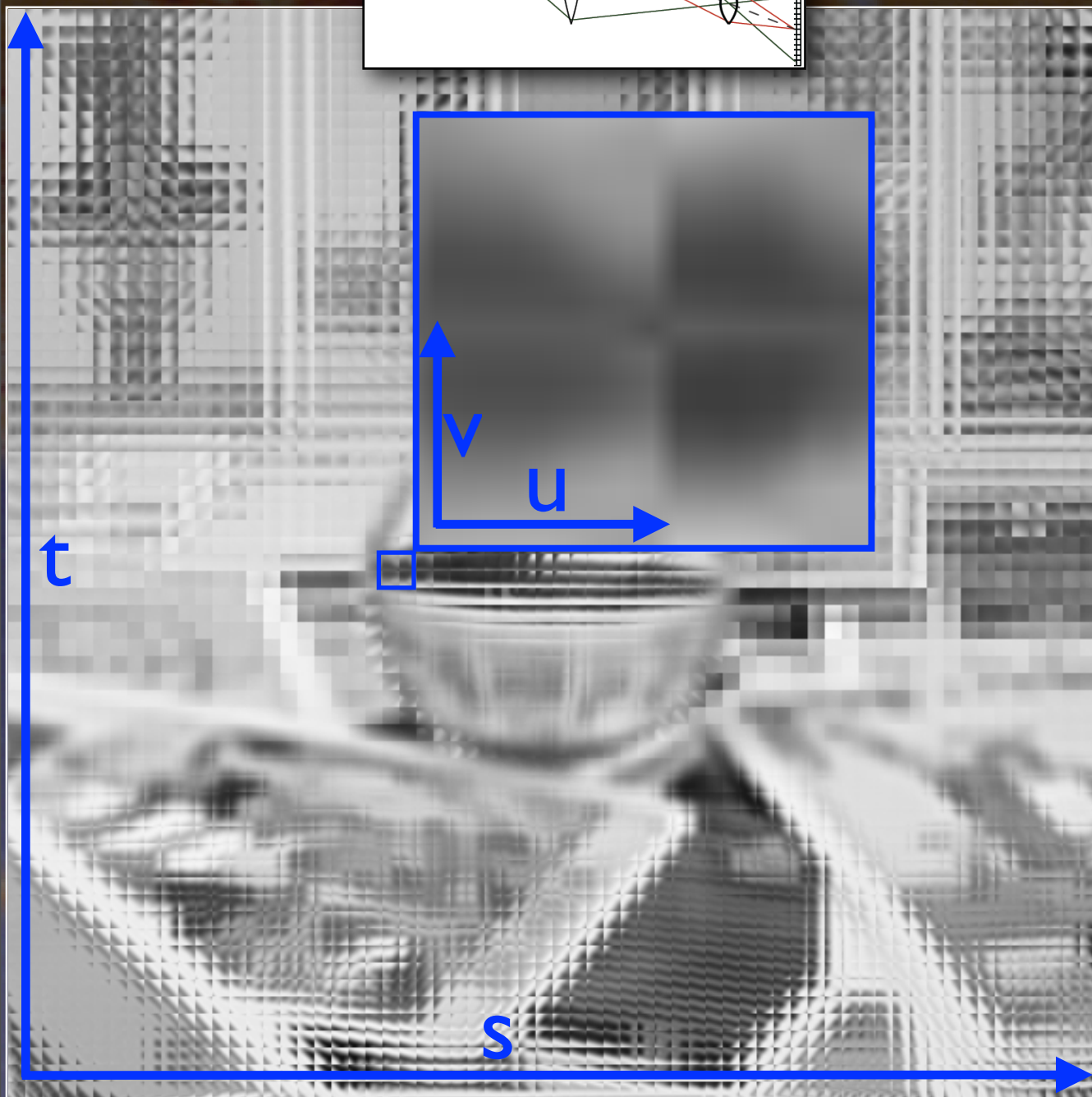
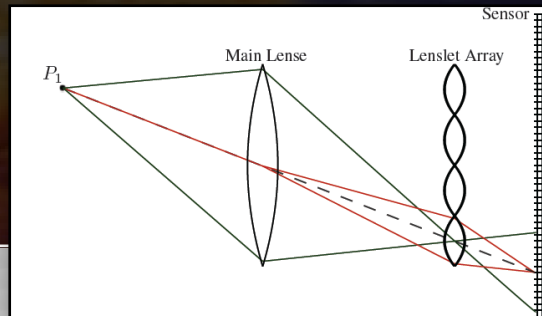


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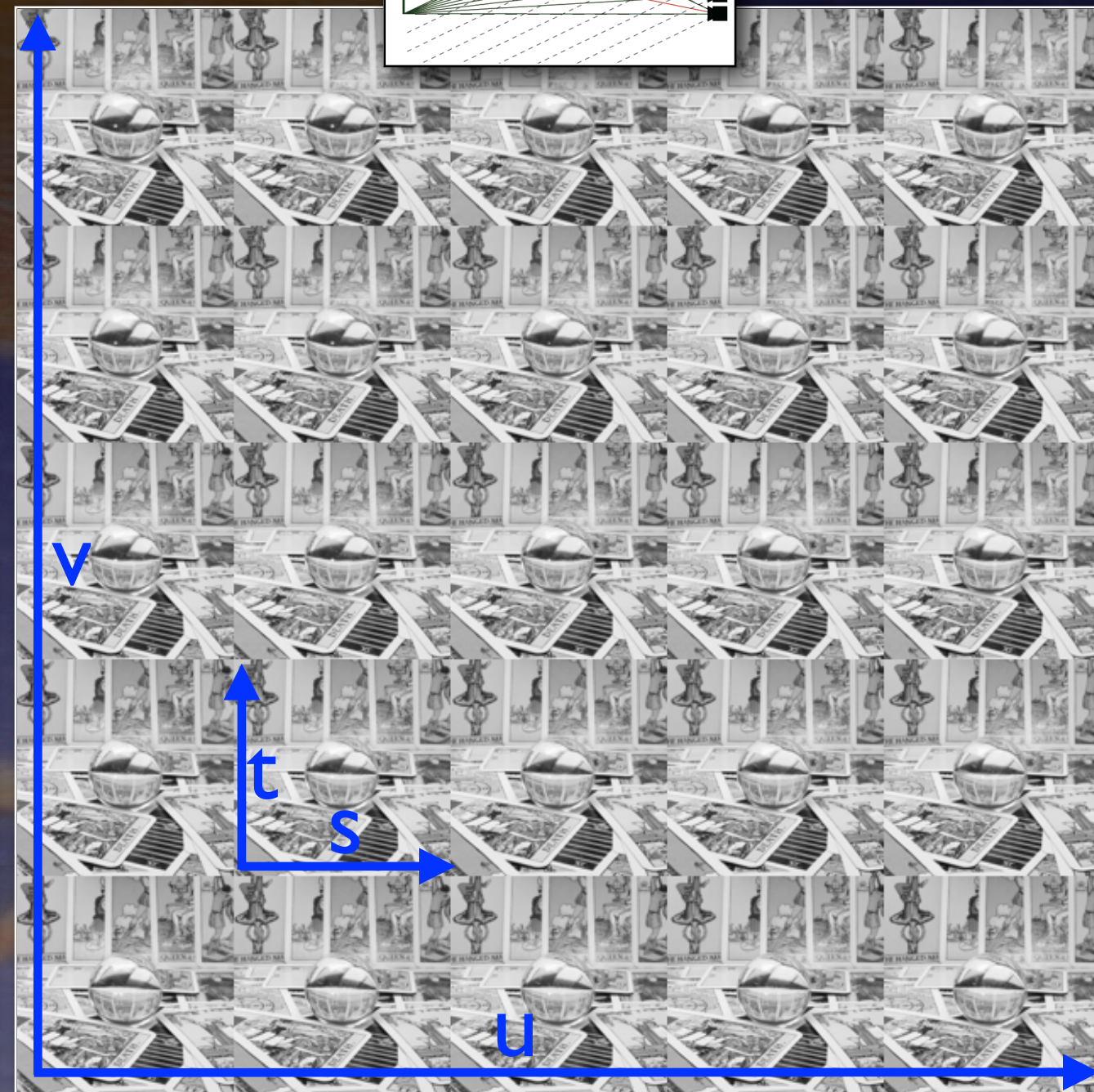
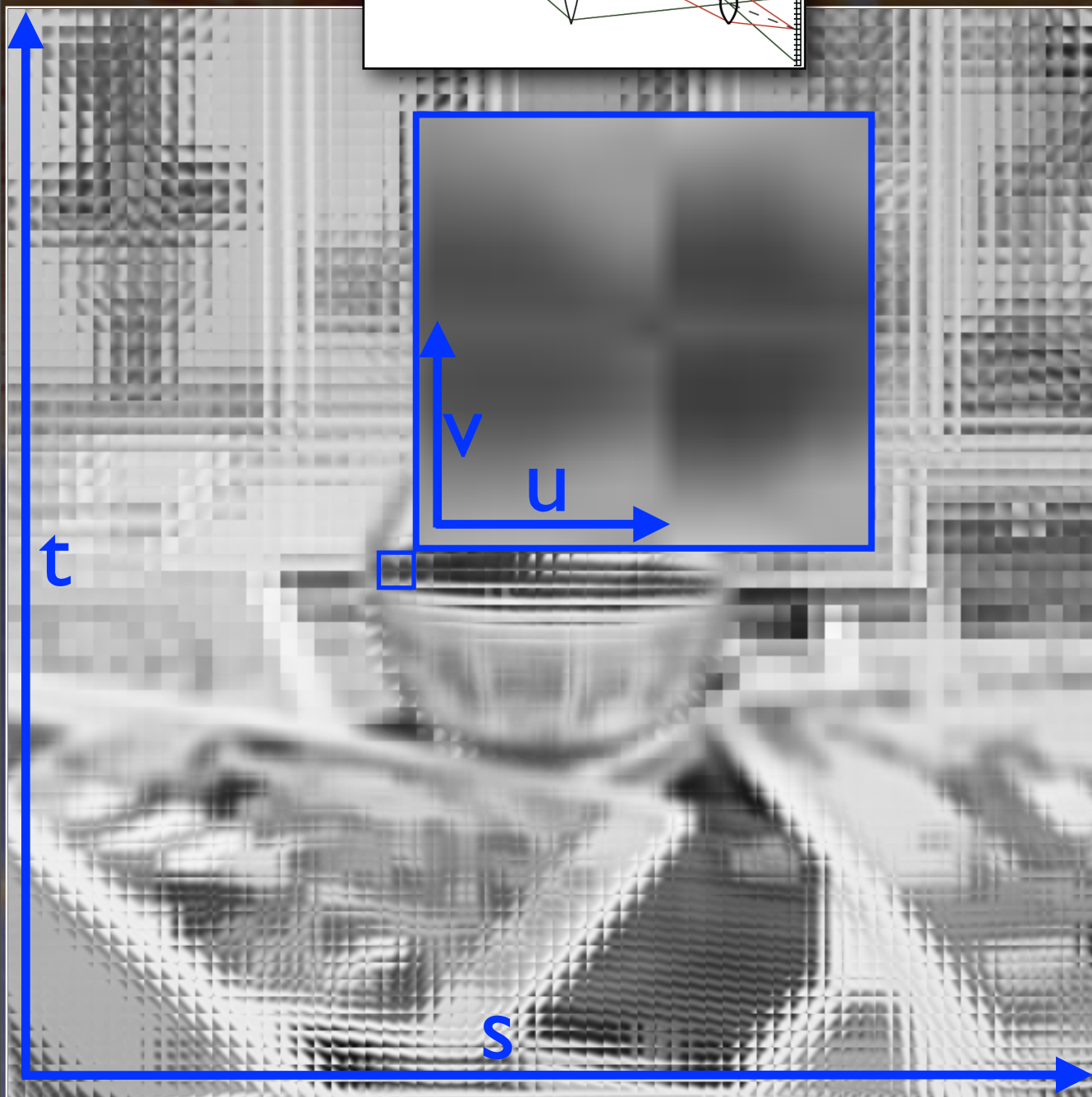
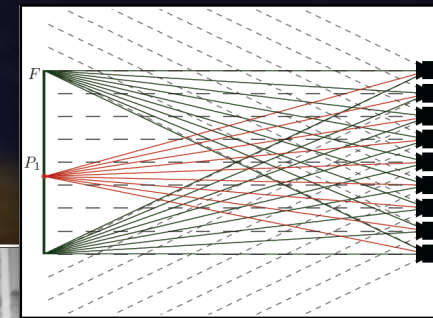
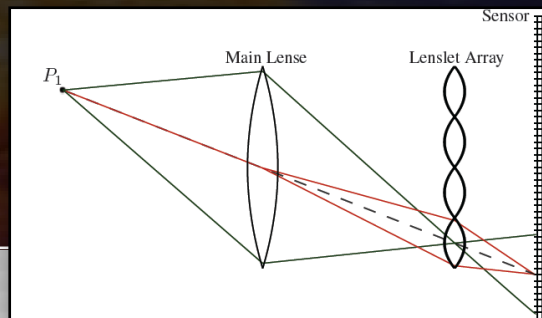


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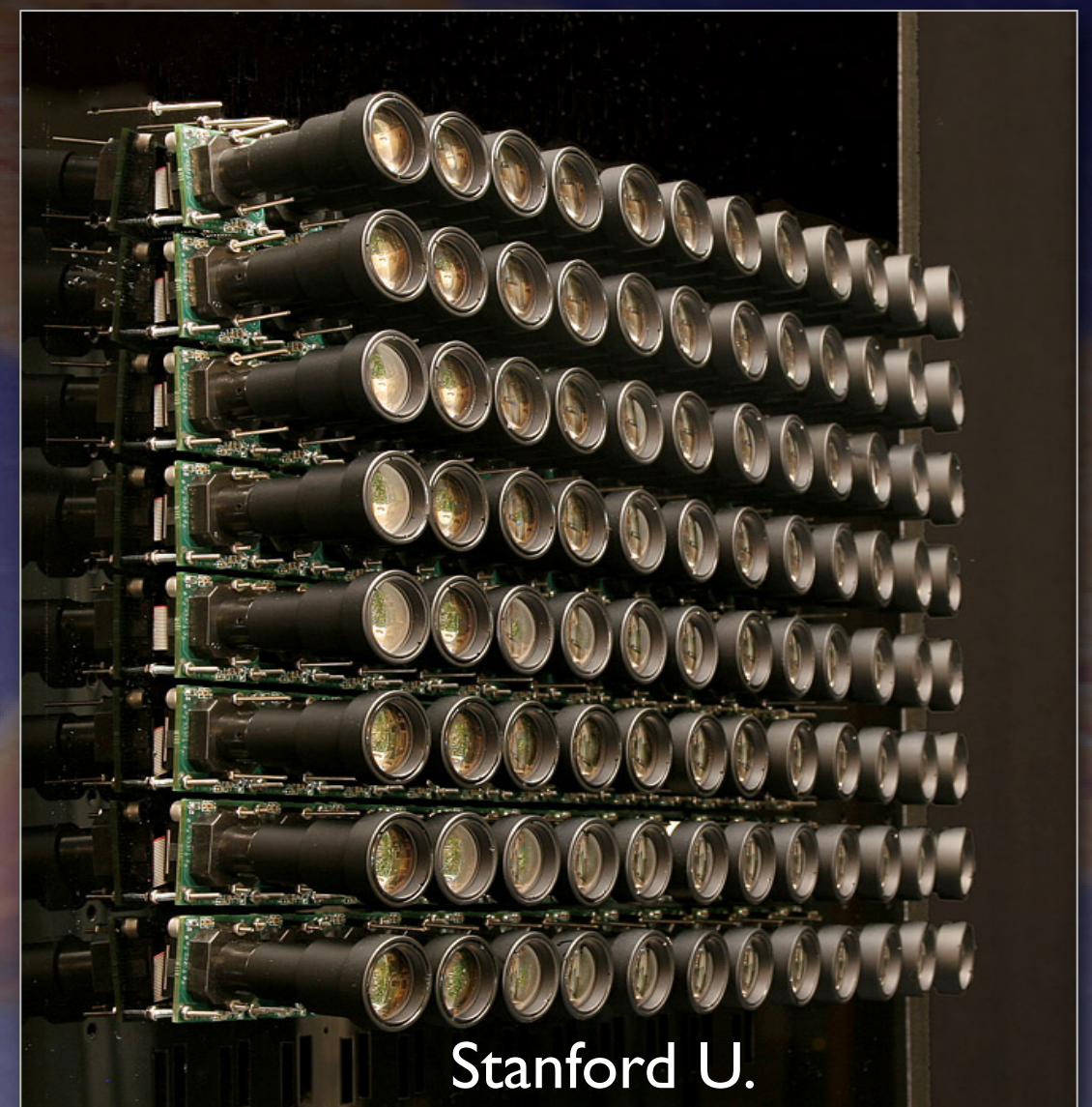
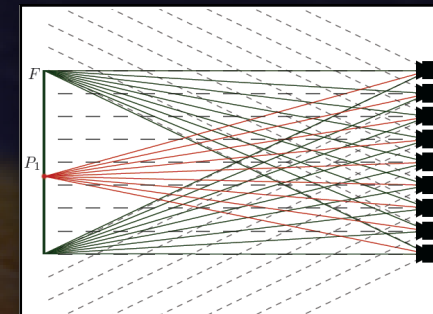
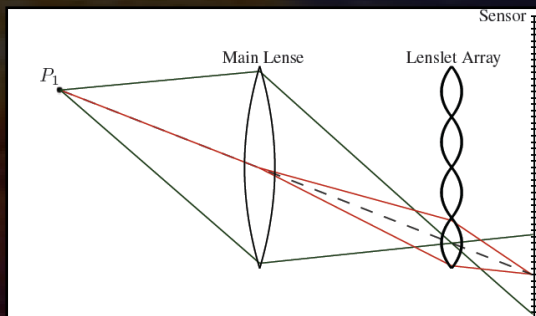


# What are Light-Field Cameras?





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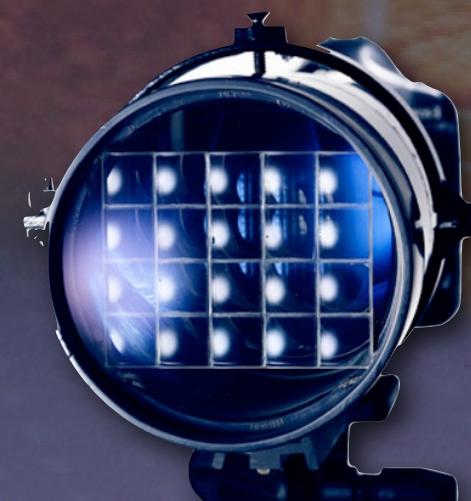
# What are Light-Field Cameras?



Lytro



Raytrix



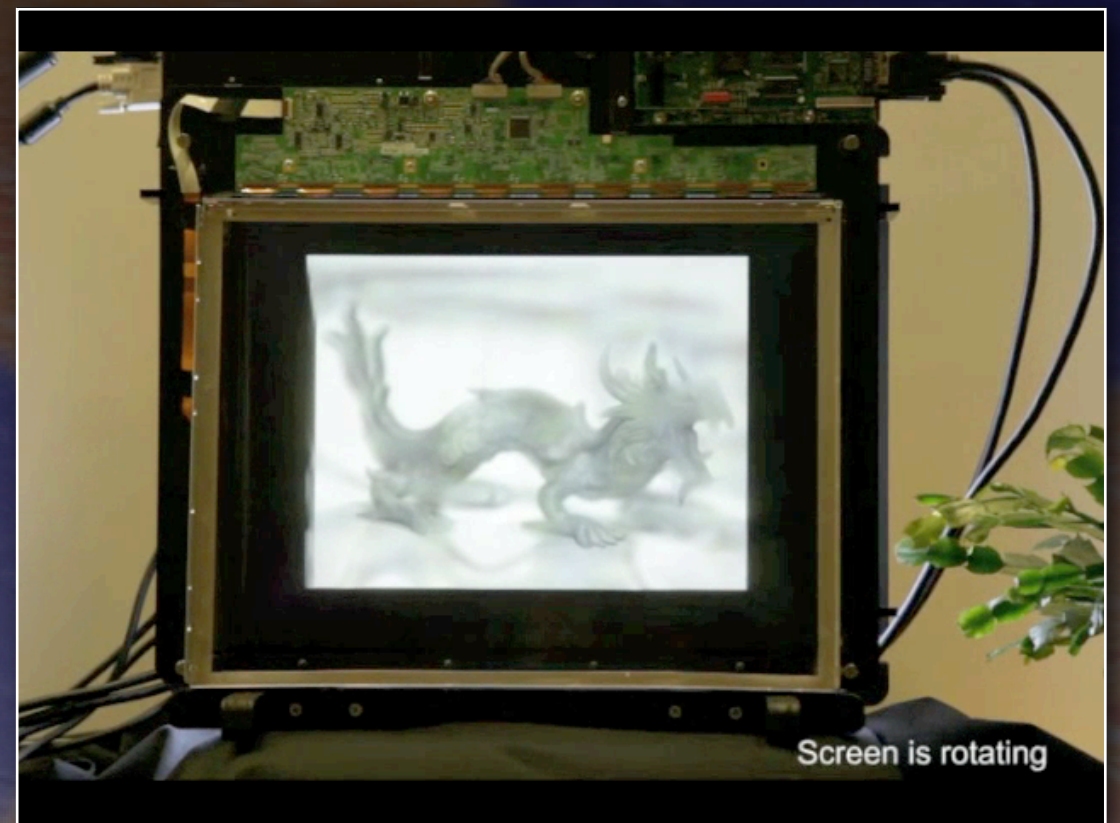
Adobe



# From Light Fields to Images ...



# Why?

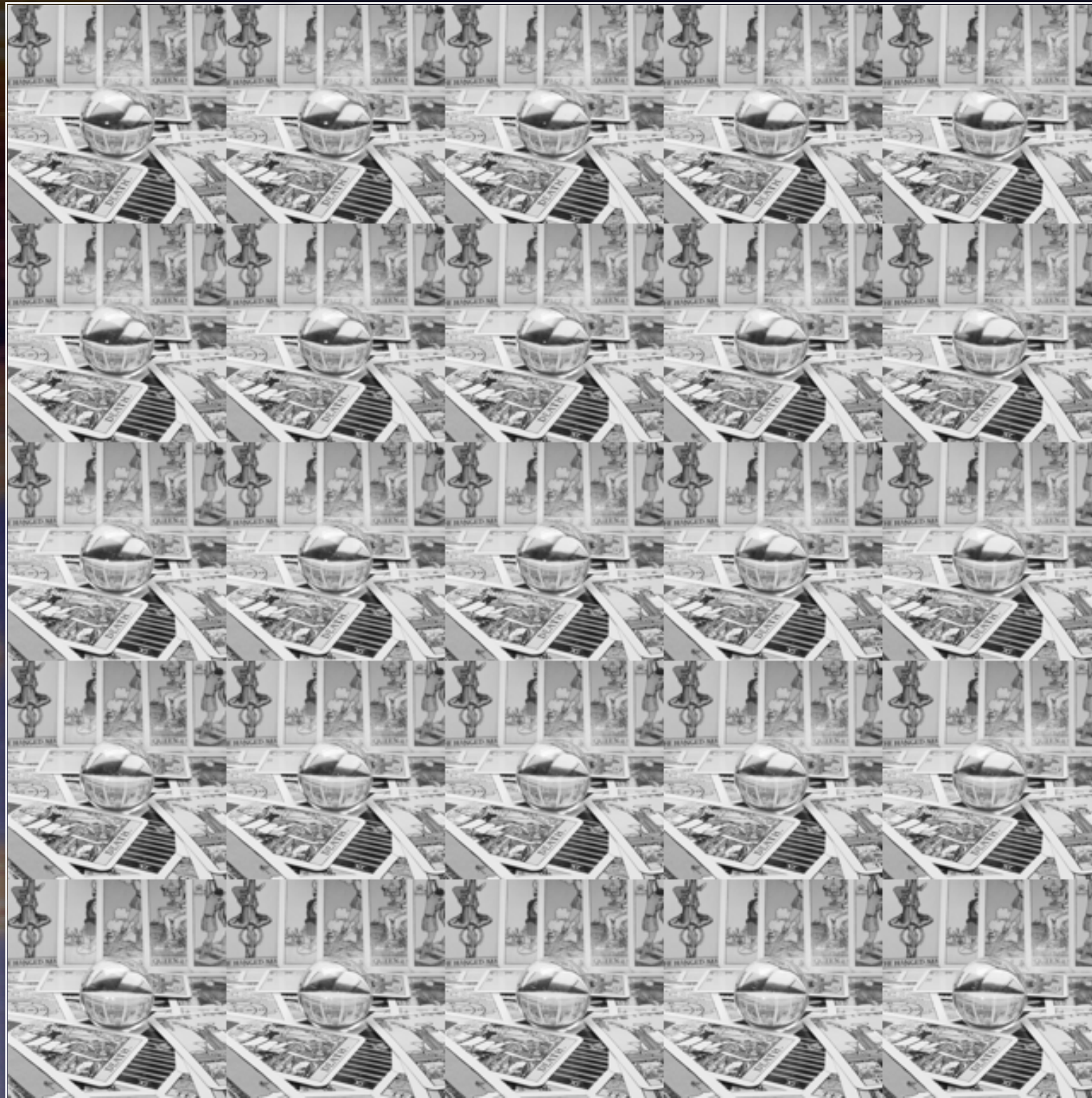


MIT (Siggraph Asia, 2011)

Light-field displays are not yet beyond a basic research level!



# Synthetic Aperture Reconstruction





# Synthetic Aperture Reconstruction





# Synthetic Aperture Reconstruction



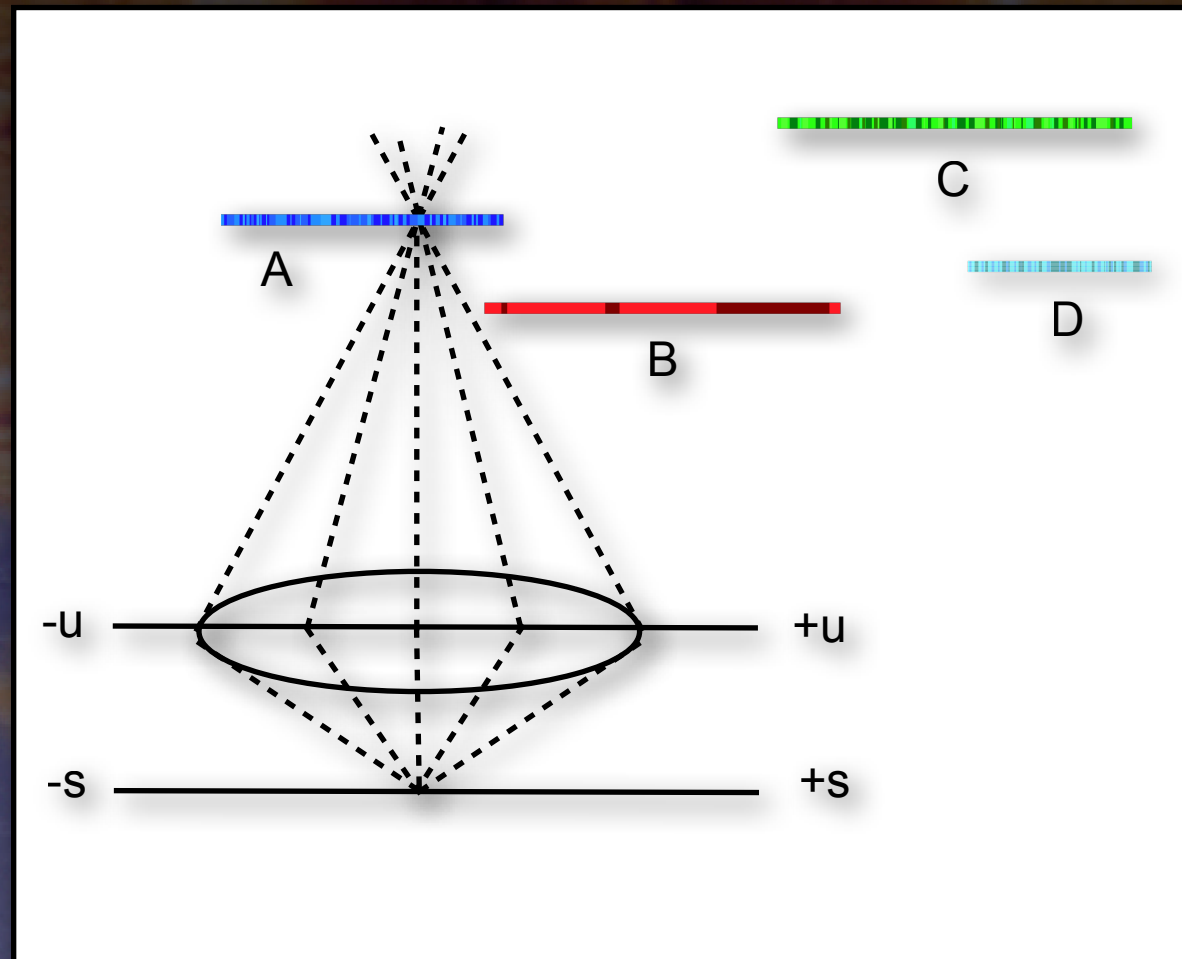


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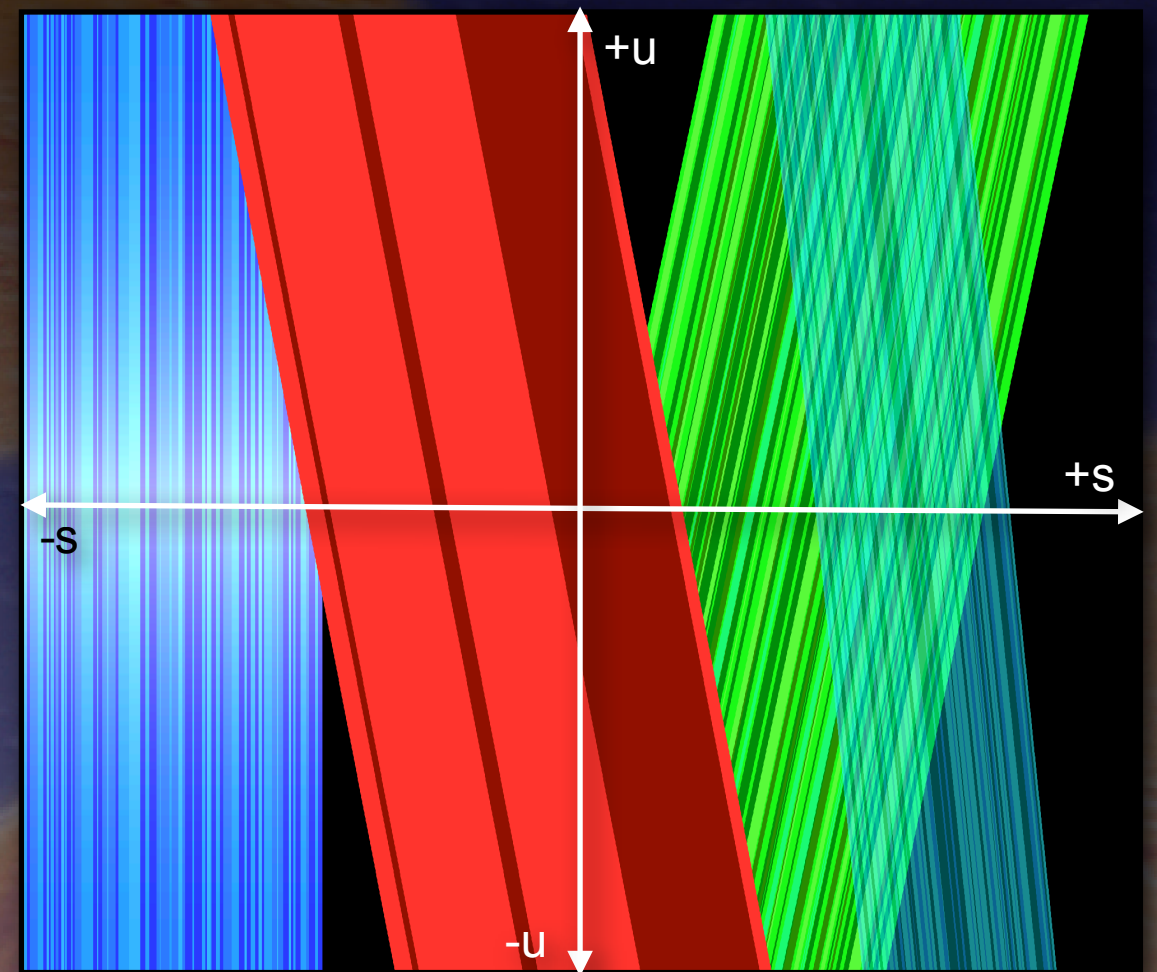
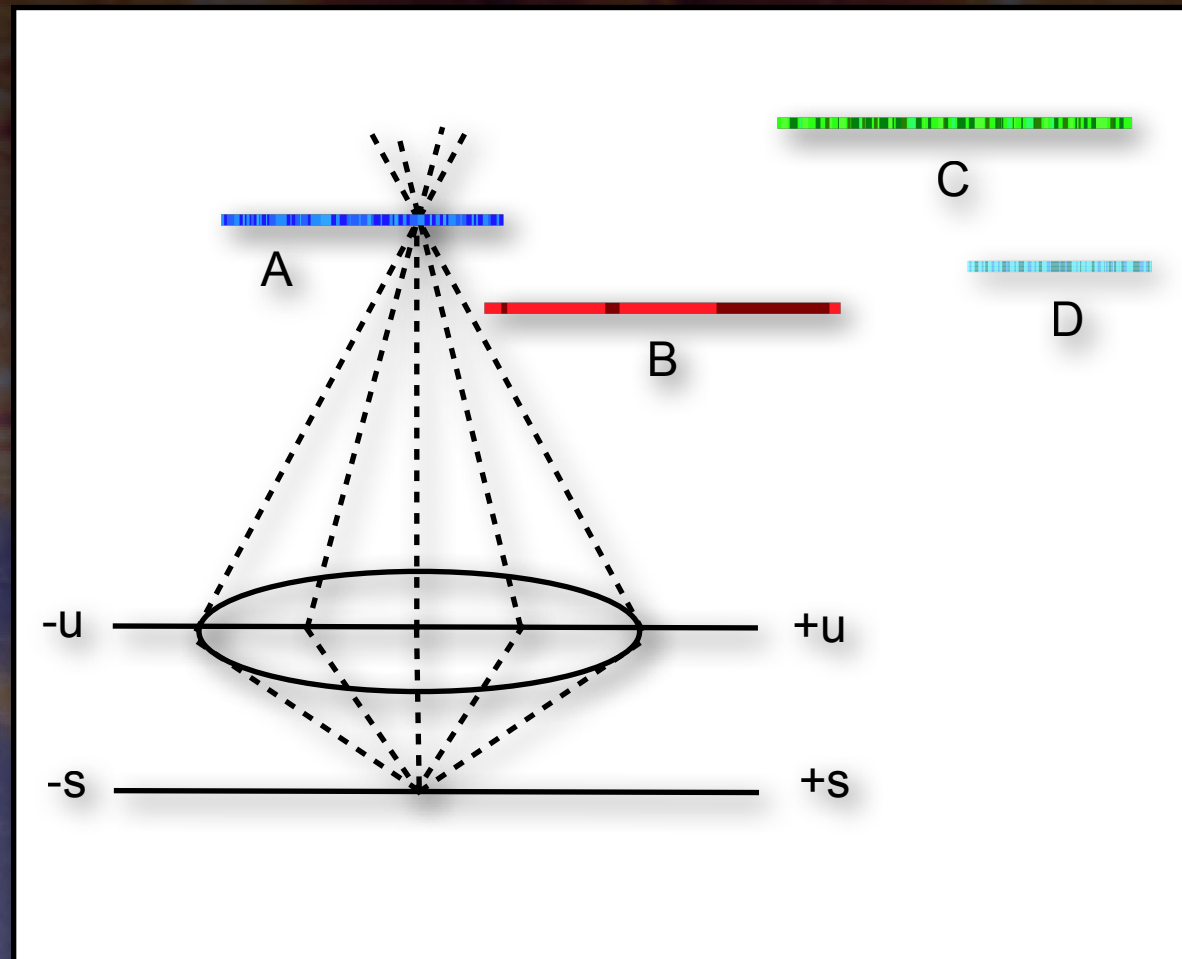


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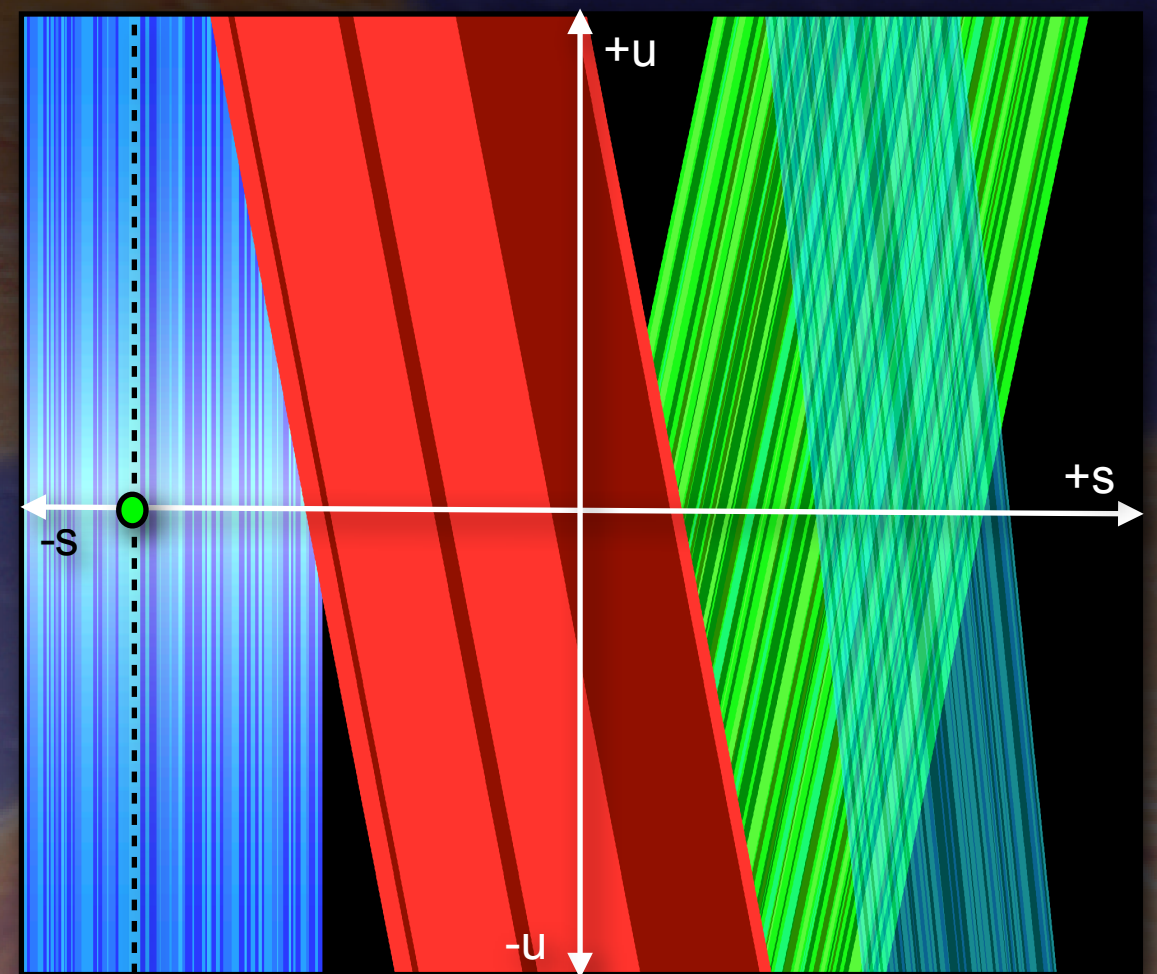
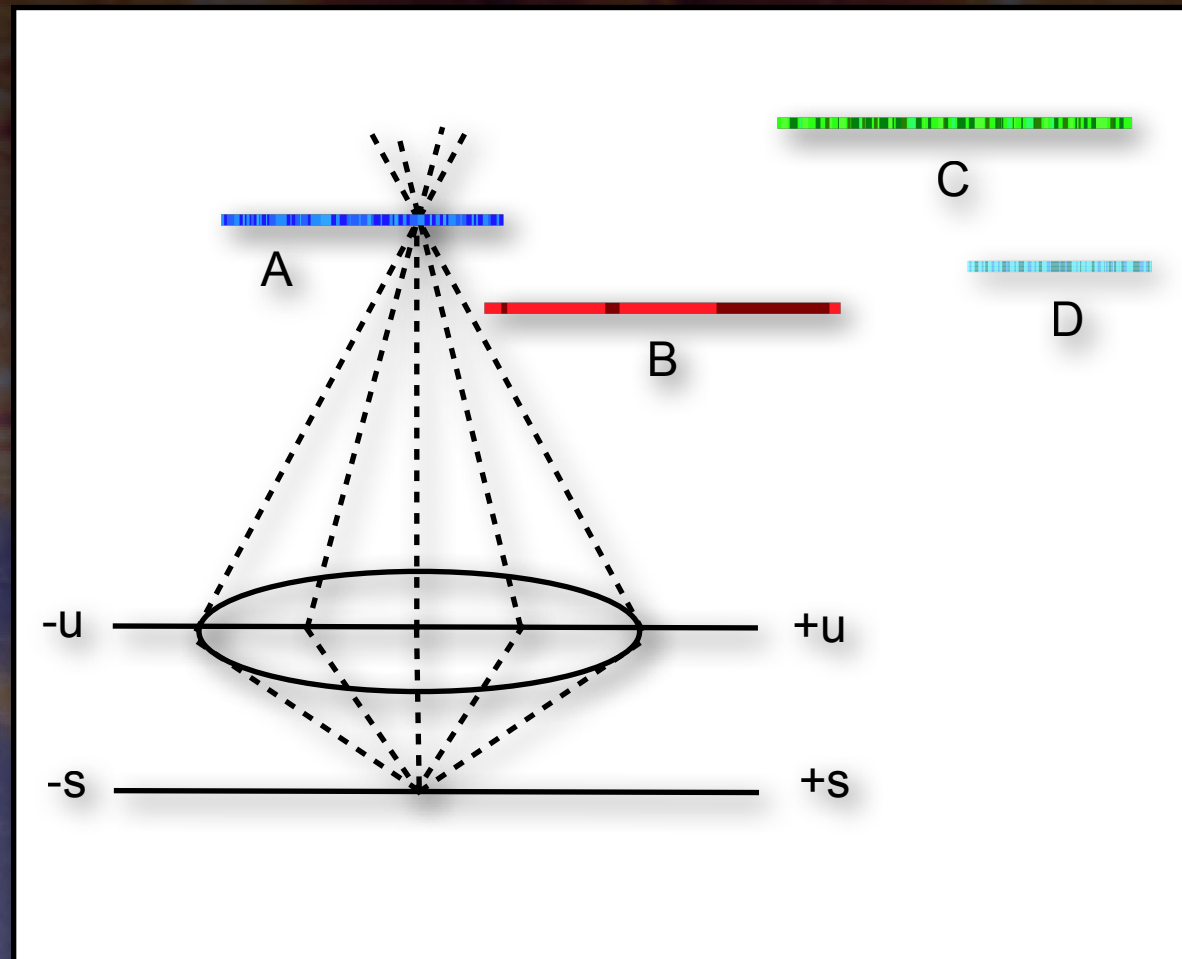


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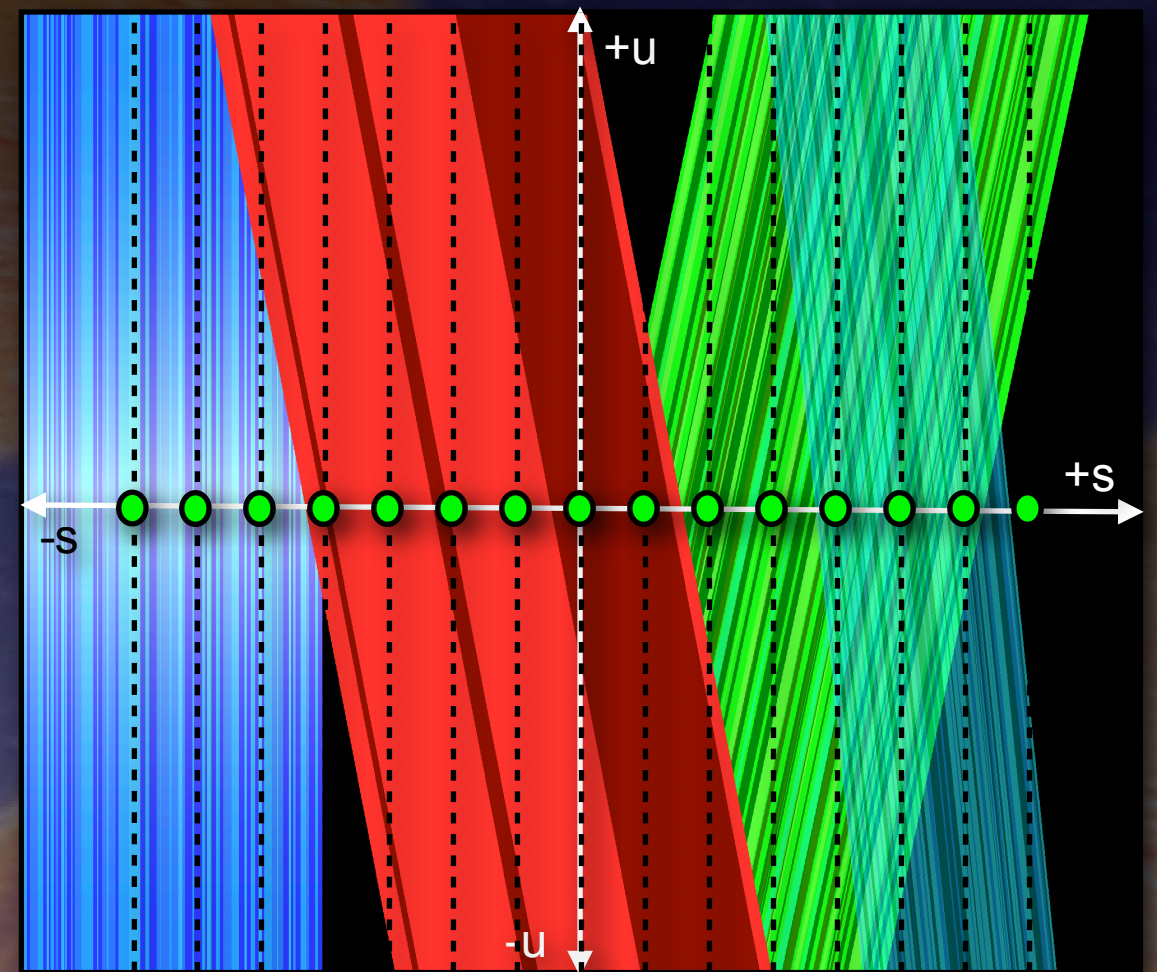
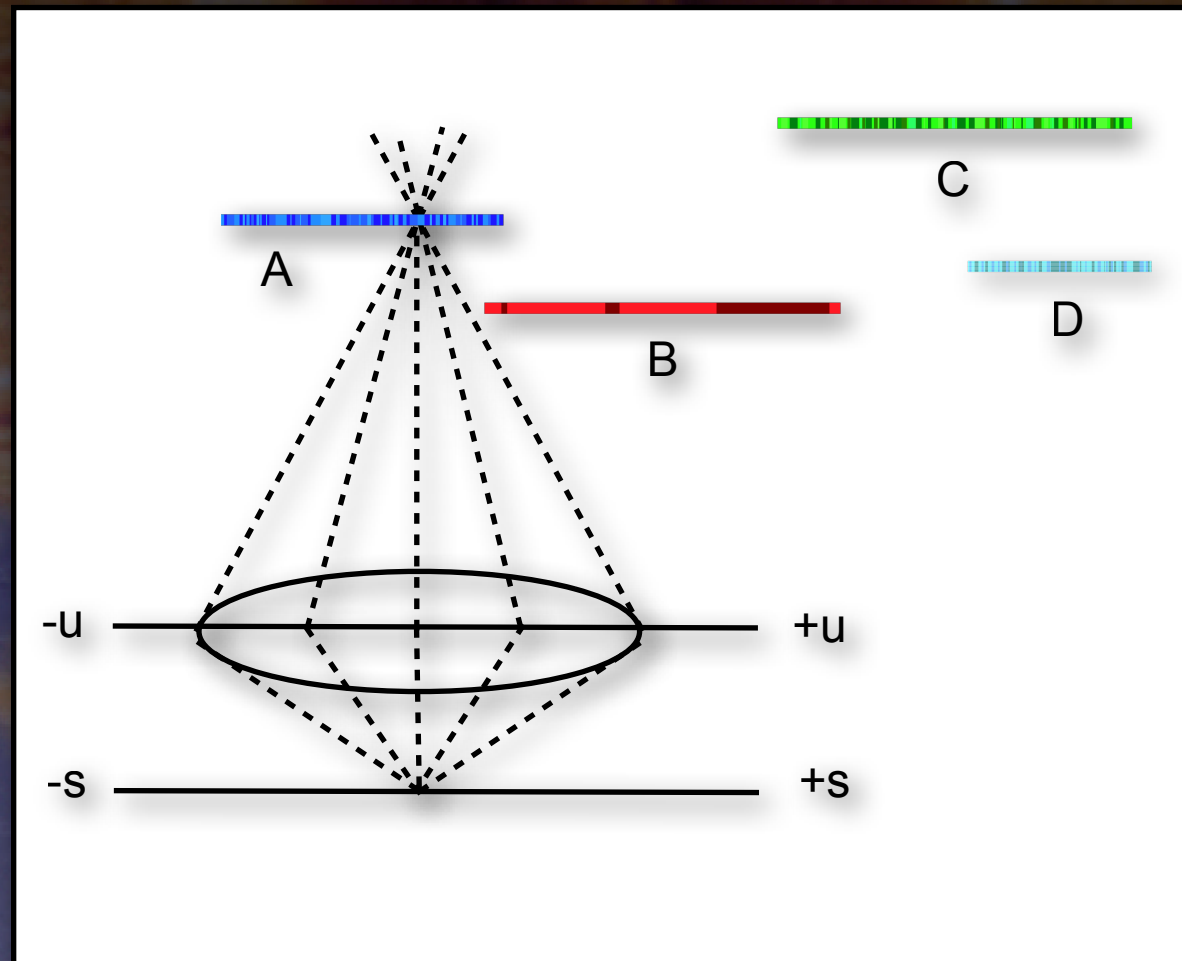


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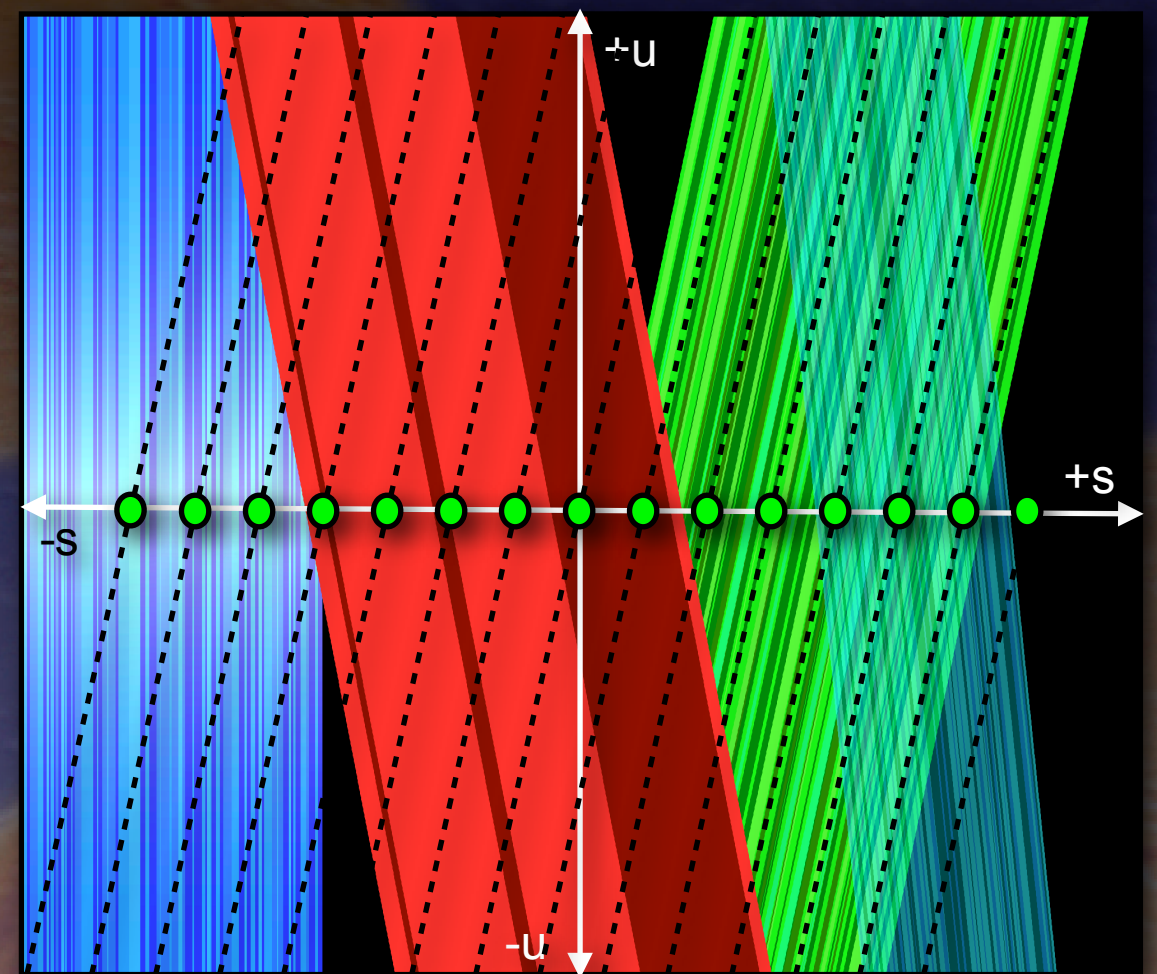
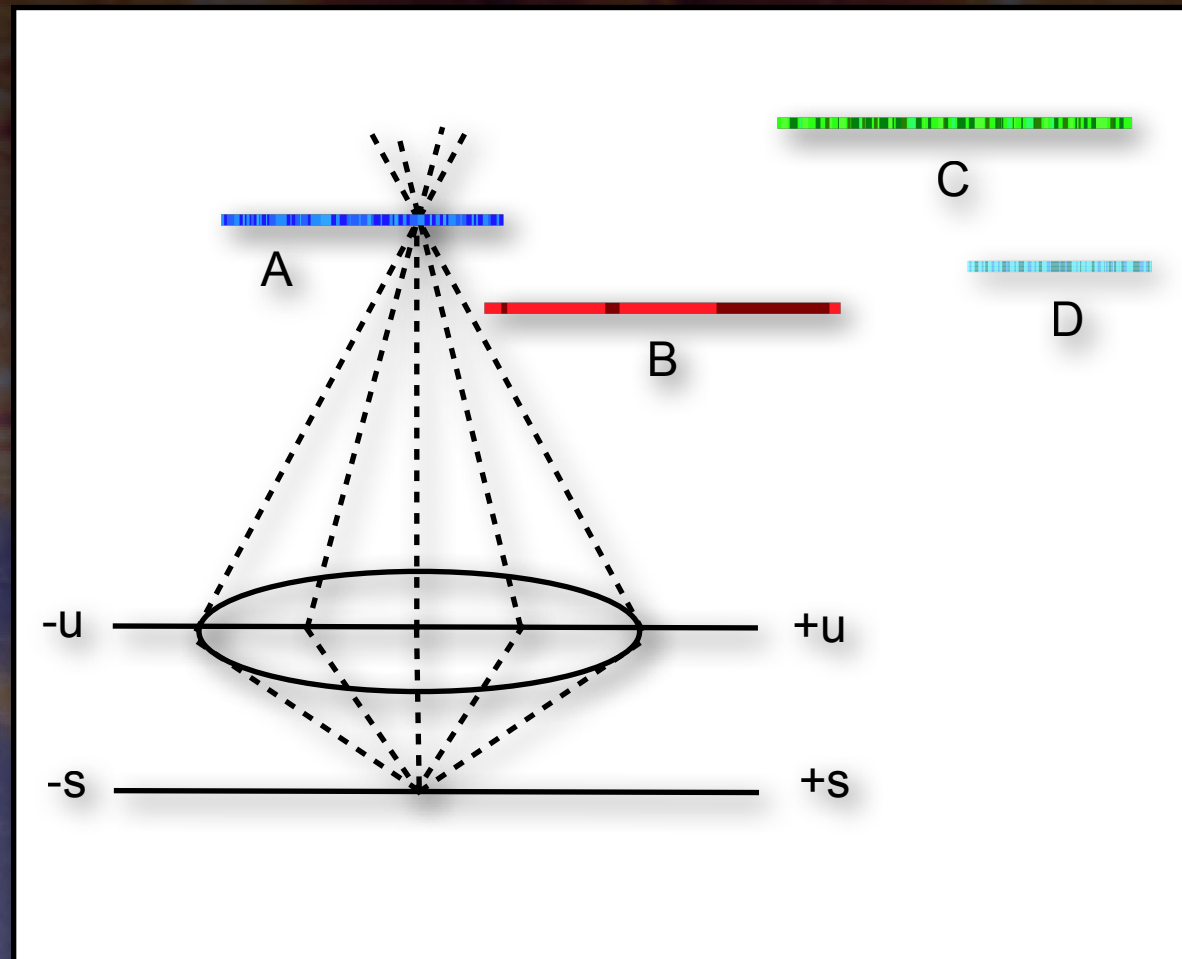


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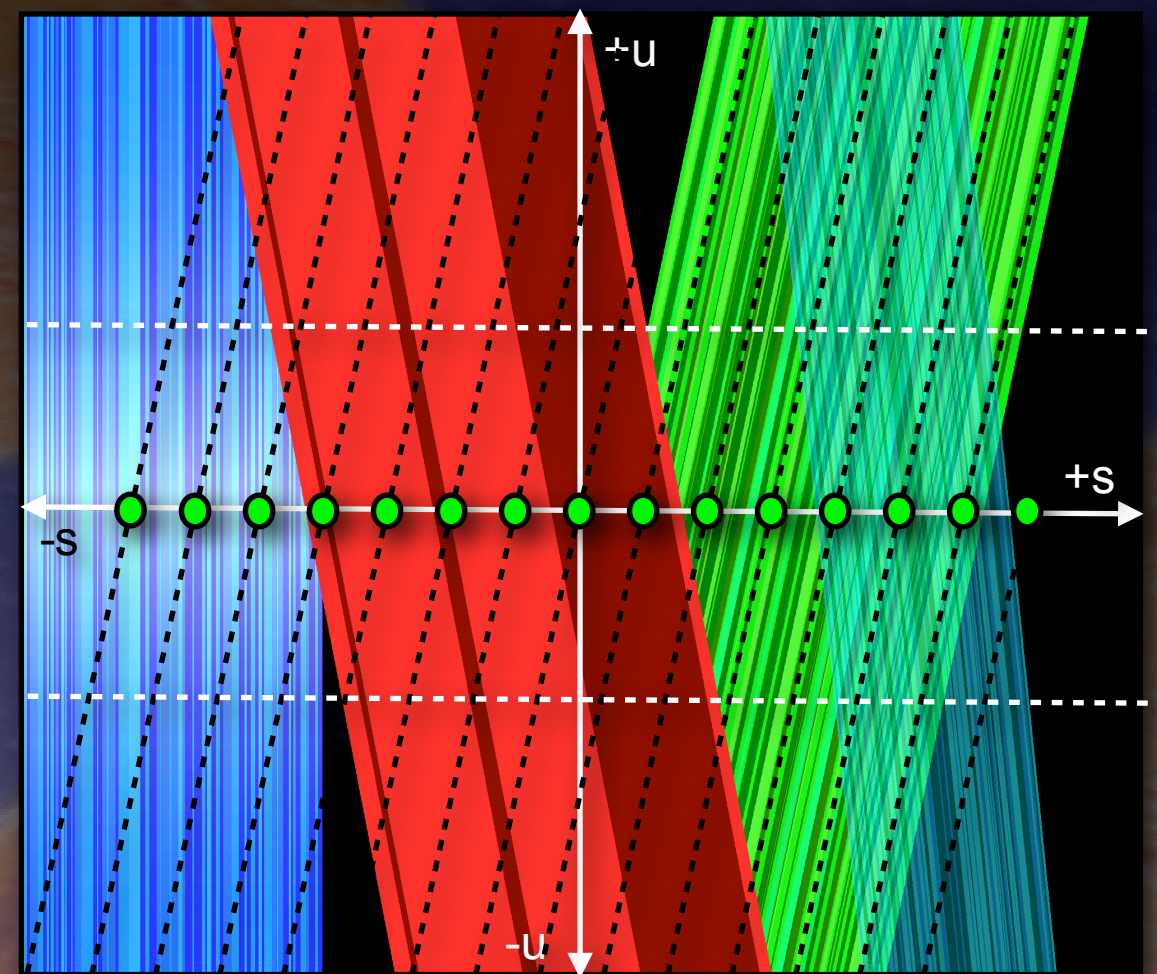
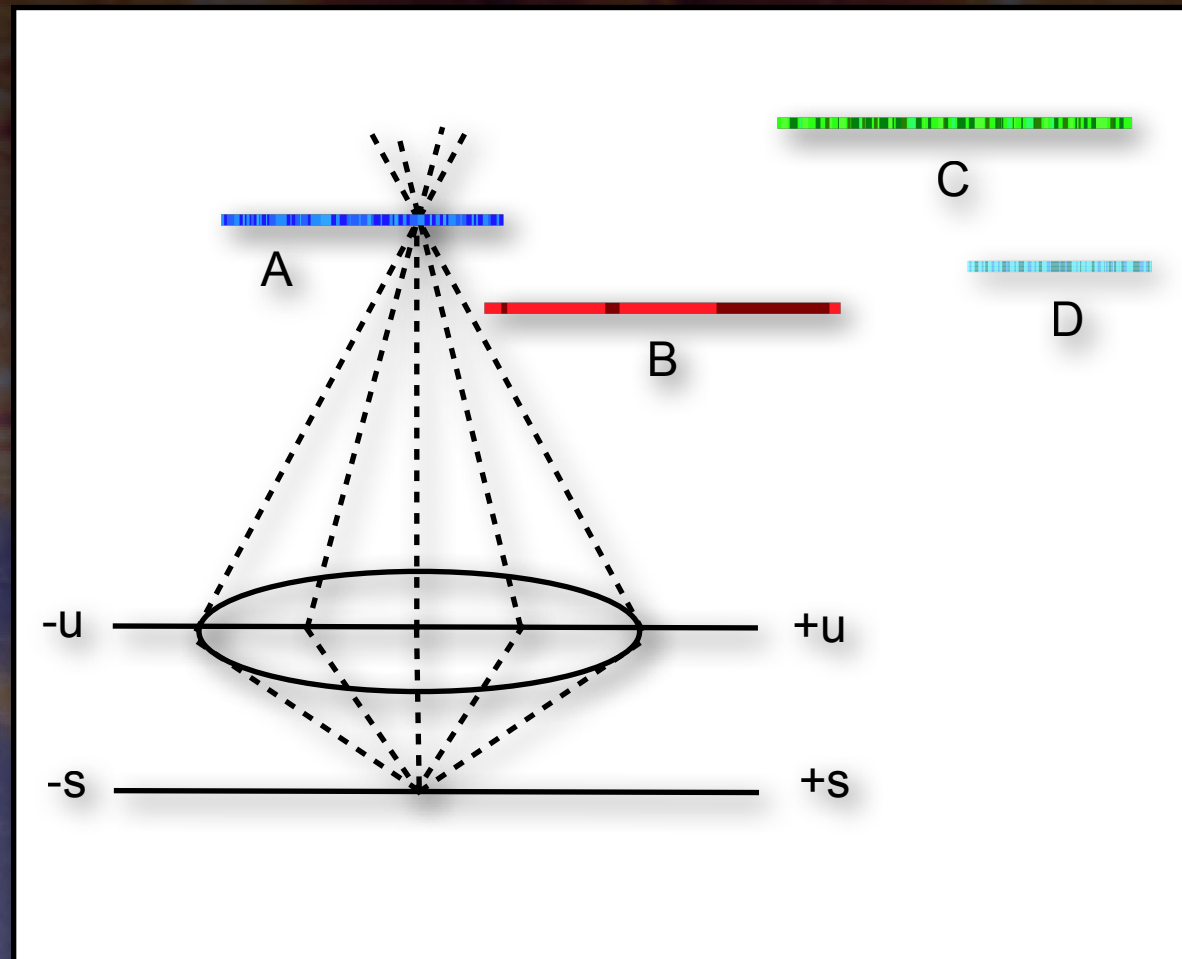


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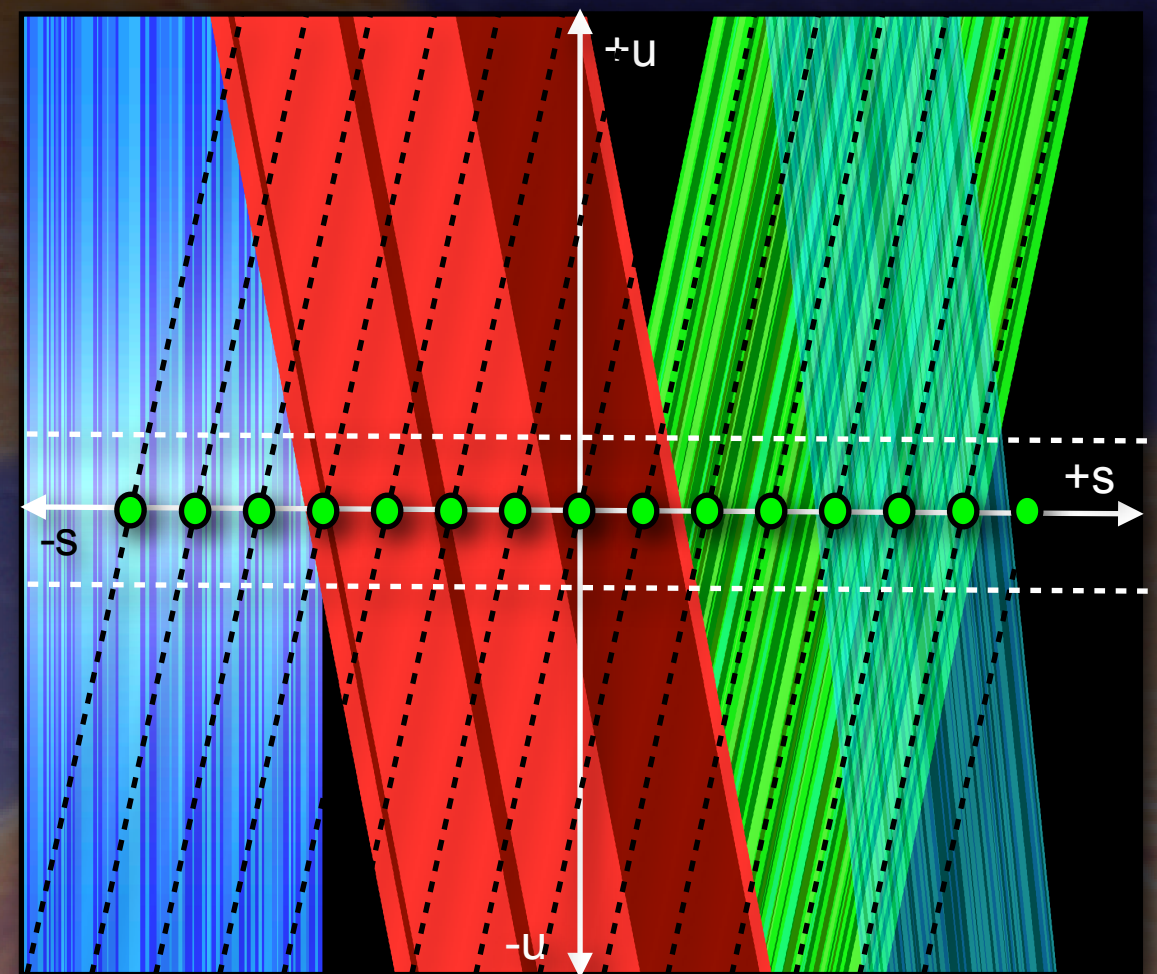
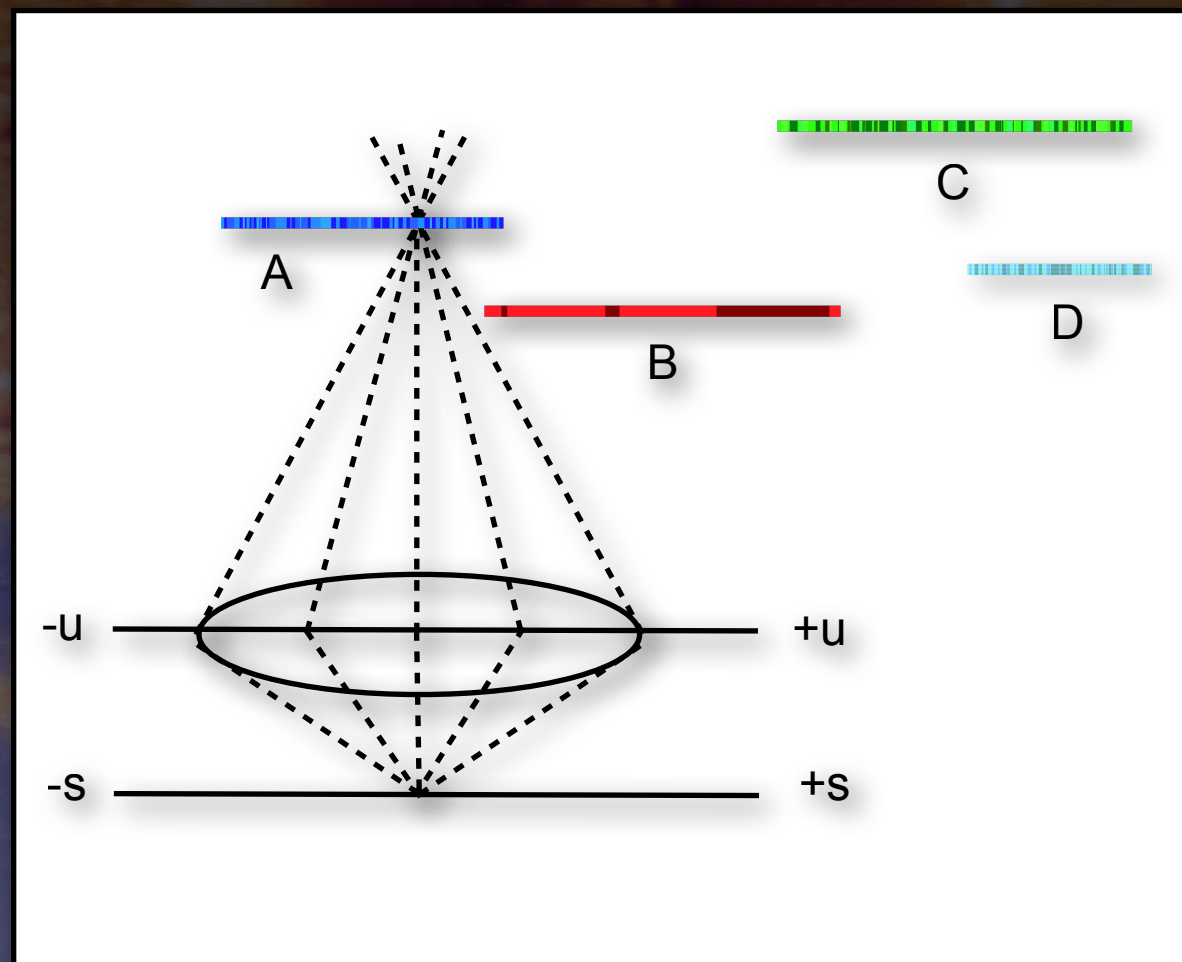


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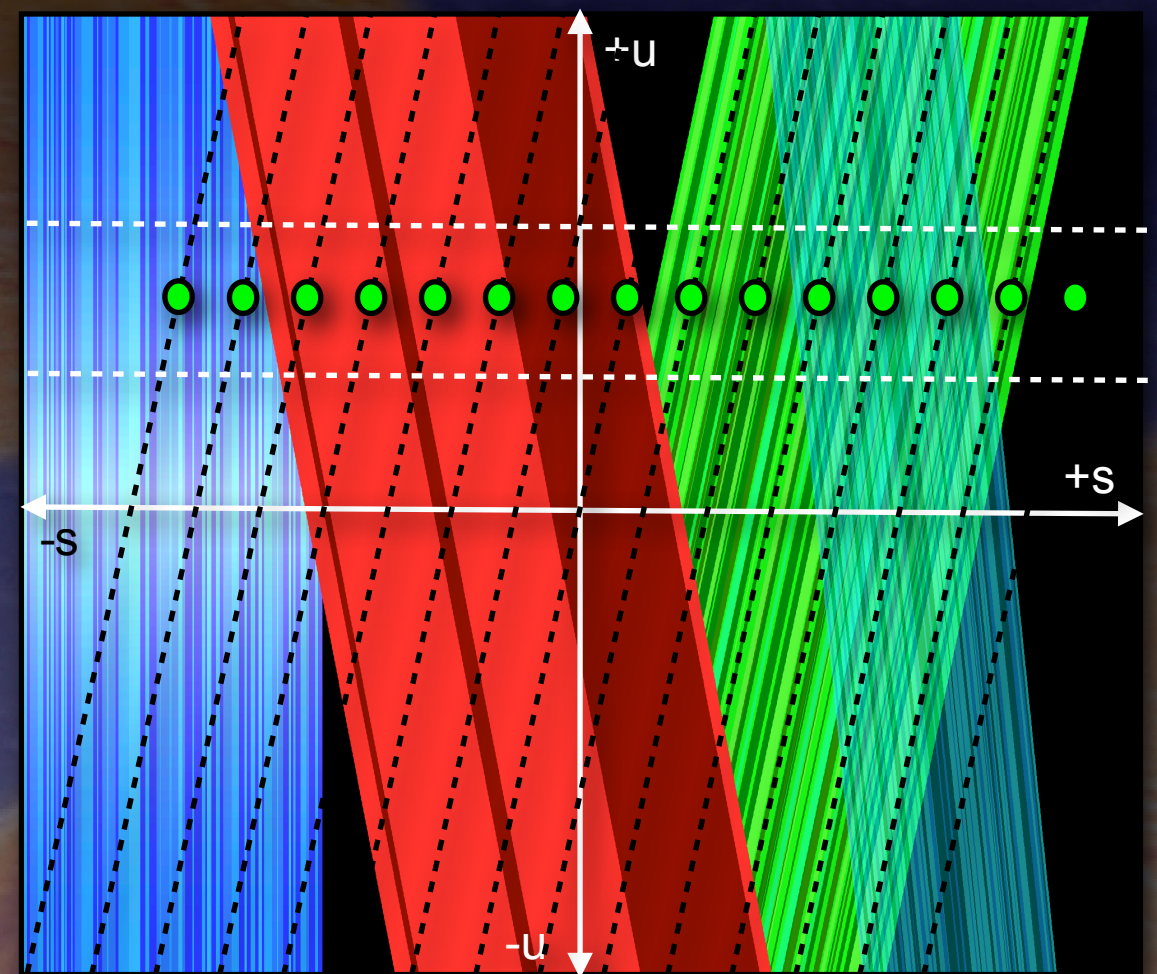
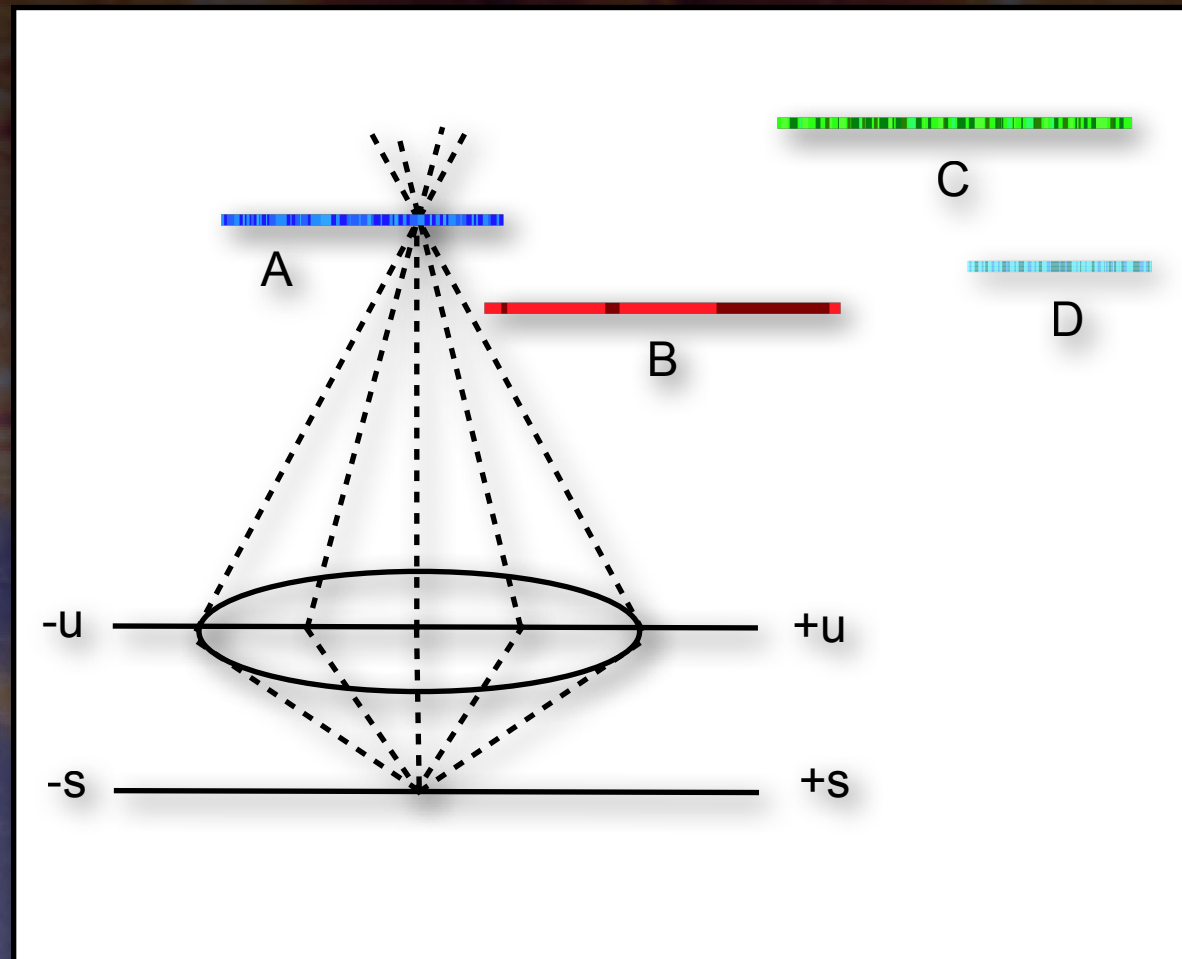


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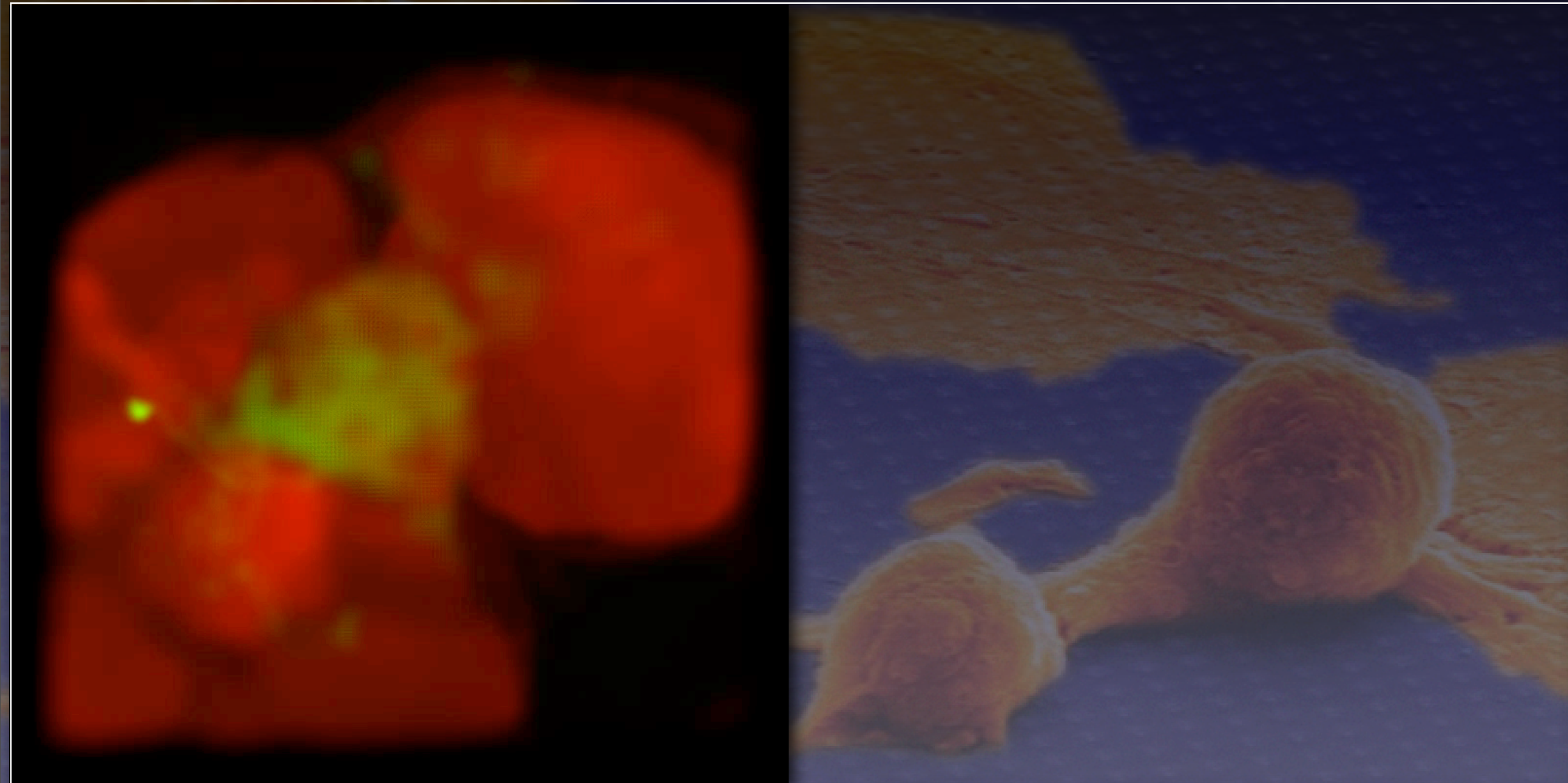


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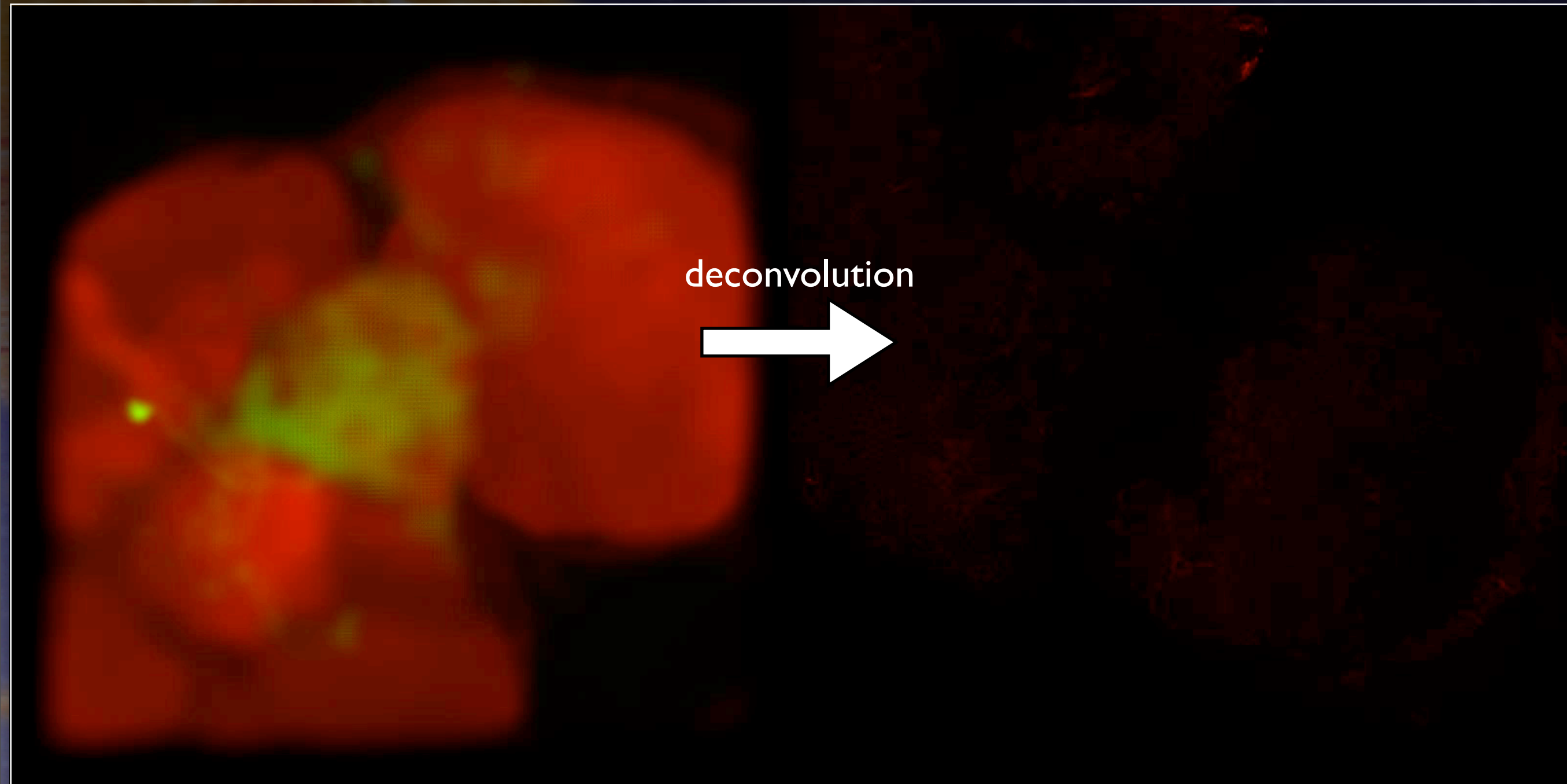


# Focal Stacks and Z-Stacks



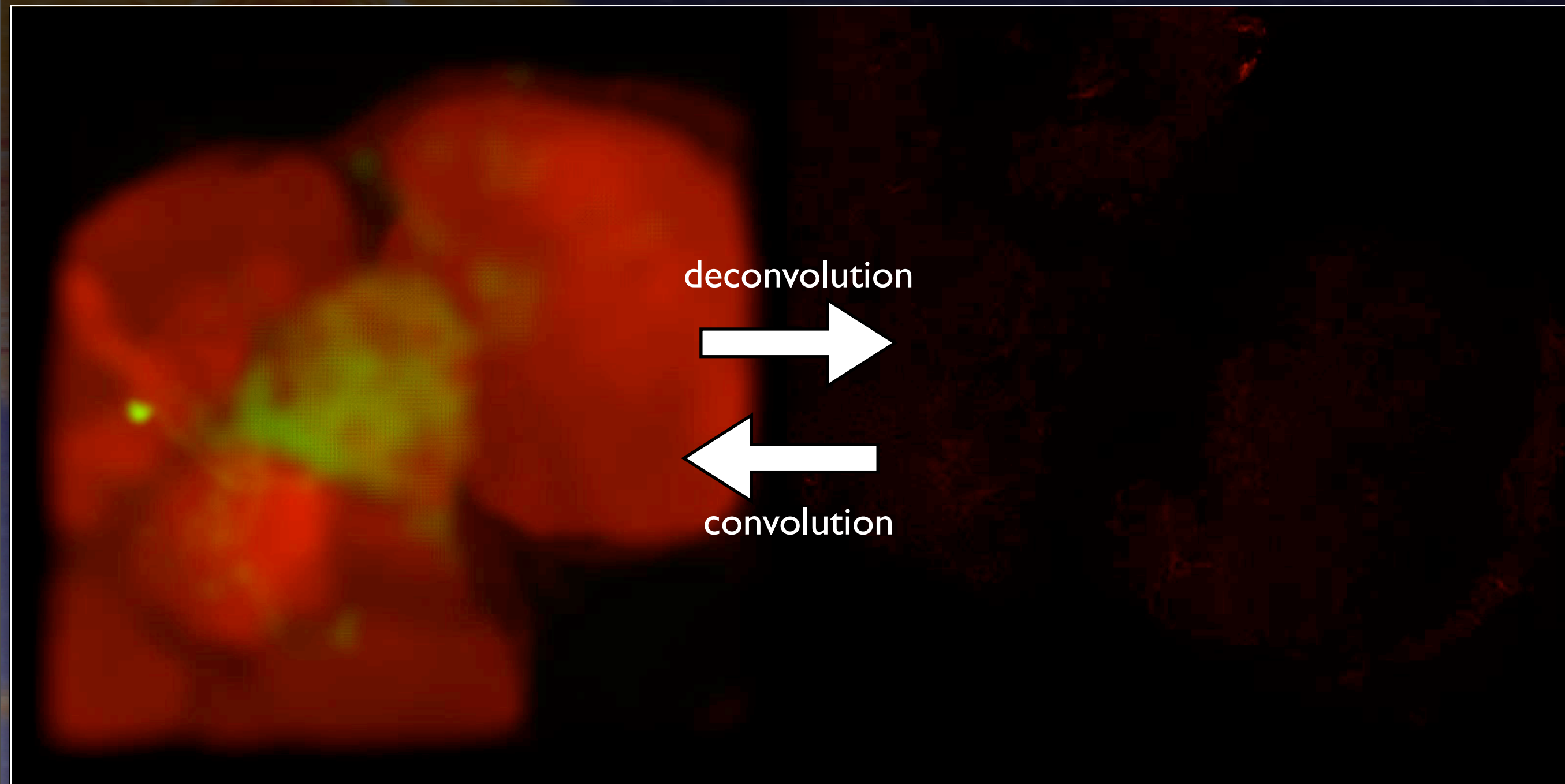


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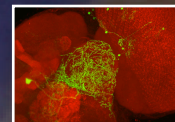
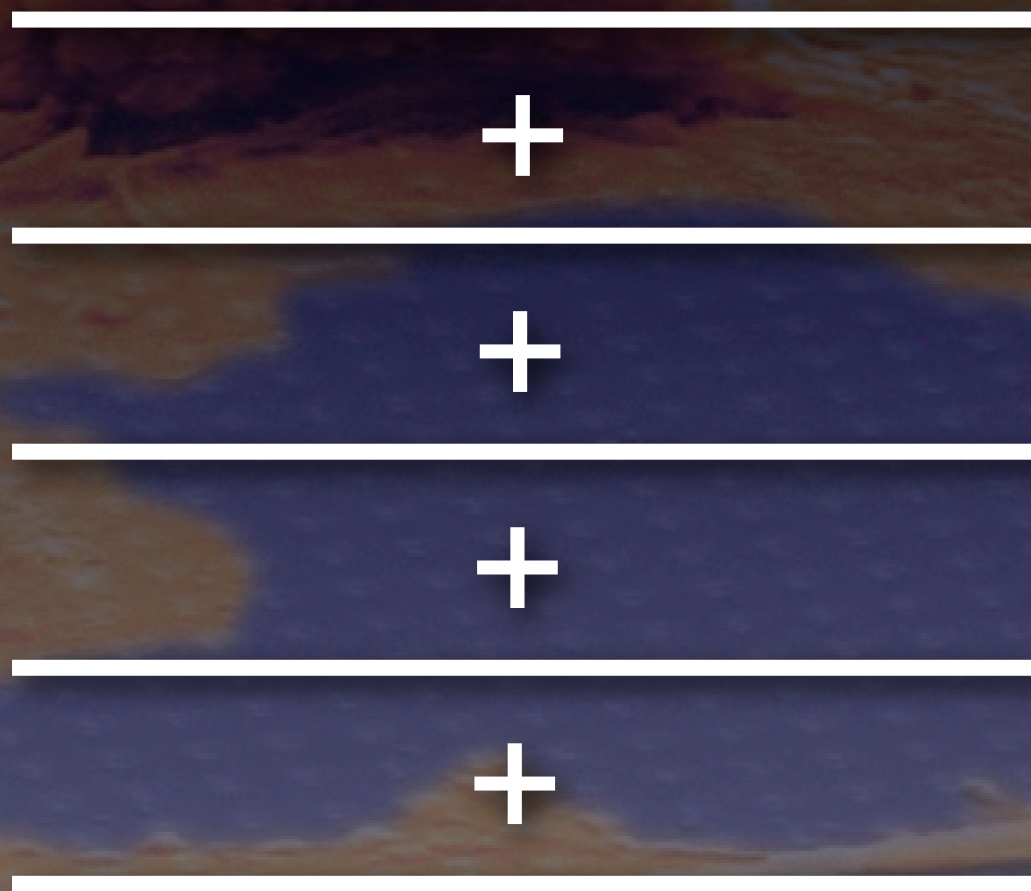


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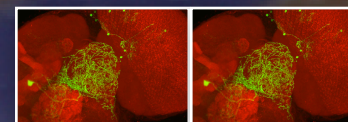
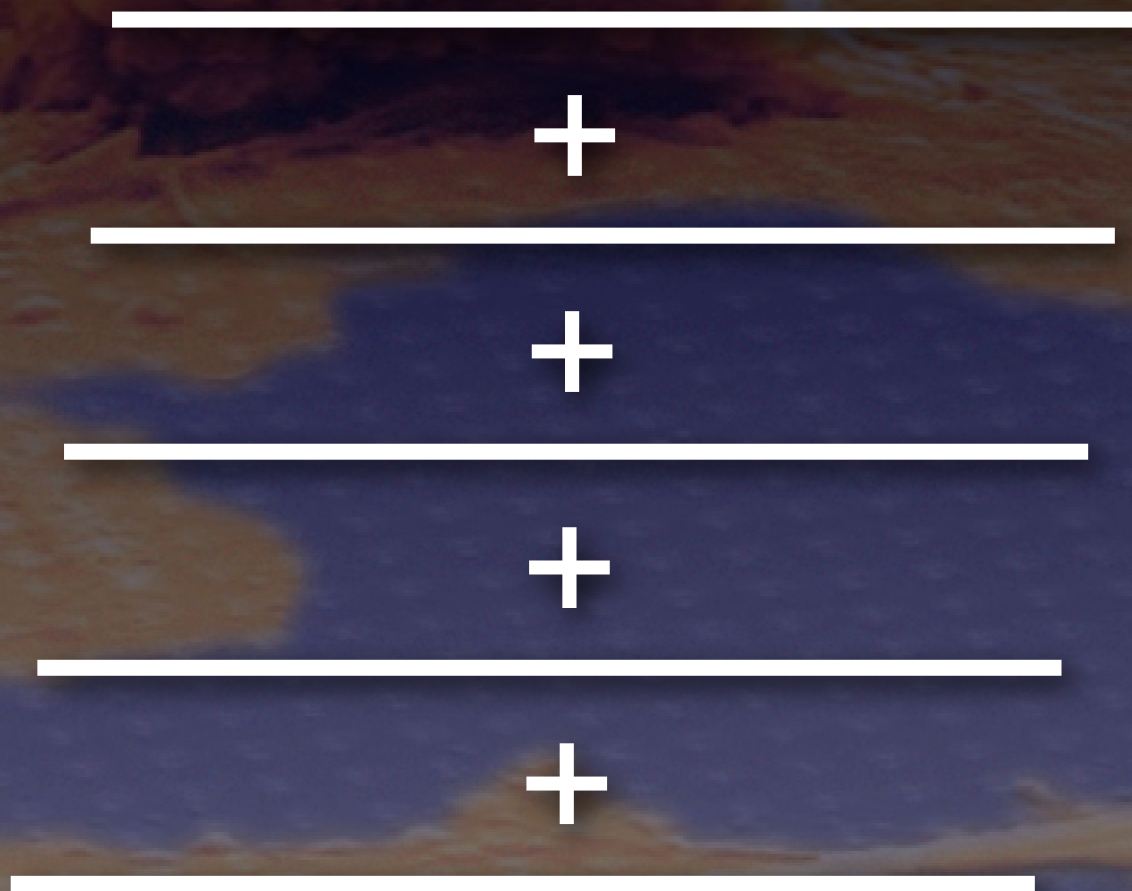


# Z-Stacks to Light Fields



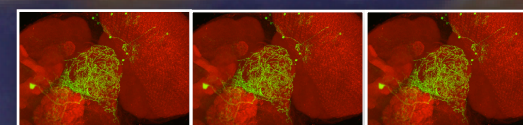
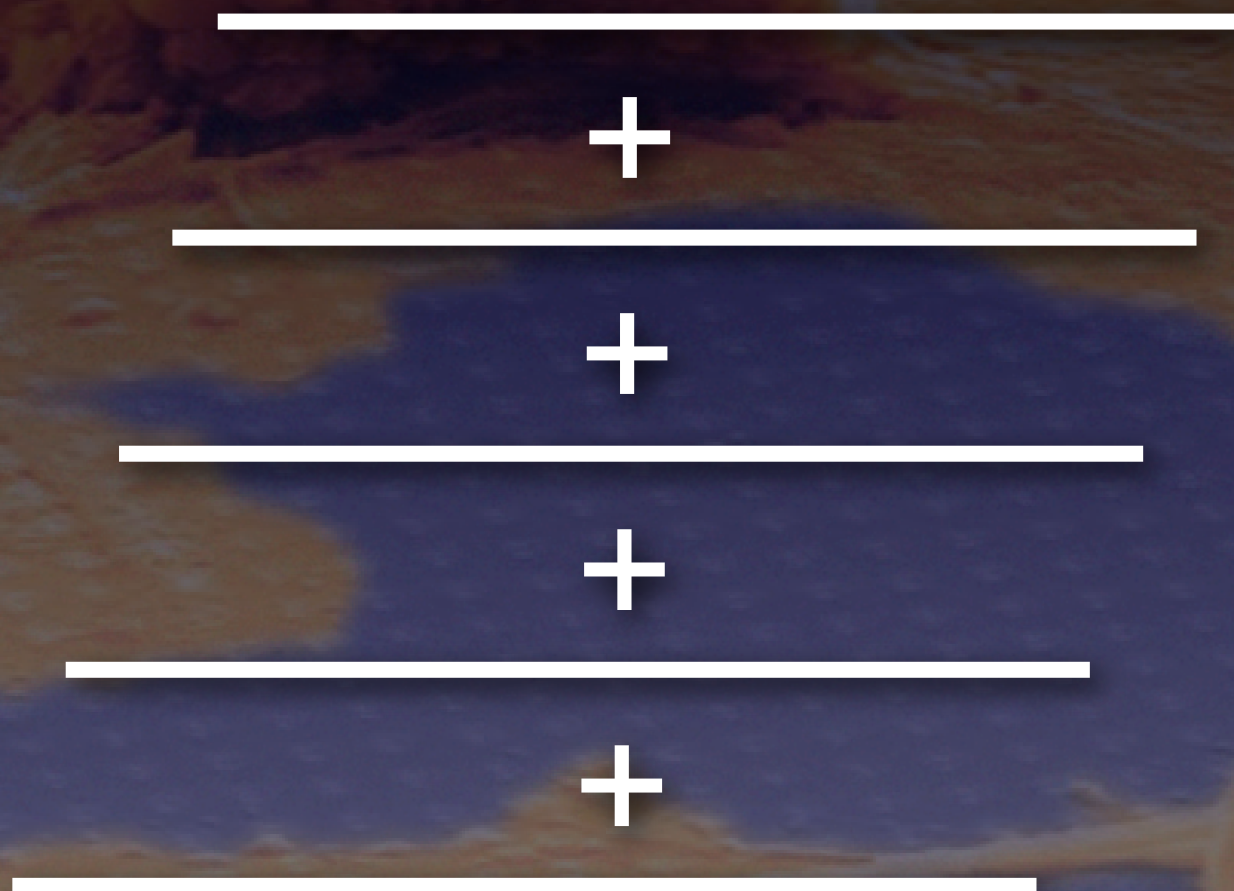


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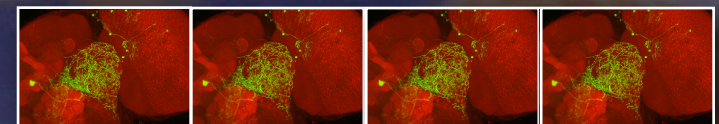
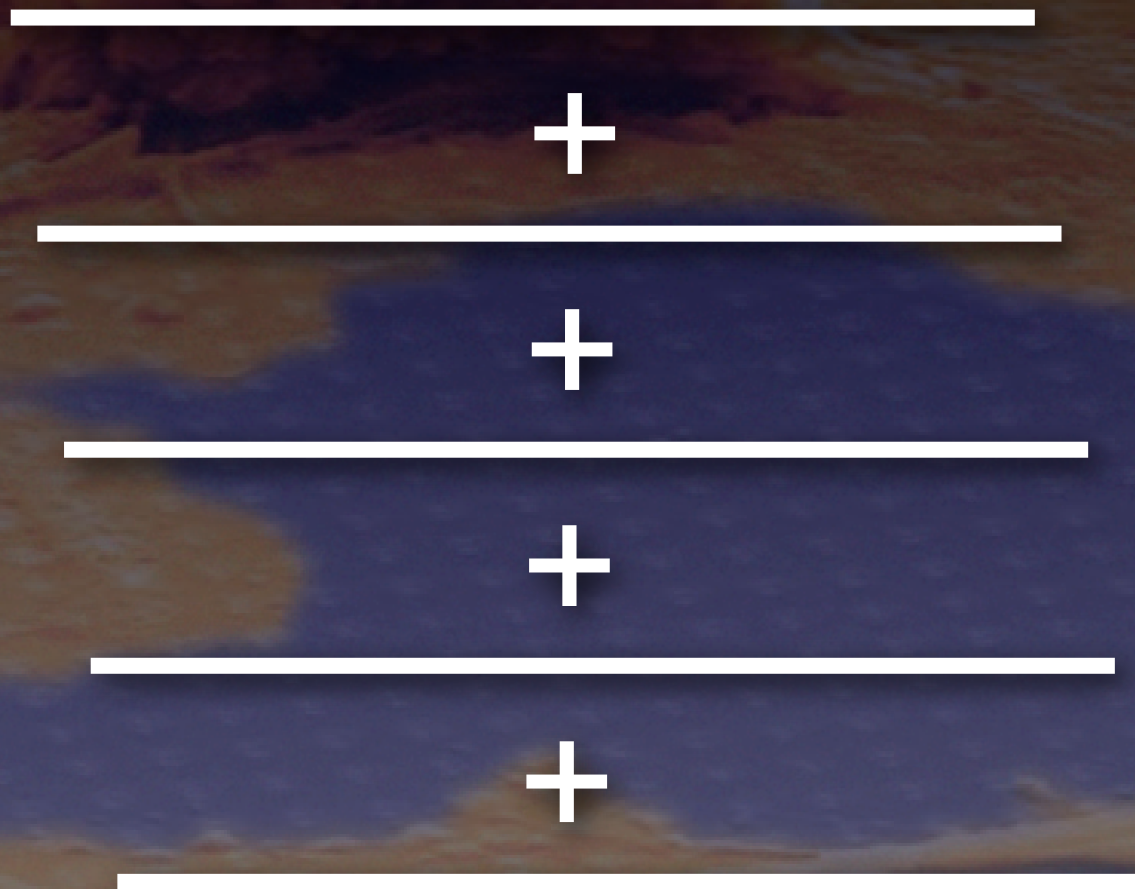


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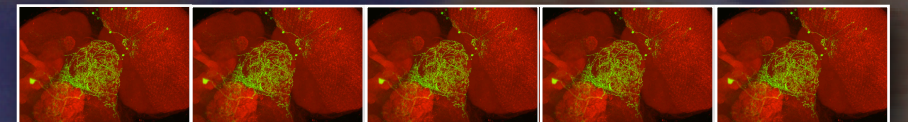
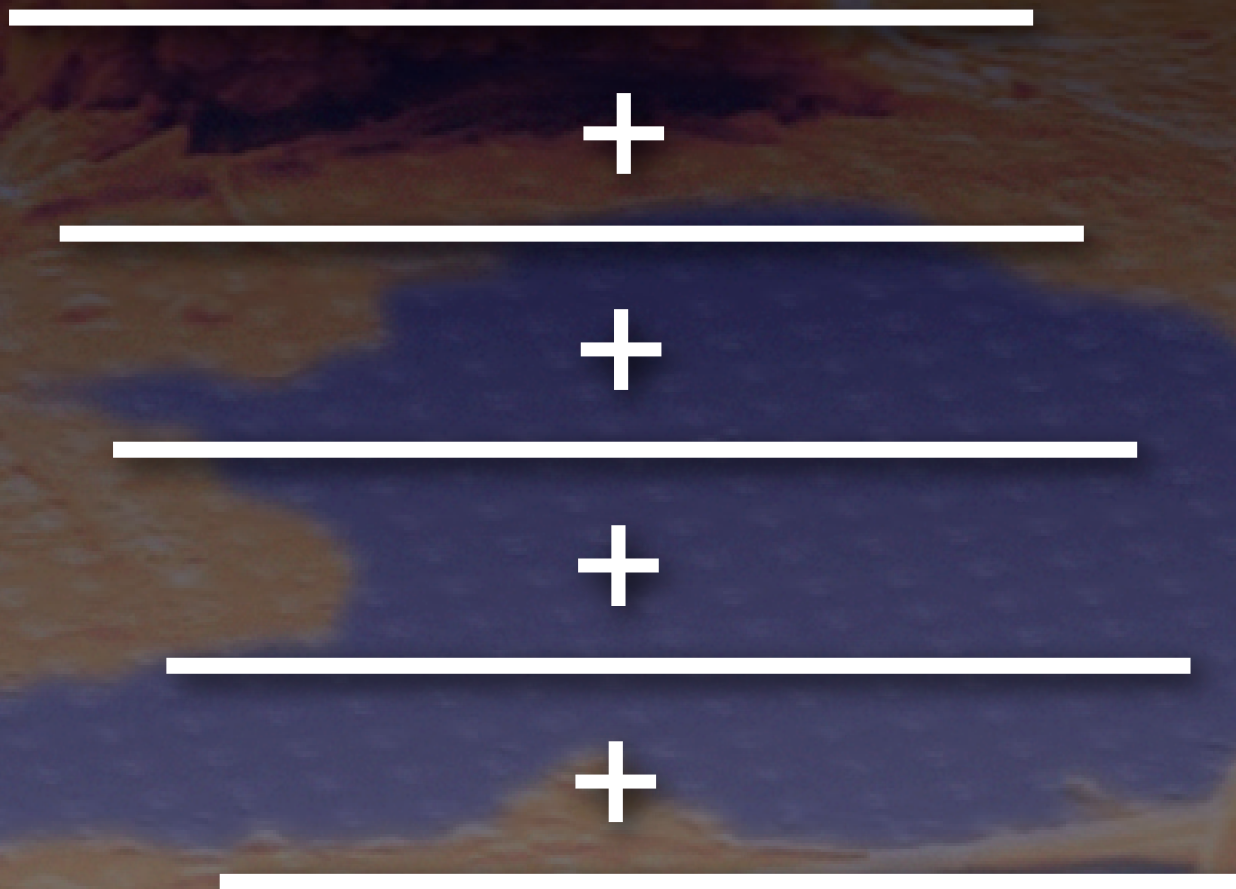


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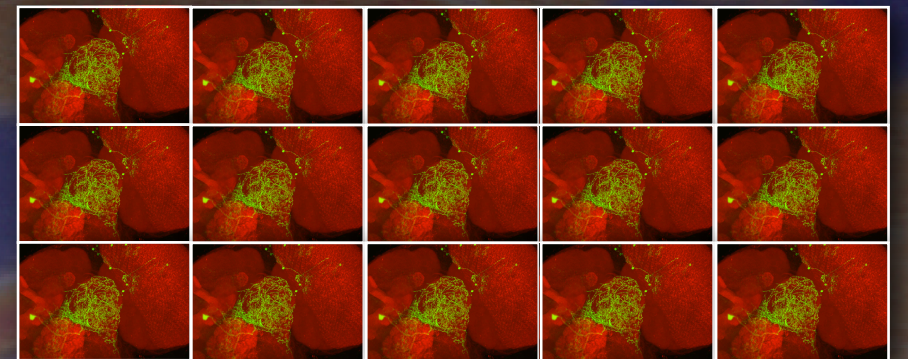
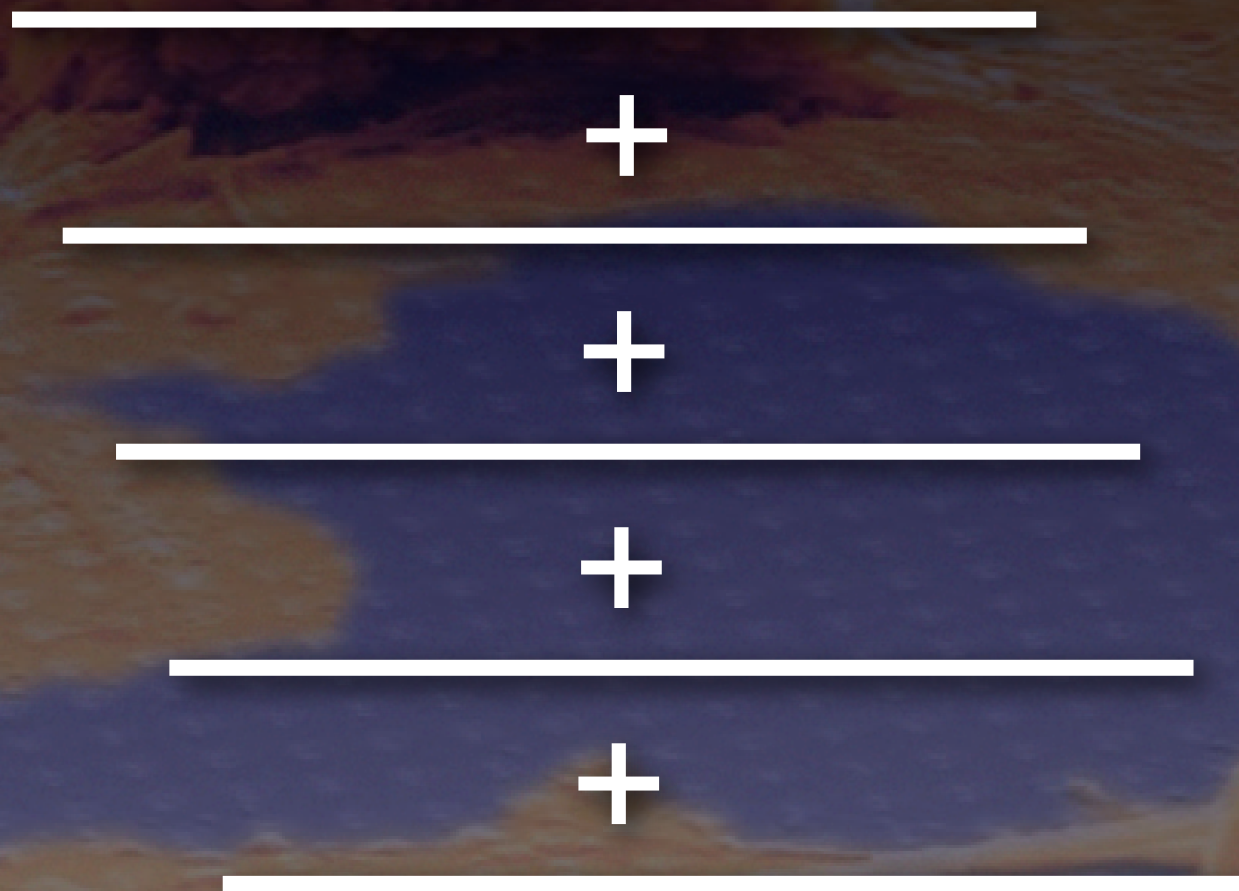


# Z-Stacks to Light Fields



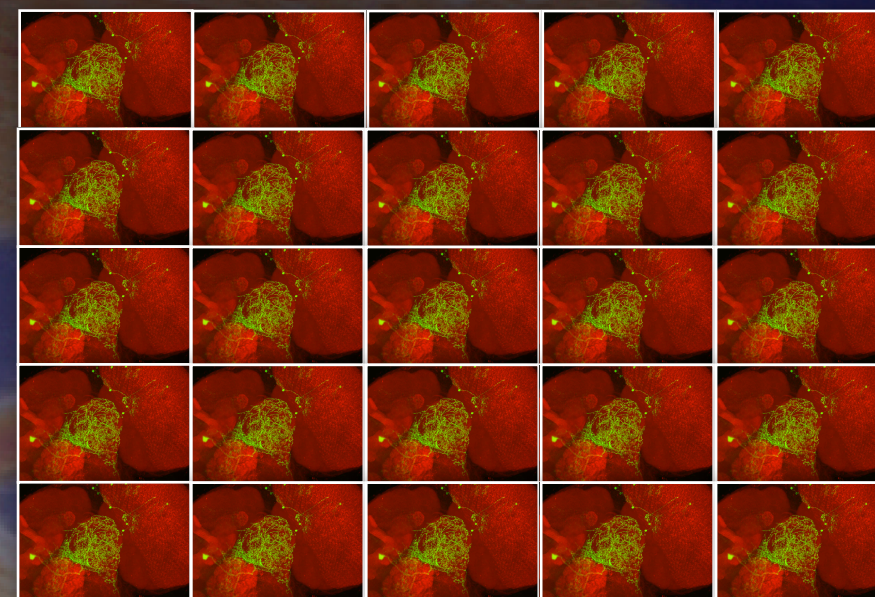


# Z-Stacks to Light Fields





# Z-Stacks to Light Fields





# Transformations

**Light Field**

**Focal Stack**

**Z-Stack**

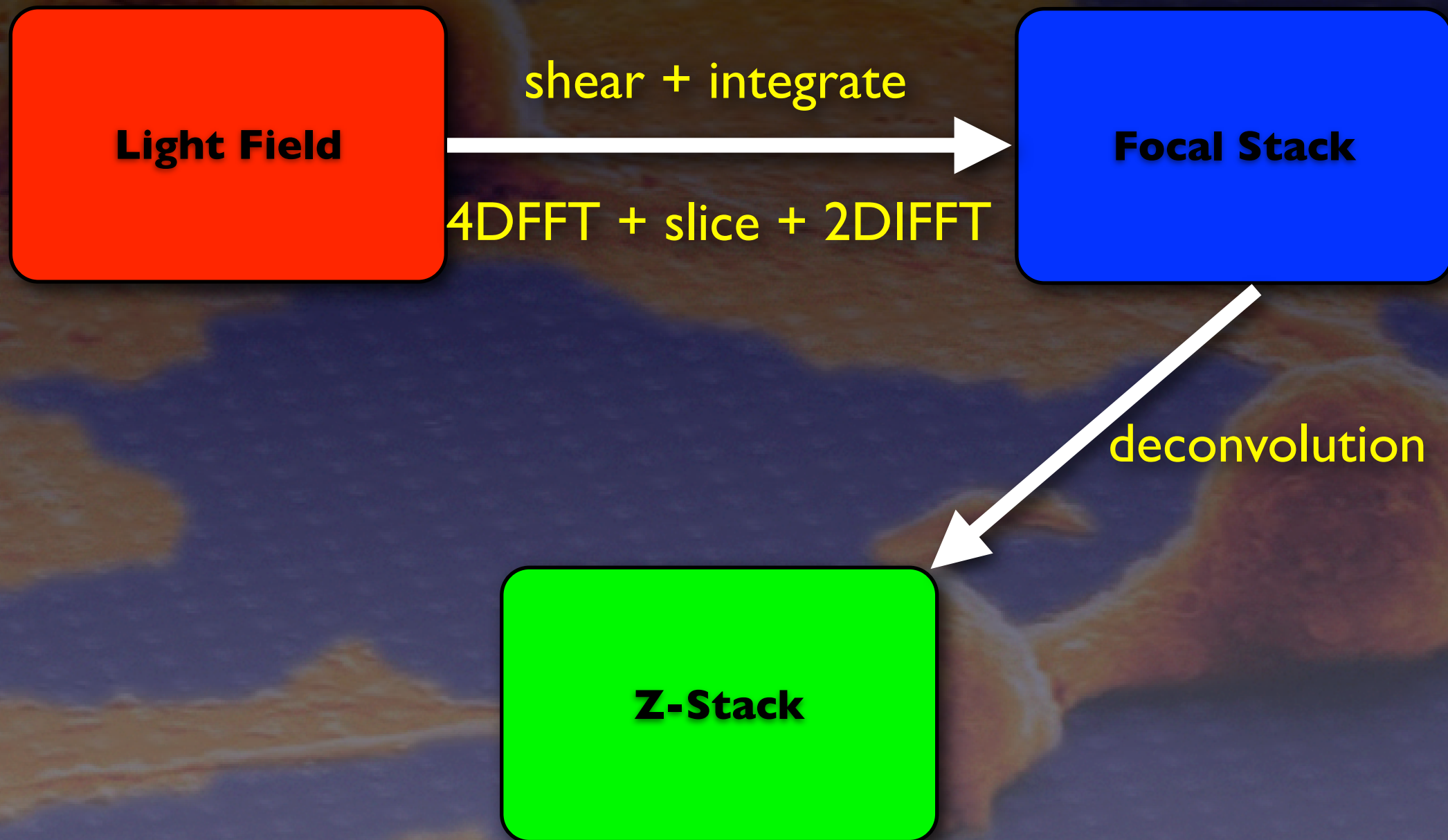


# Transformations



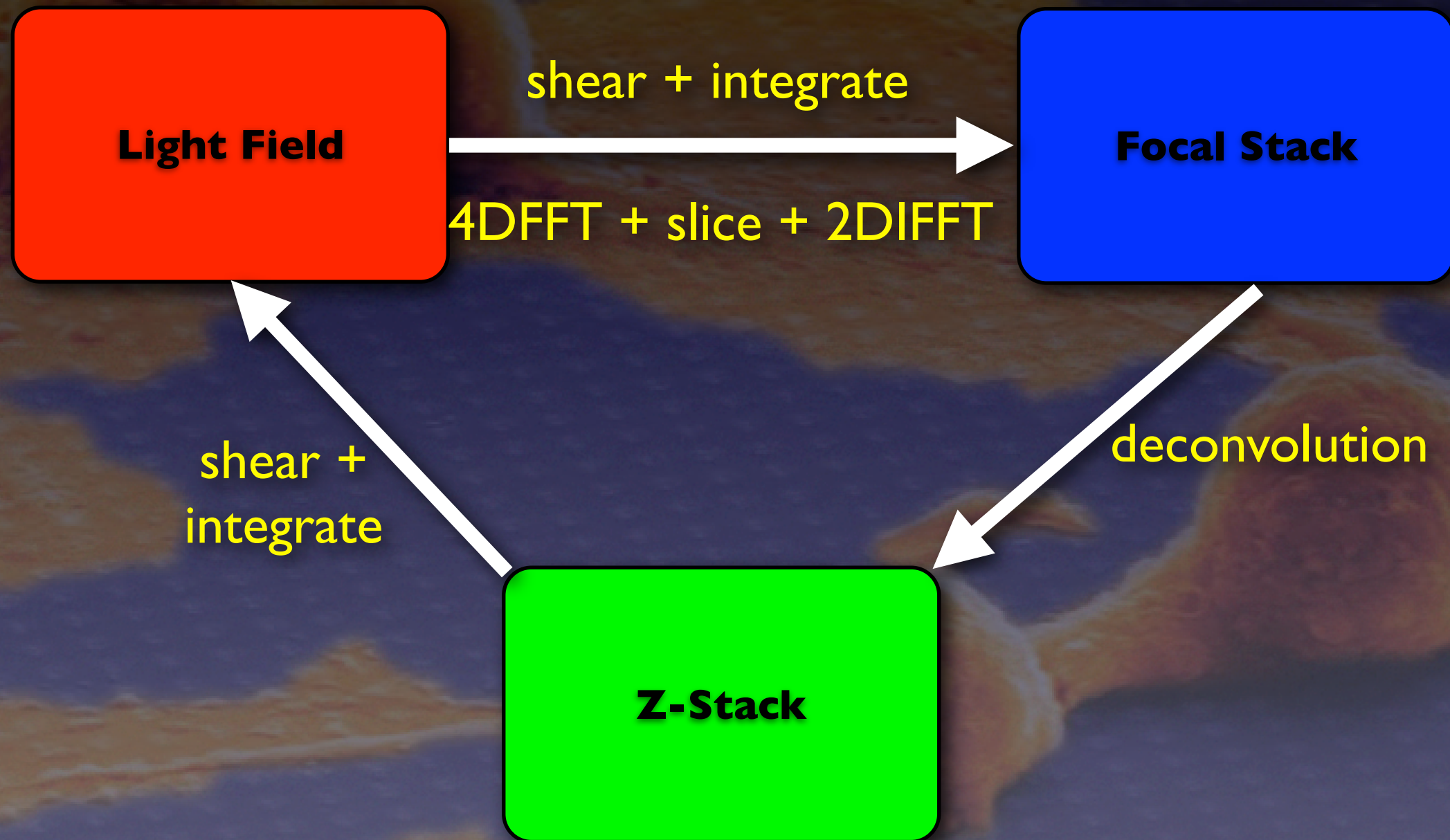


# Transformations





# Transformations





# Image Processing Light Fields?



# Image Retargeting

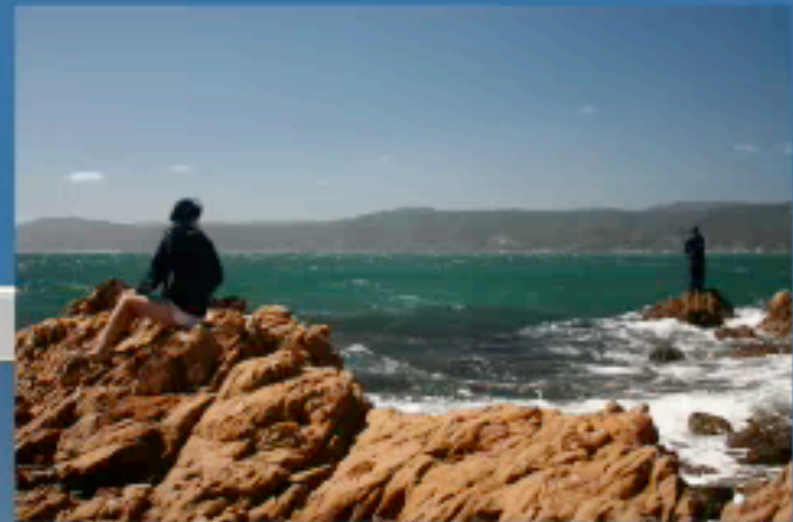


MERL (Siggraph 2007)



# Image Retargeting

Retarget col seam: twoPeopleSea.jpg



MERL (Siggraph 2007)



# Light-Field Retargeting

Eurographics 2012

changing perspective

original



# Light-Field Retargeting

Eurographics 2012

changing focus

original





# Light-Field Retargeting

Eurographics 2012

changing perspective

image retargeting

light-field retargeting



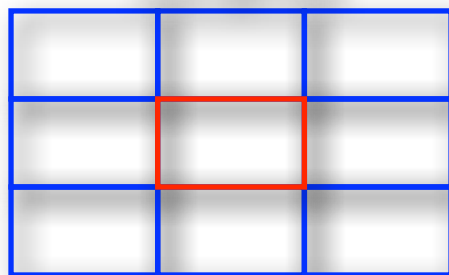
# Light-Field Retargeting

Eurographics 2012



perspective image  
(original)

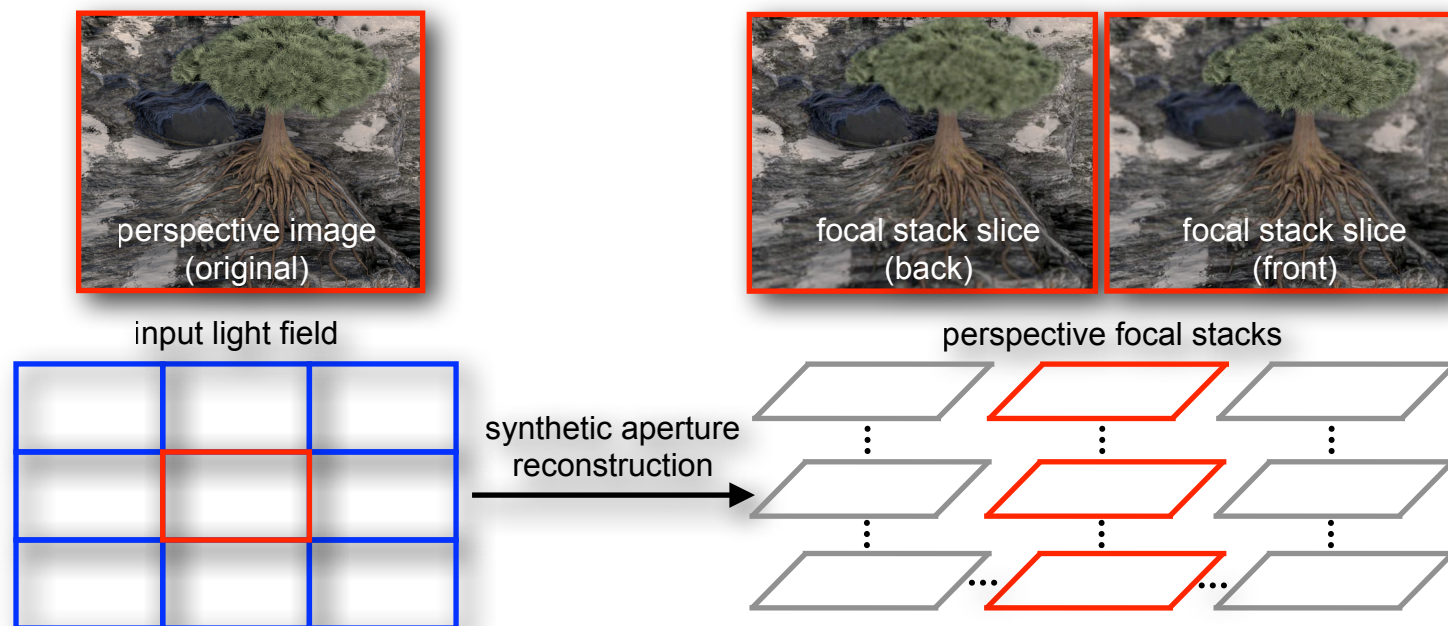
input light field





# Light-Field Retargeting

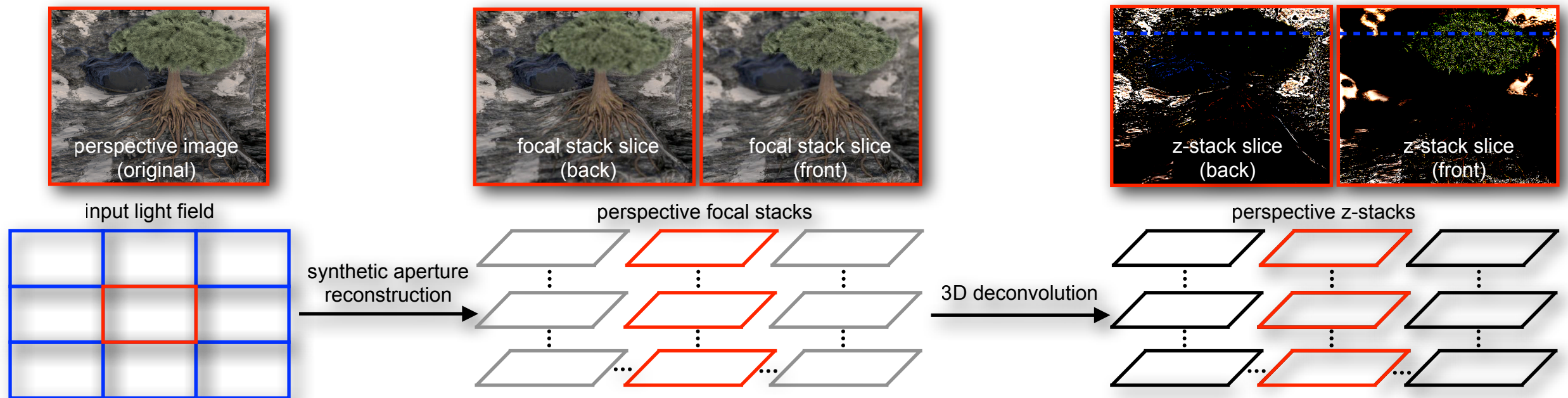
Eurographics 2012





# Light-Field Retargeting

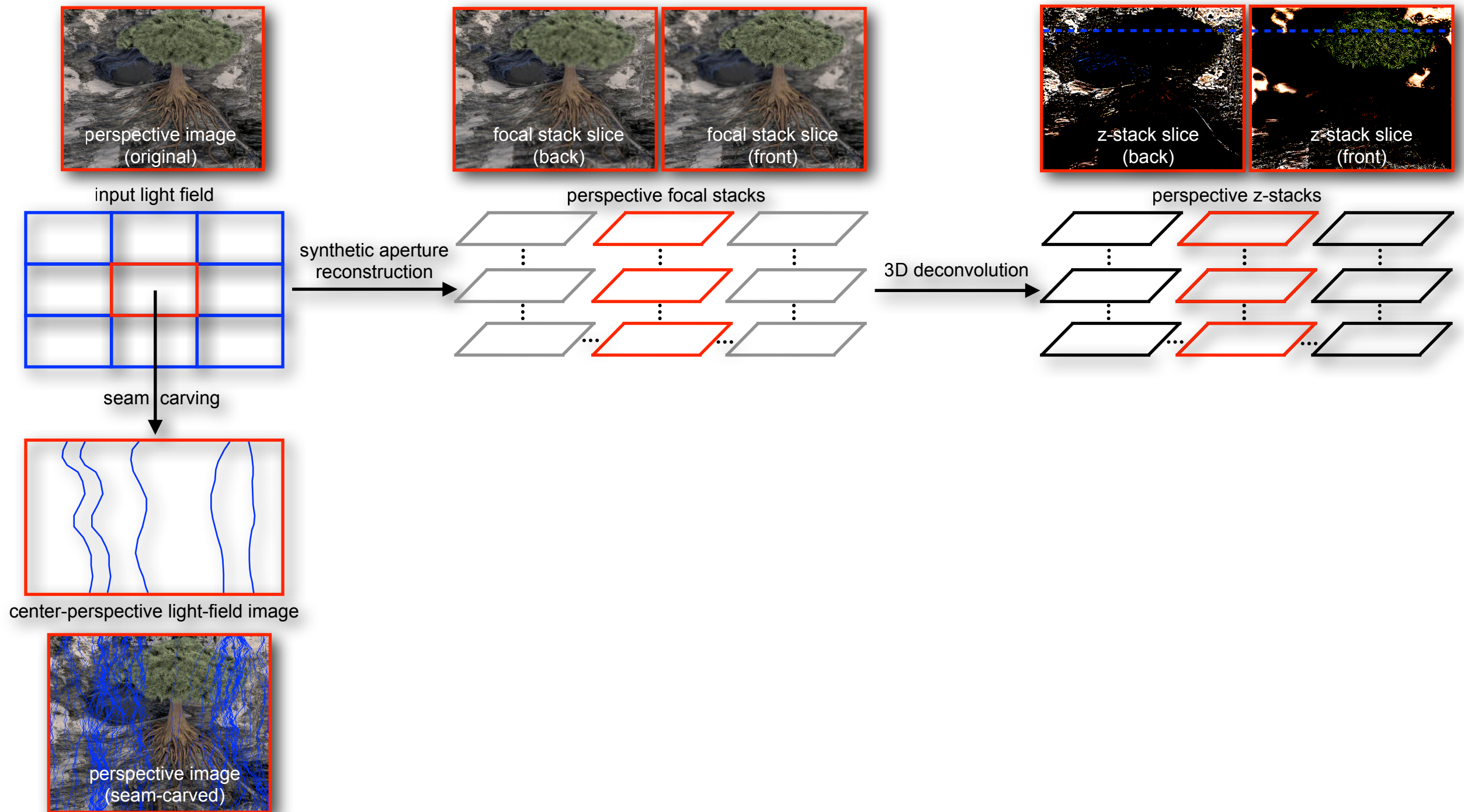
Eurographics 2012





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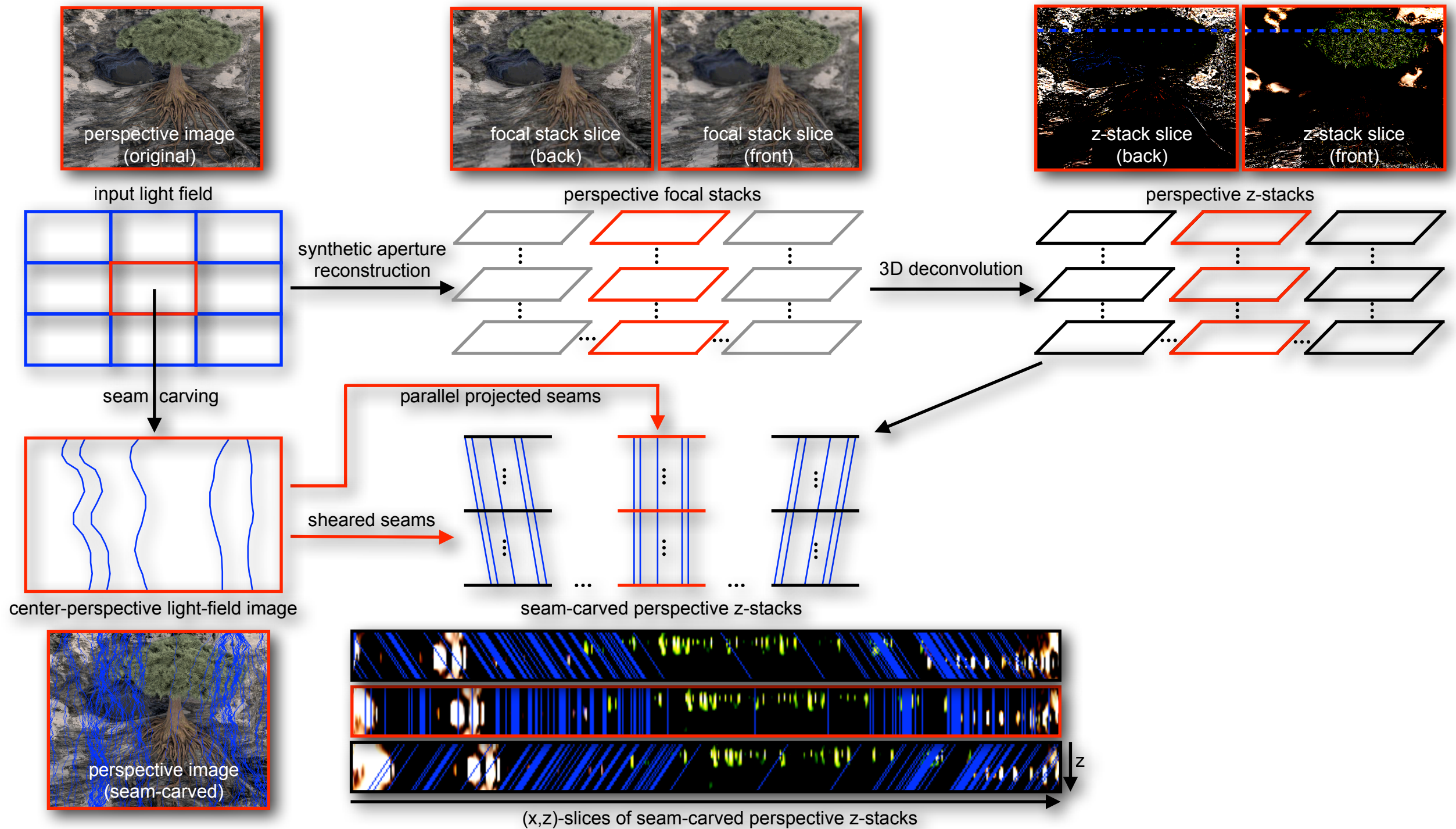
Eurographics 2012





# Light-Field Retargeting

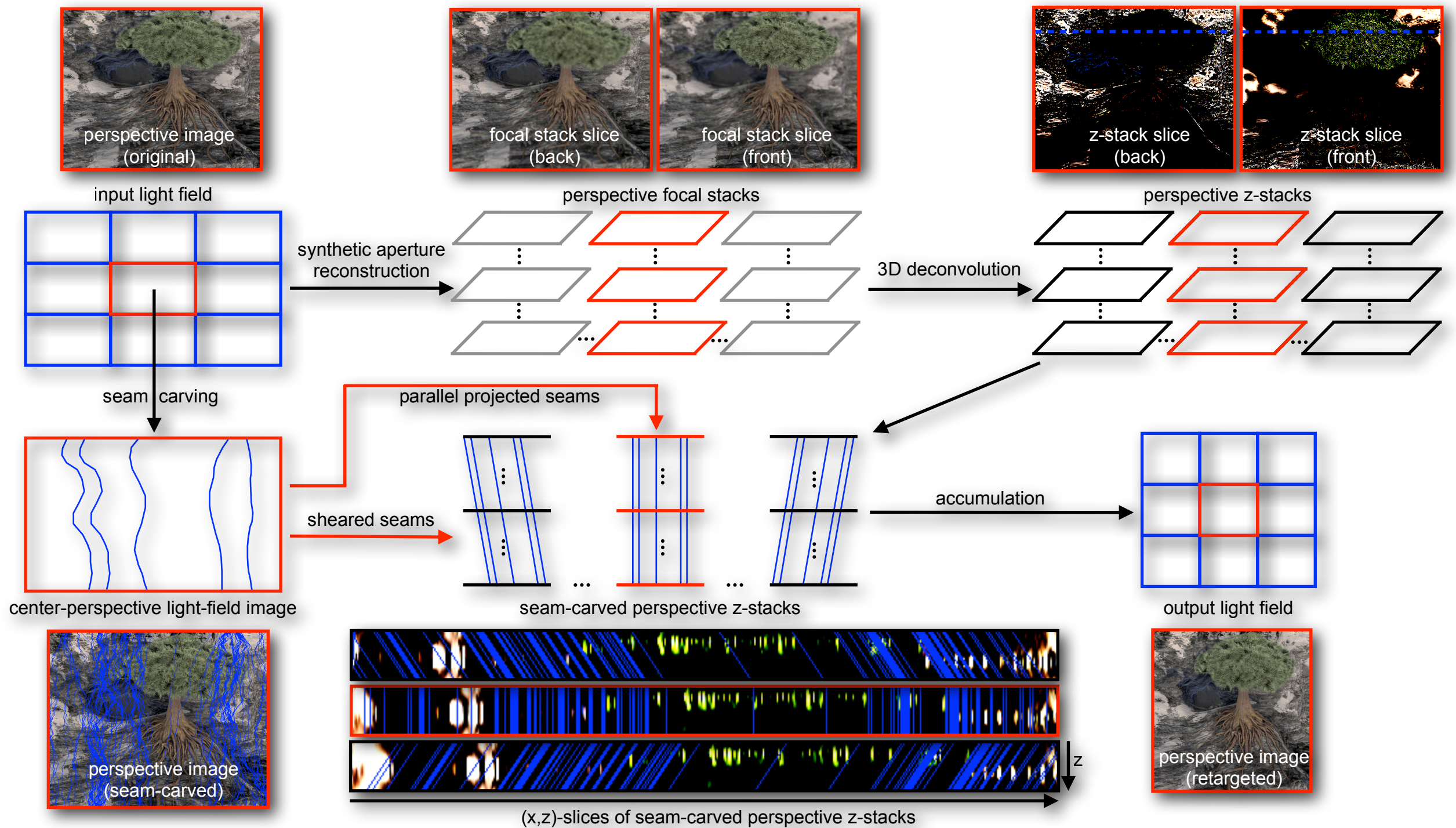
Eurographics 2012





# Light-Field Retargeting

Eurographics 2012





# Panorama Imaging





# Panorama Imaging





# Panorama Light-Field Imaging

ACM Siggraph 2012



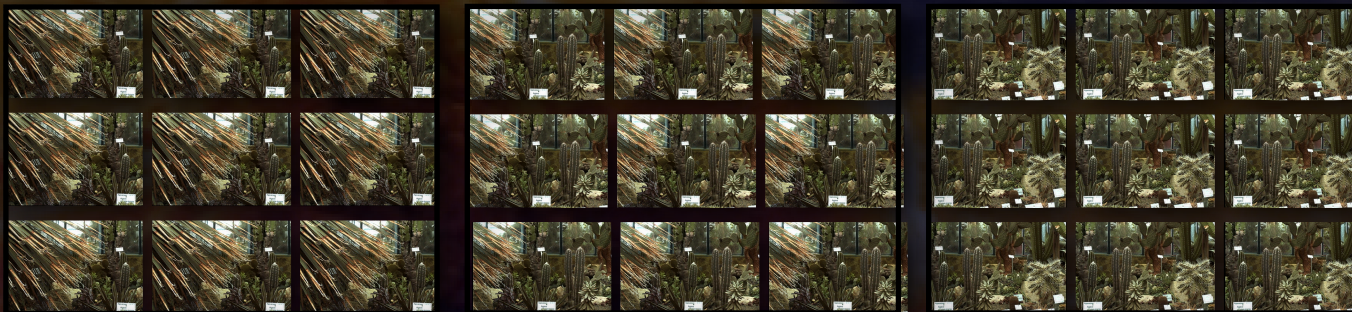
changing focus



# Panorama Light-Field Imaging

ACM Siggraph 2012

input sub-  
light-fields





# Panorama Light-Field Imaging

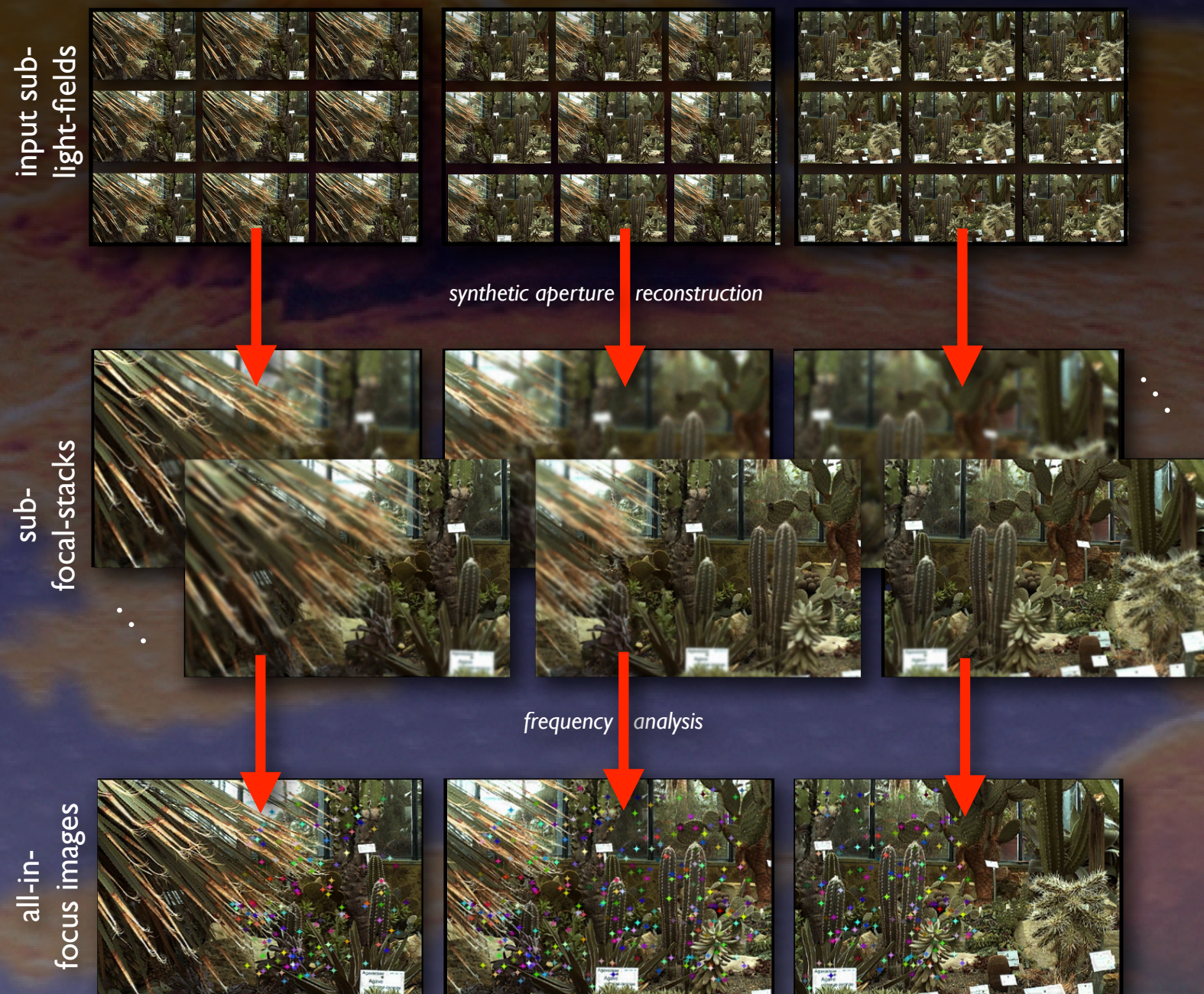
ACM Siggraph 2012





# Panorama Light-Field Imaging

ACM Siggraph 2012





# Panorama Light-Field Imaging

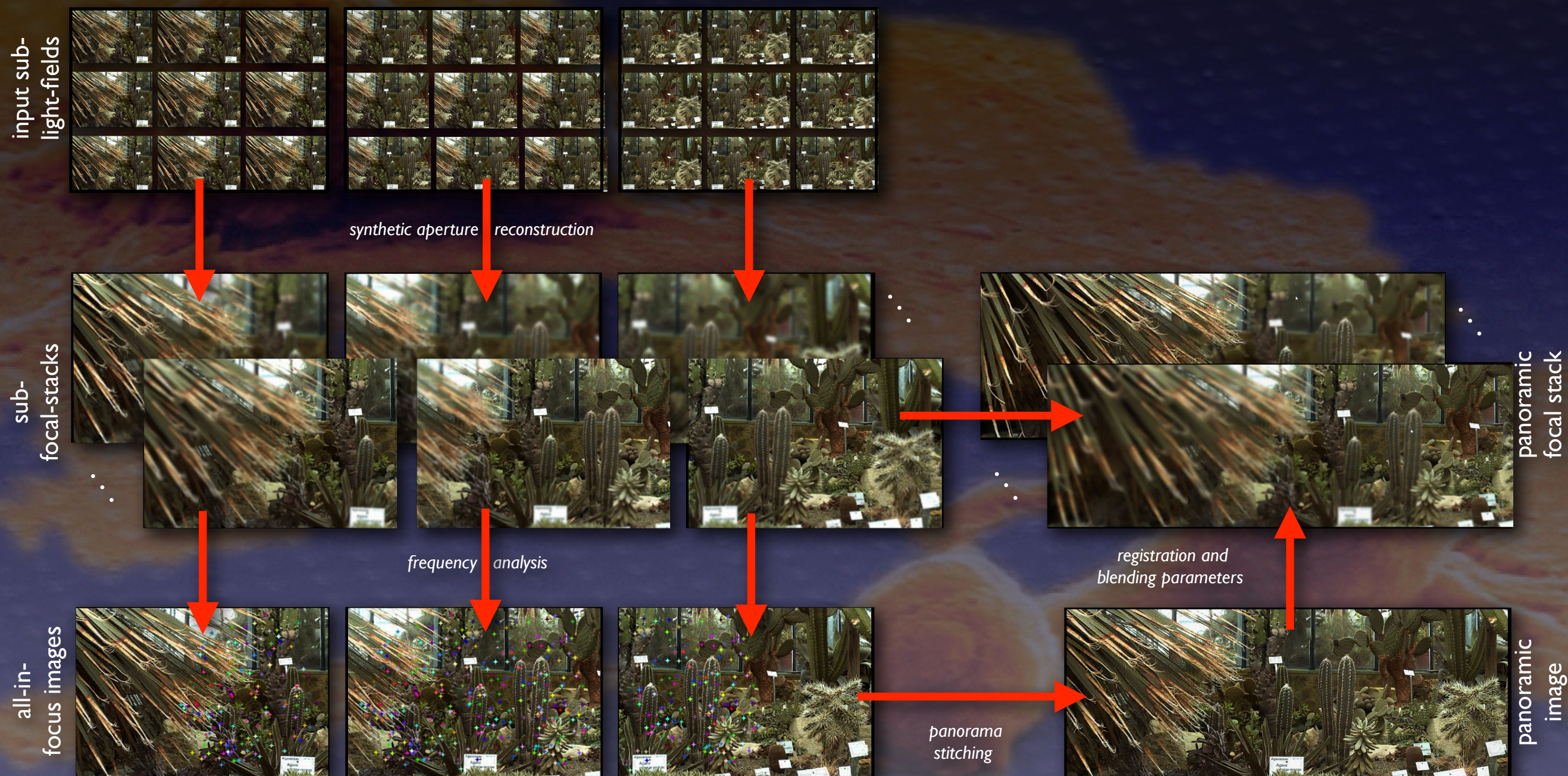
ACM Siggraph 2012





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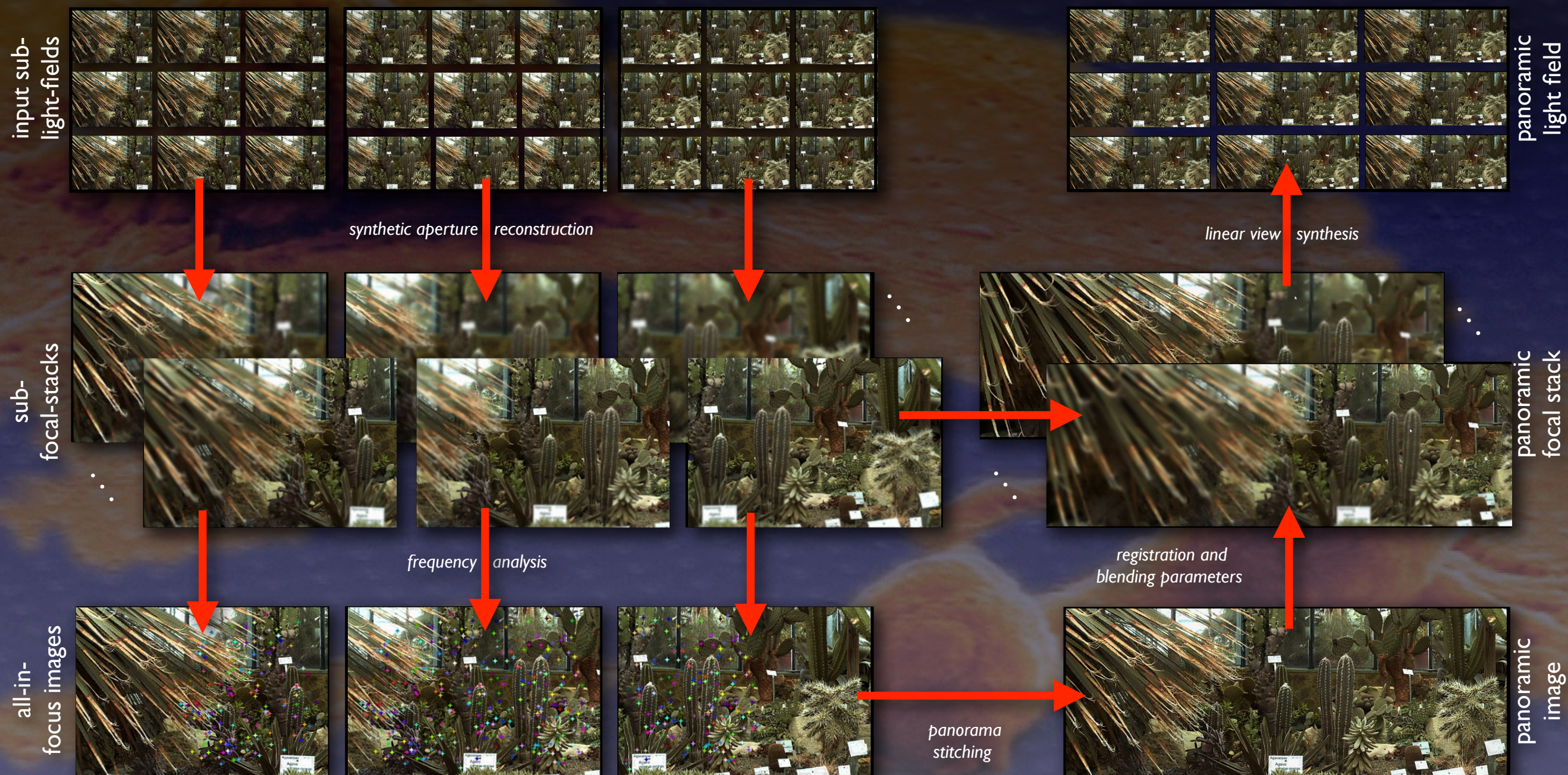
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# Panorama Light-Field Imaging

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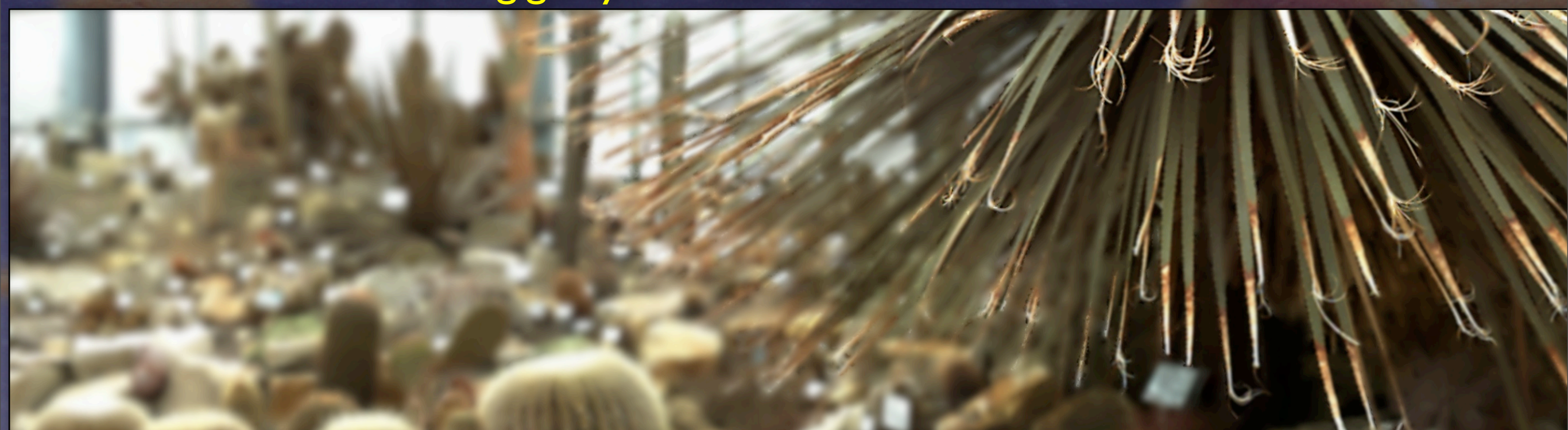




# Panorama Light-Field Imaging



2.54 gigarays:  $17,885 \times 1,260 \times 11 \times 11 = 7.61$  GB

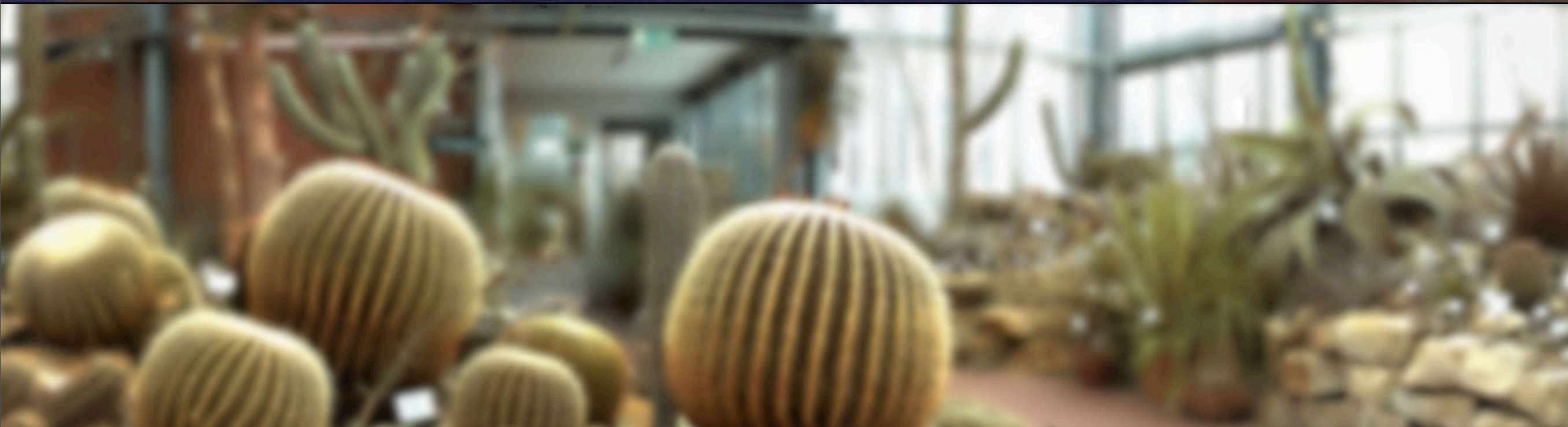




# Panorama Light-Field Imaging



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# Rendering Gigaray Light Fields!




# Complexity of Light Fields





# Complexity of Light Fields



$2048^2 \times 19^2$



# Complexity of Light Fields



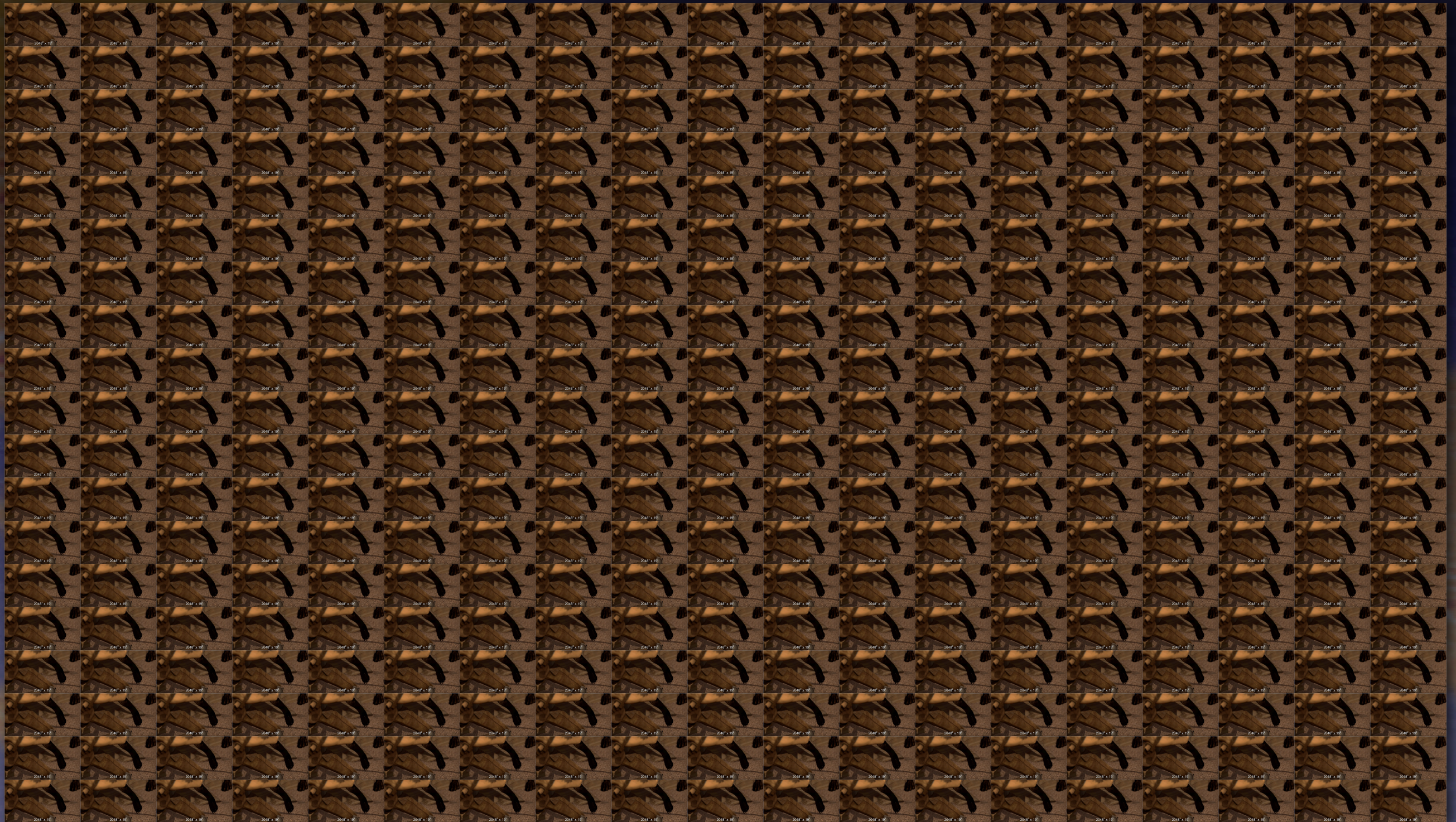


# Complexity of Light Fields





# Complexity of Light Fields





# Light-Field Caching

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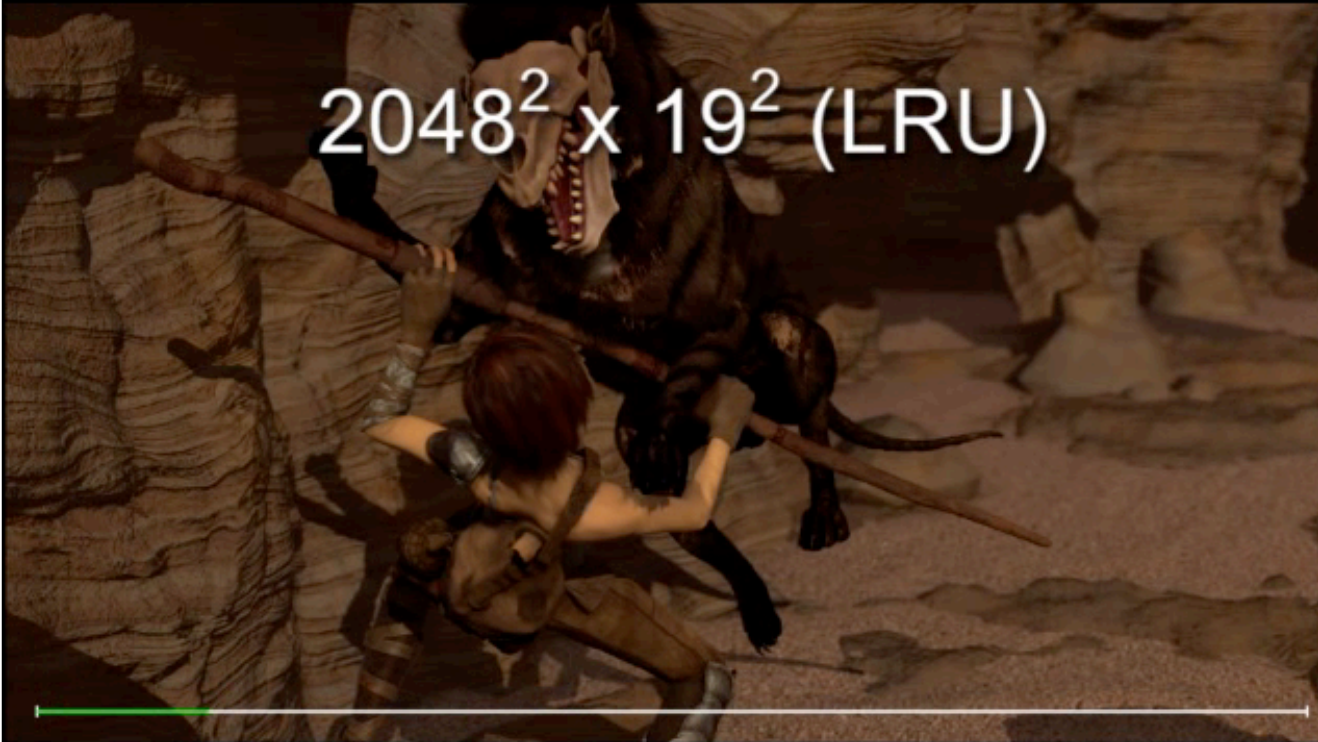
$512^2 \times 19^2$



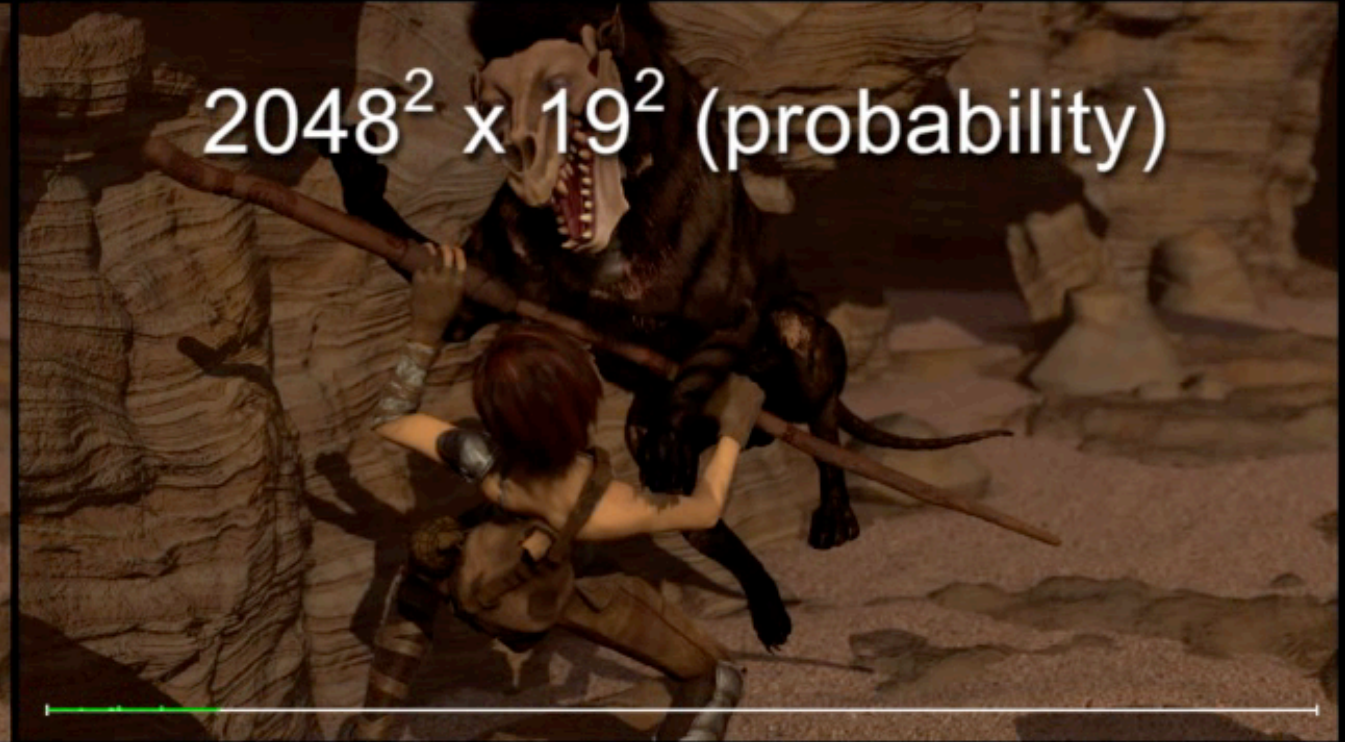
$2048^2 \times 19^2$  (on-demand)



$2048^2 \times 19^2$  (LRU)



$2048^2 \times 19^2$  (probability)



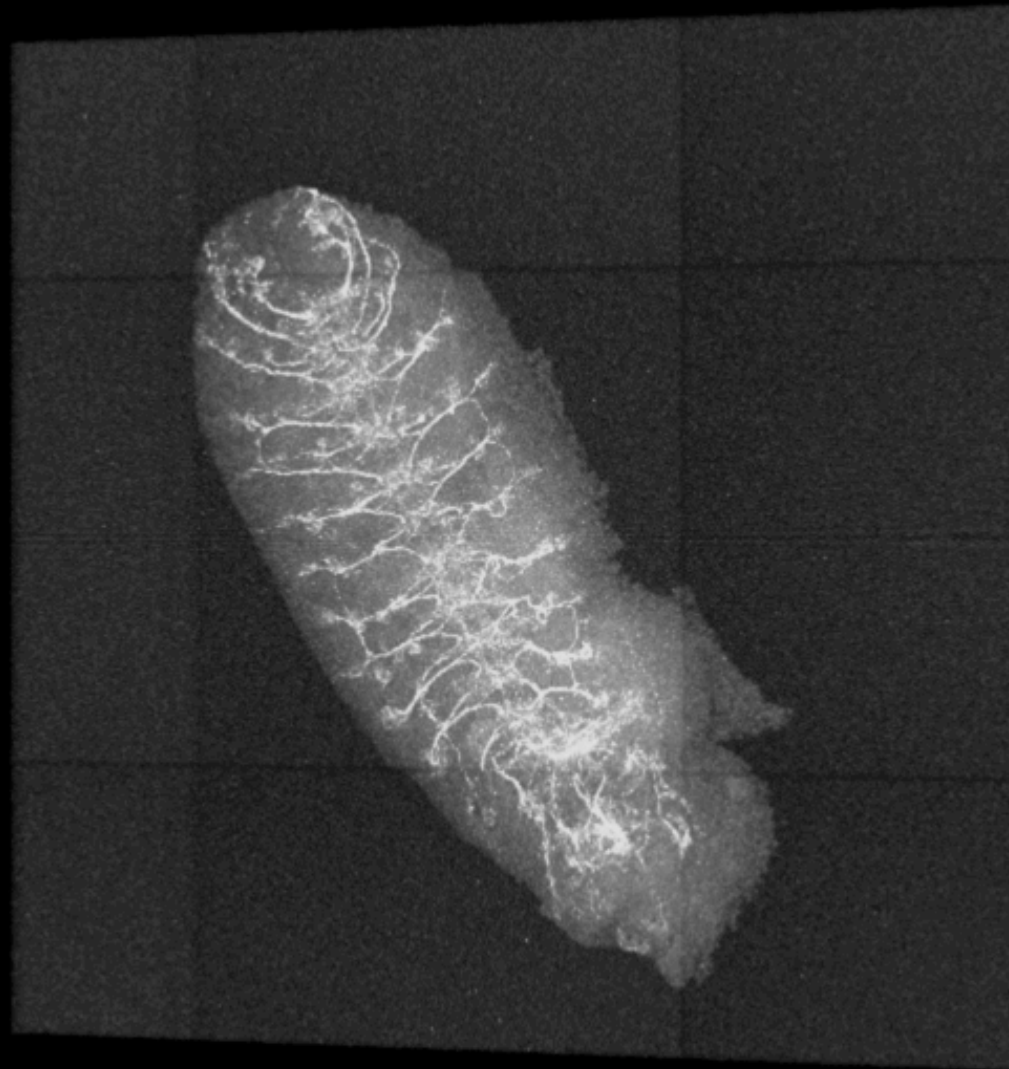


# Light Fields meet Volumes



# Volume Rendering

~1 FPS



volume renderer - full resolution

volume: 4,096×4,096×61 (2.86 GB)



# Volume Rendering

~25 FPS



volume renderer - preview

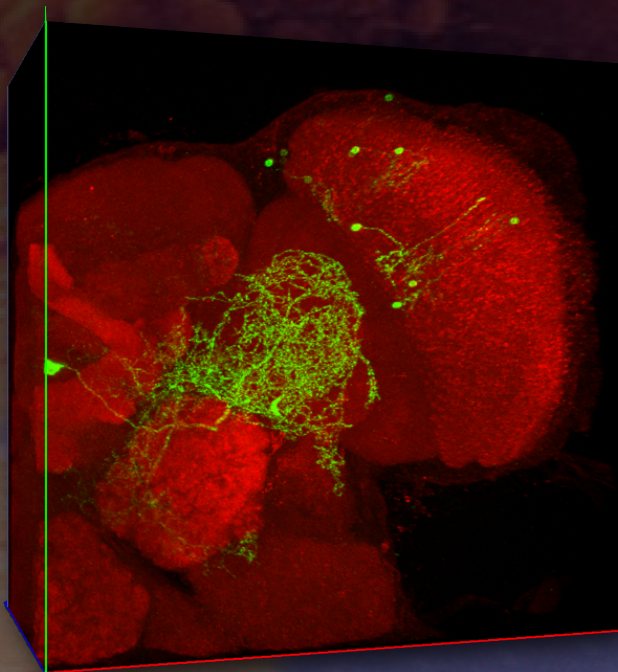
volume: 4,096×4,096×61 (2.86 GB)





# Light-Field-Cached Volume Rendering

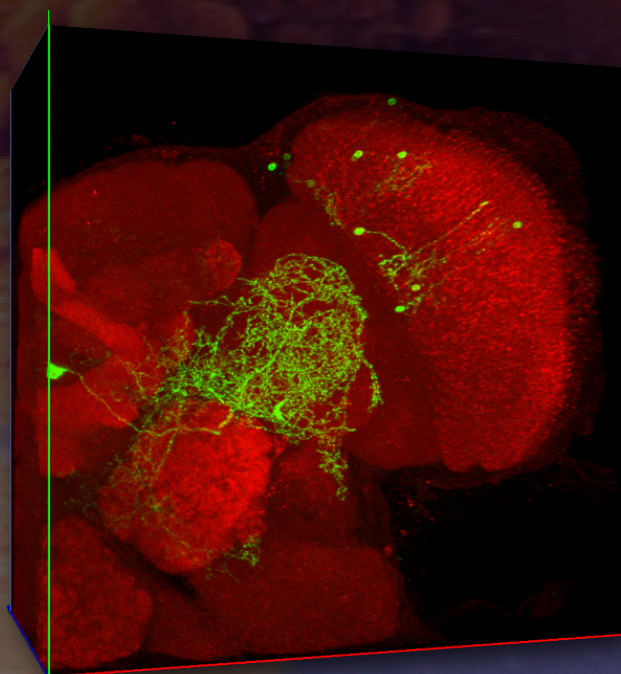
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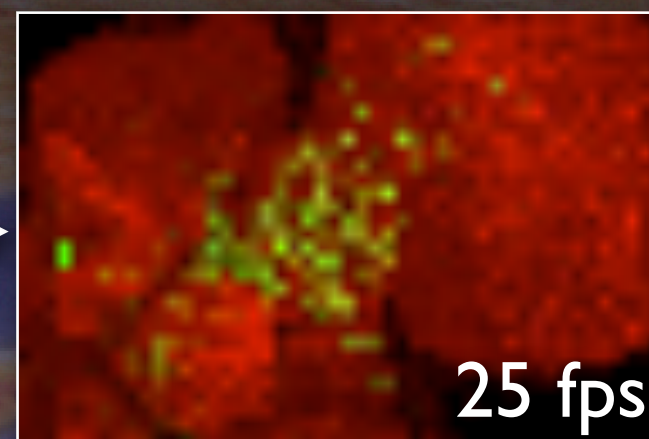


# Light-Field-Cached Volume Rendering

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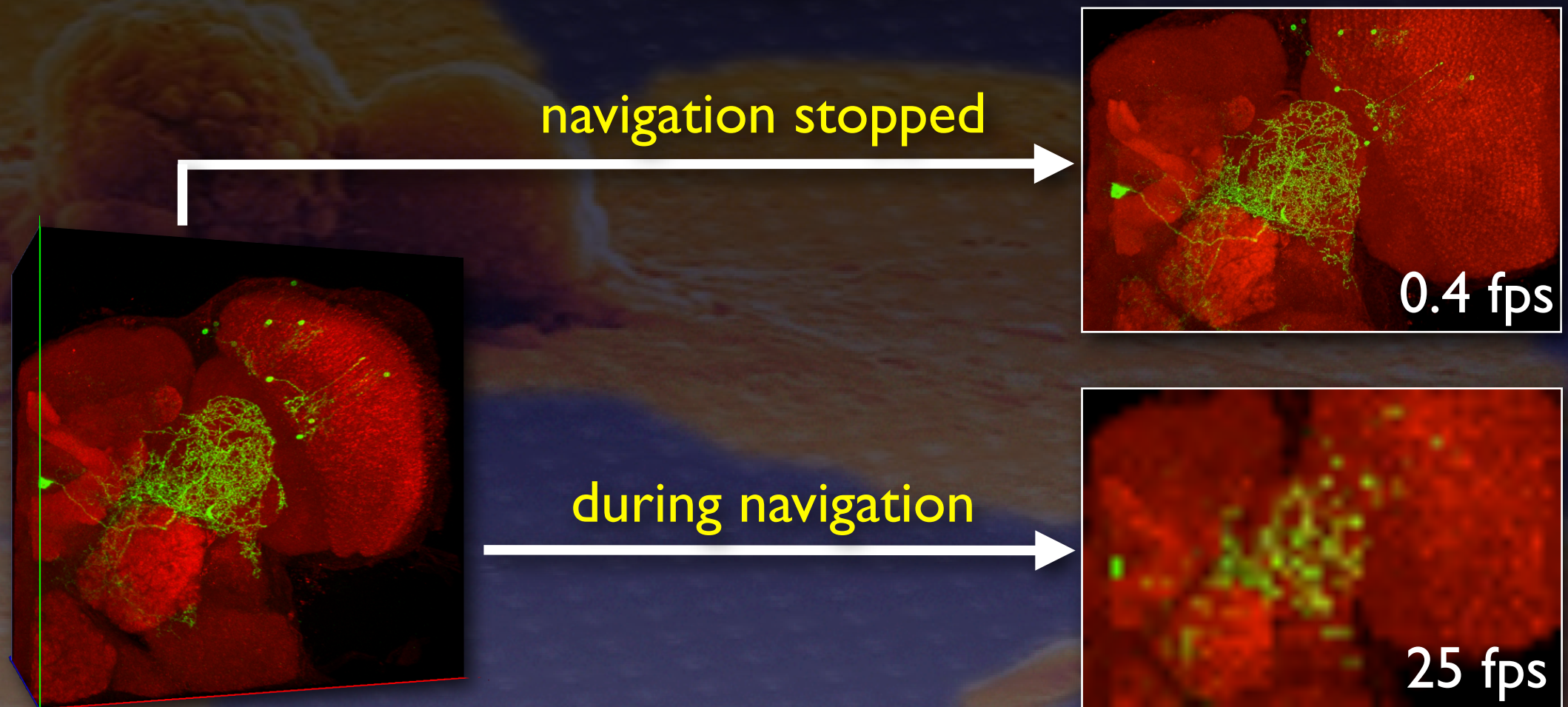
during navigation





# Light-Field-Cached Volume Rendering

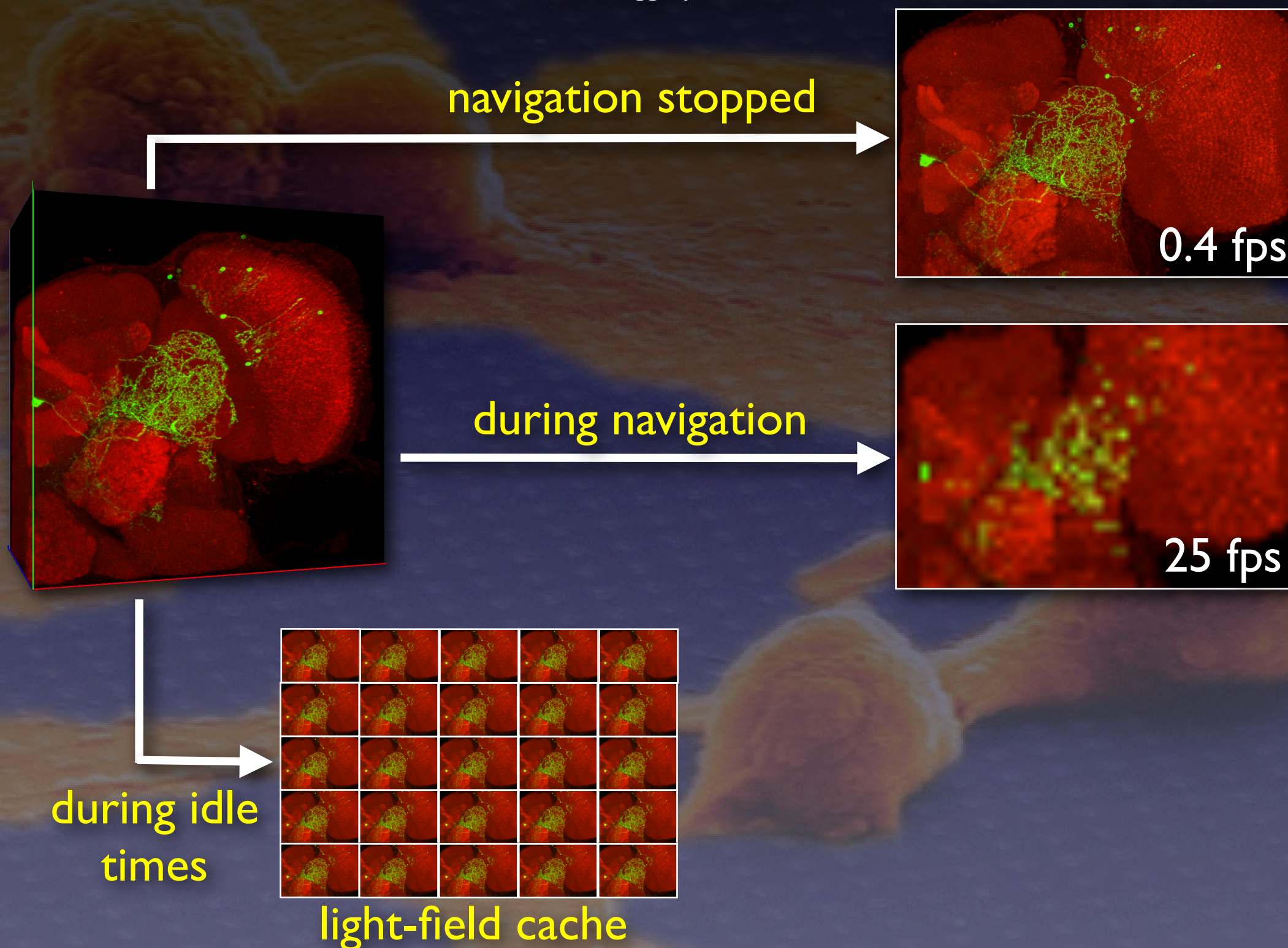
ACM Siggraph 2012





# Light-Field-Cached Volume Rendering

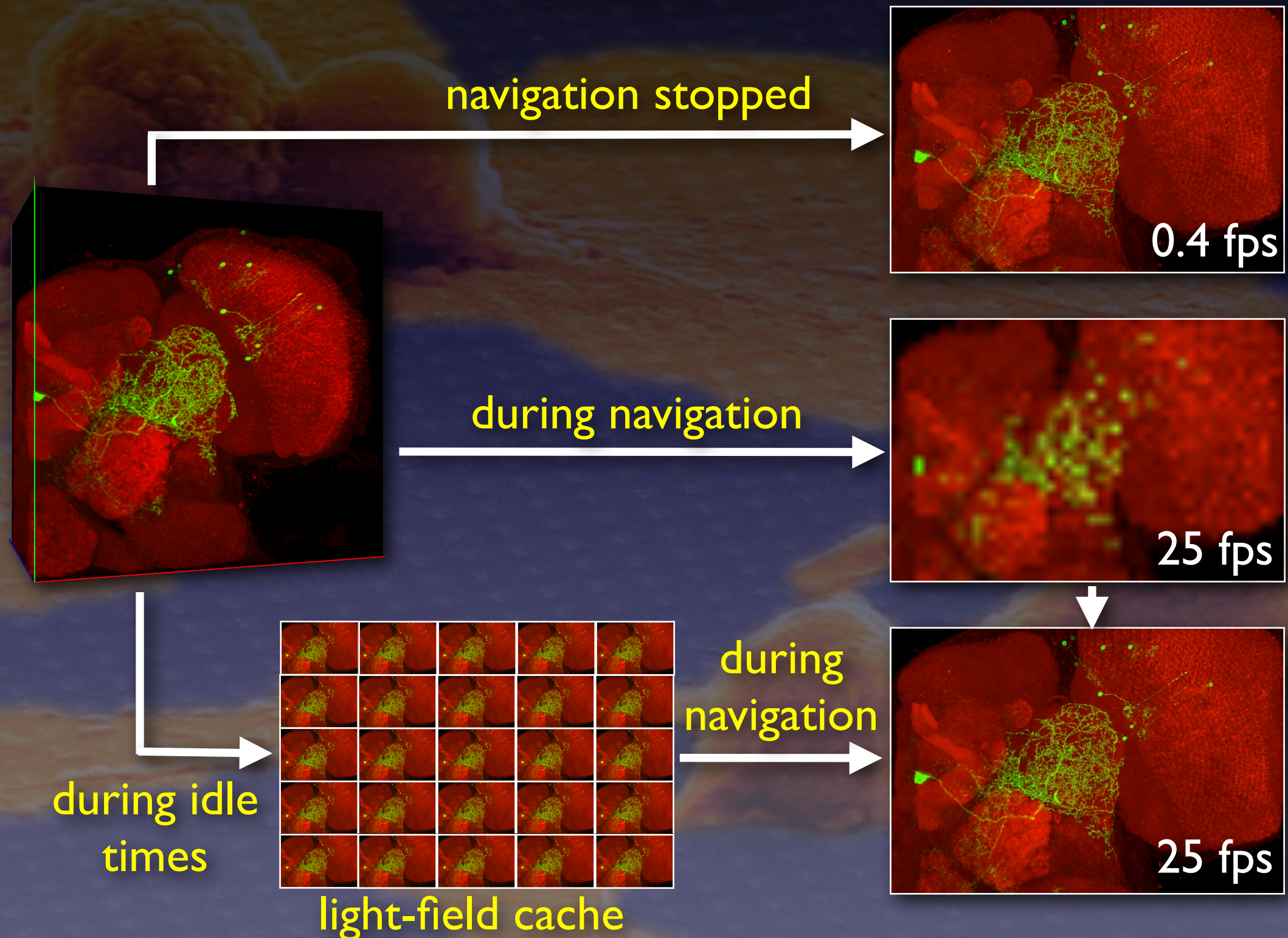
ACM Siggraph 2012





# Light-Field-Cached Volume Rendering

ACM Siggraph 2012

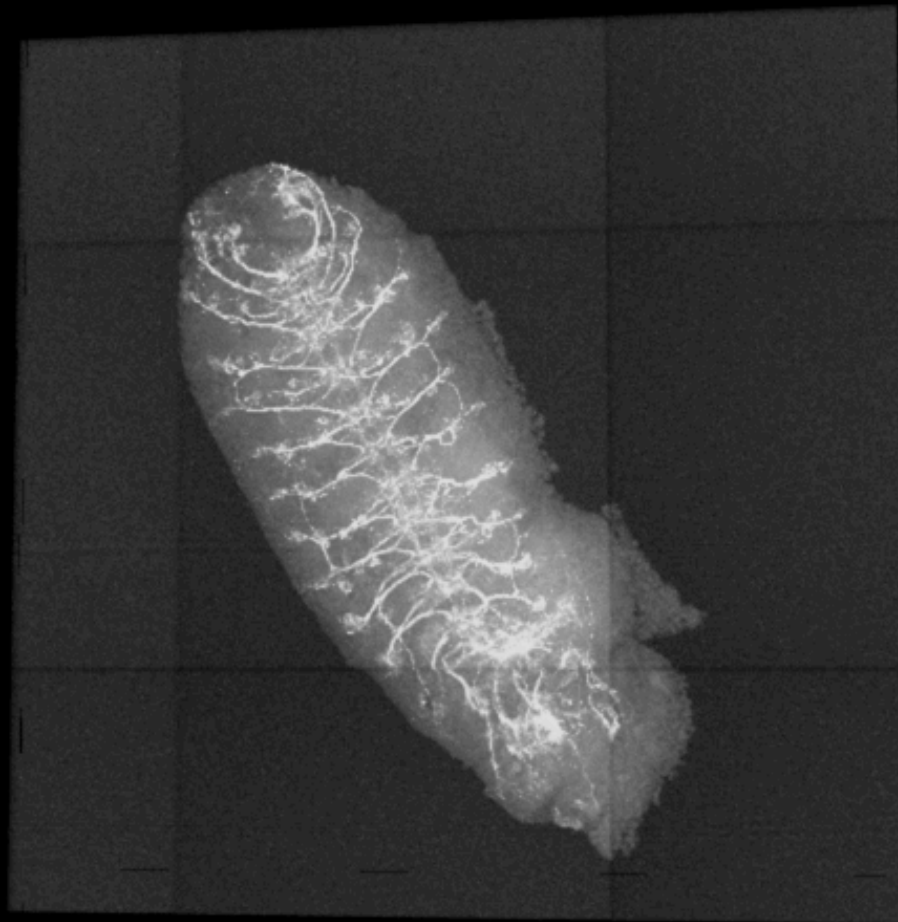




# Light-Field-Cached Volume Rendering

ACM Siggraph 2012

~25 FPS



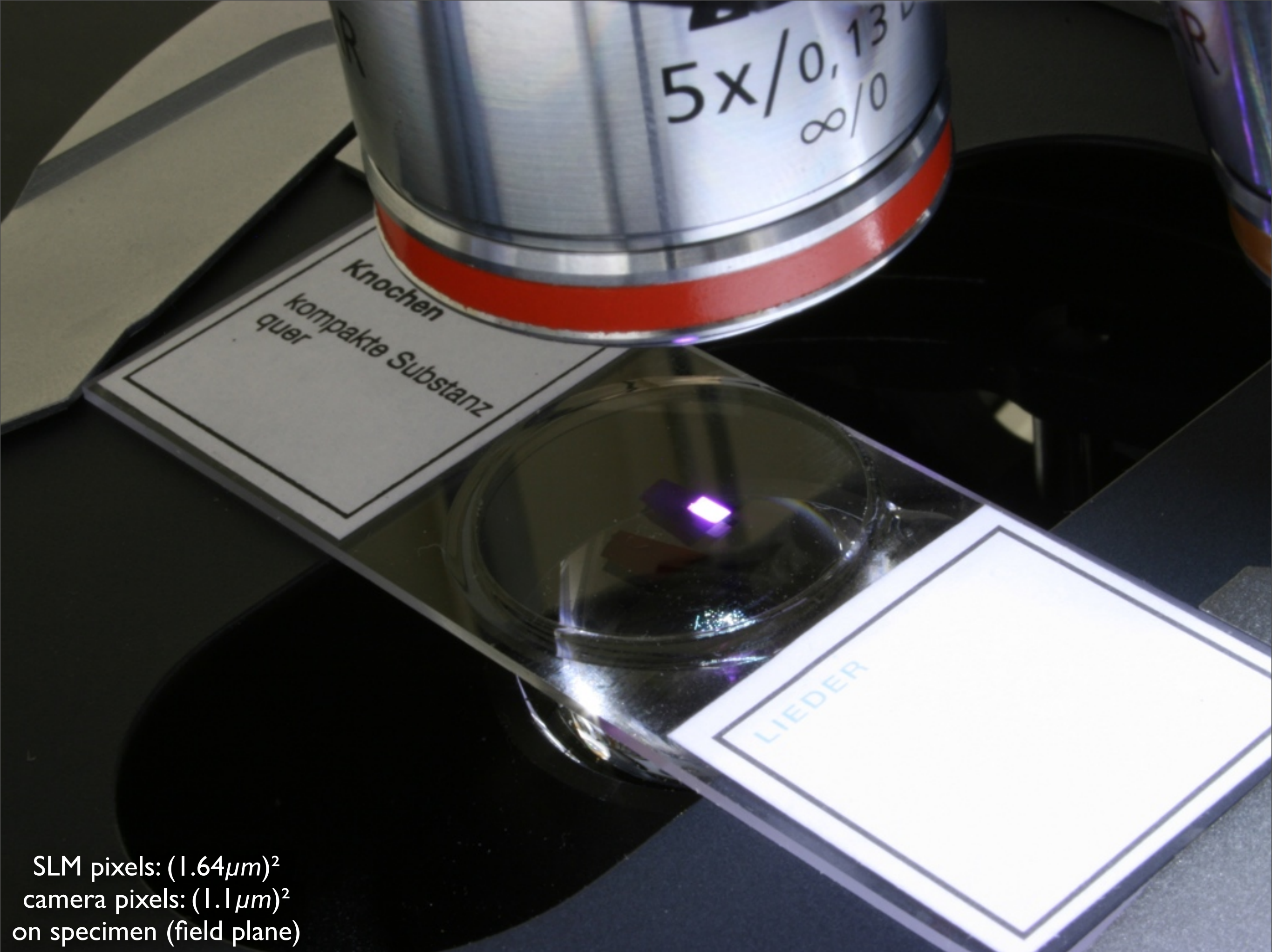
light-field rendering + volume rendering

light field:  $6,016 \times 6,016 \times 31 \times 31$  (34.8 gigarays)



# More Fun with Light Fields



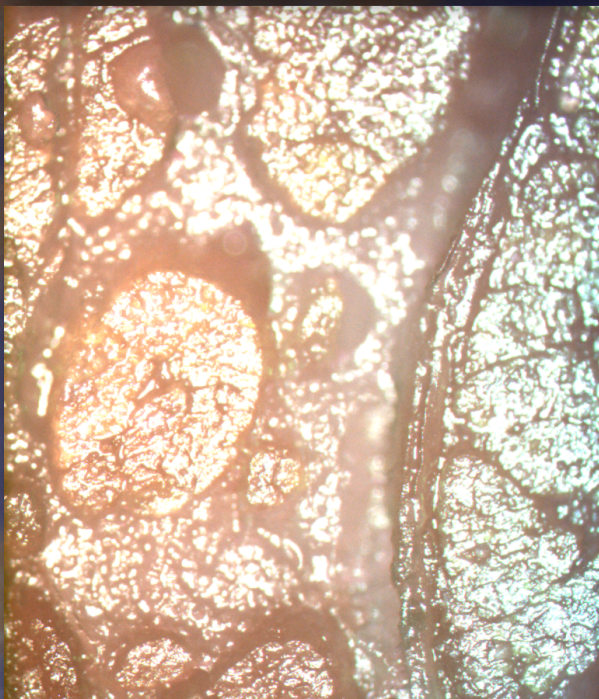


SLM pixels:  $(1.64\mu m)^2$   
camera pixels:  $(1.1\mu m)^2$   
on specimen (field plane)



# Closed-Loop Feedback Illumination

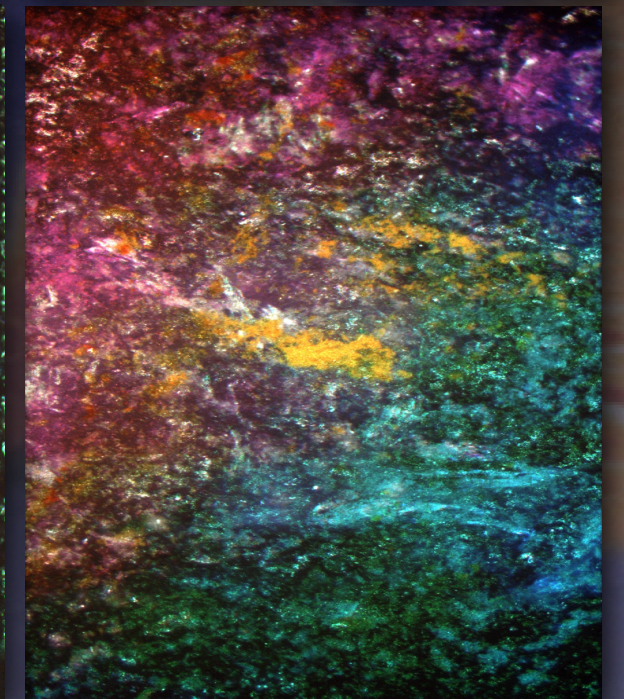
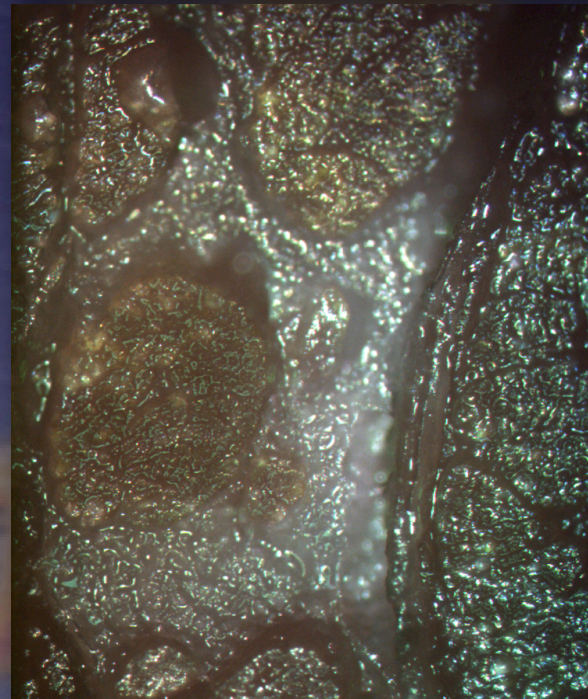
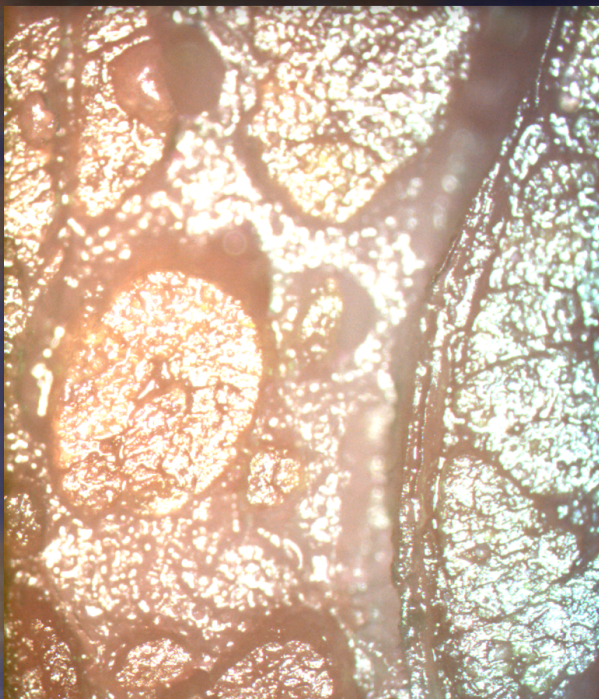
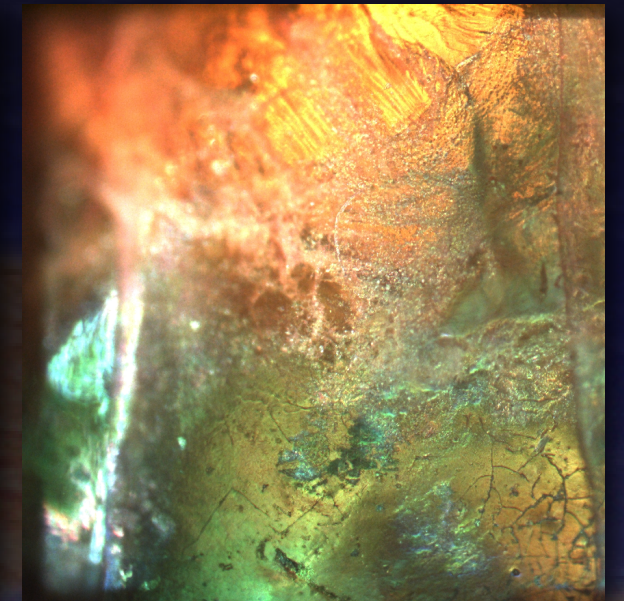
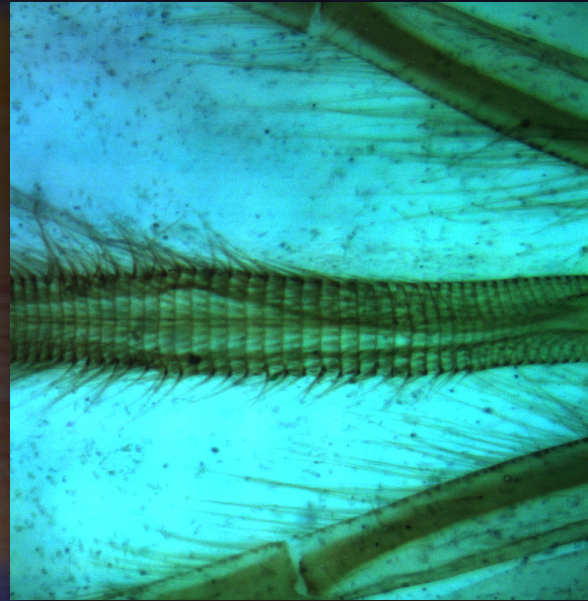
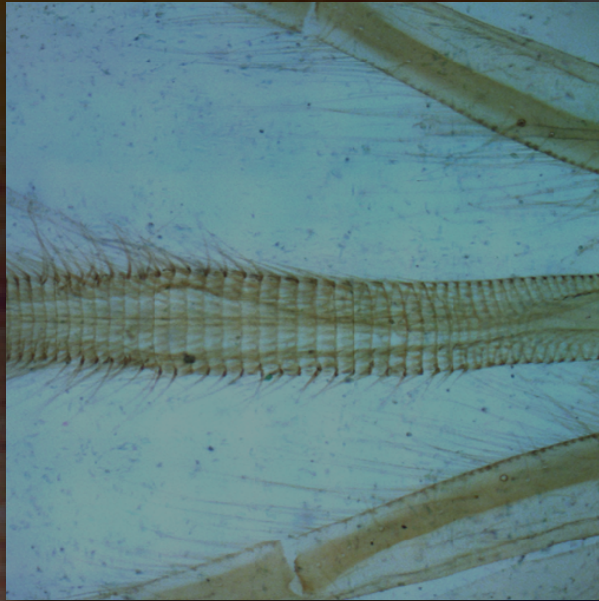
IEEE TVCG 2010





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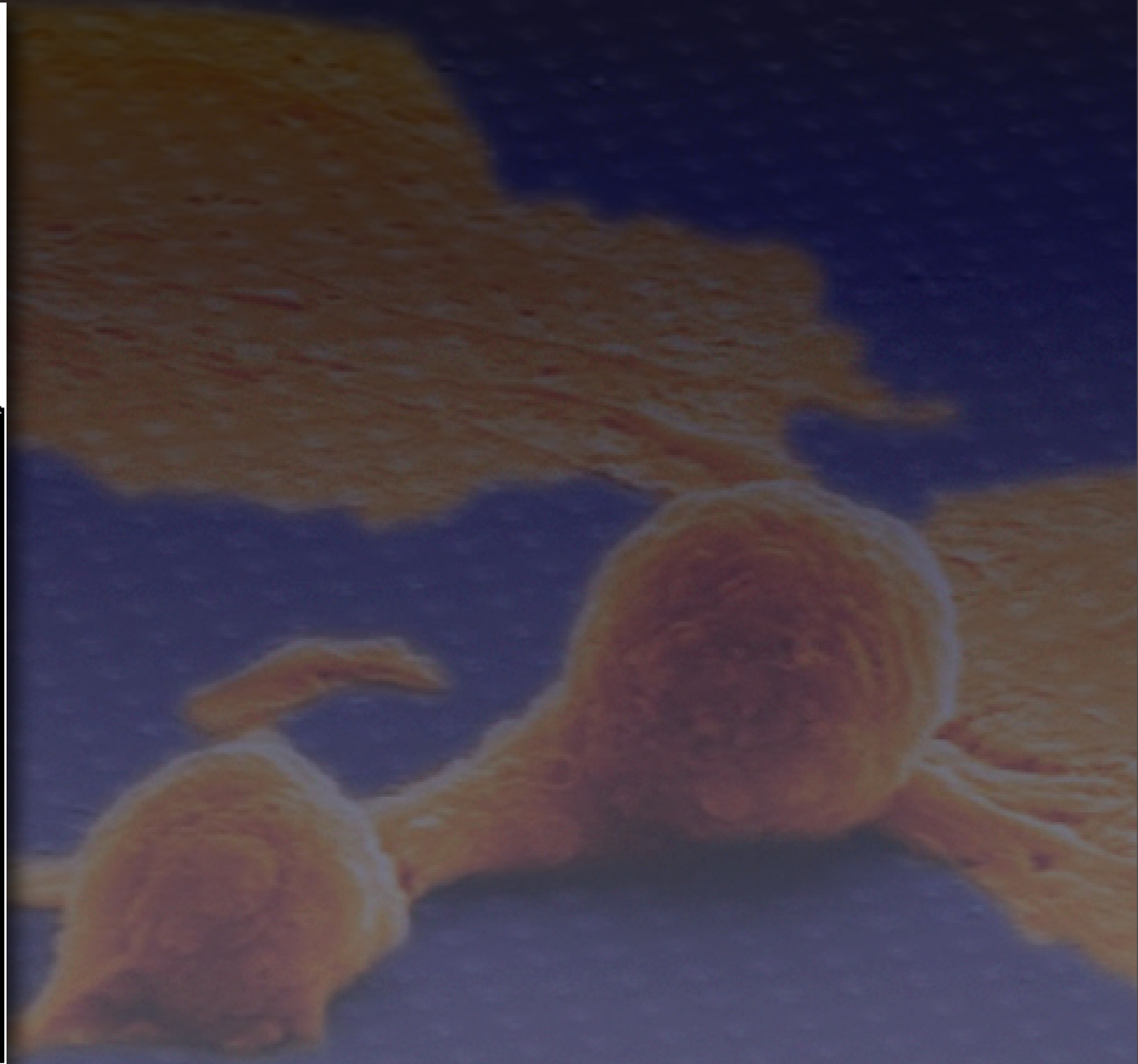
IEEE TVCG 2010





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IEEE TVCG 2010





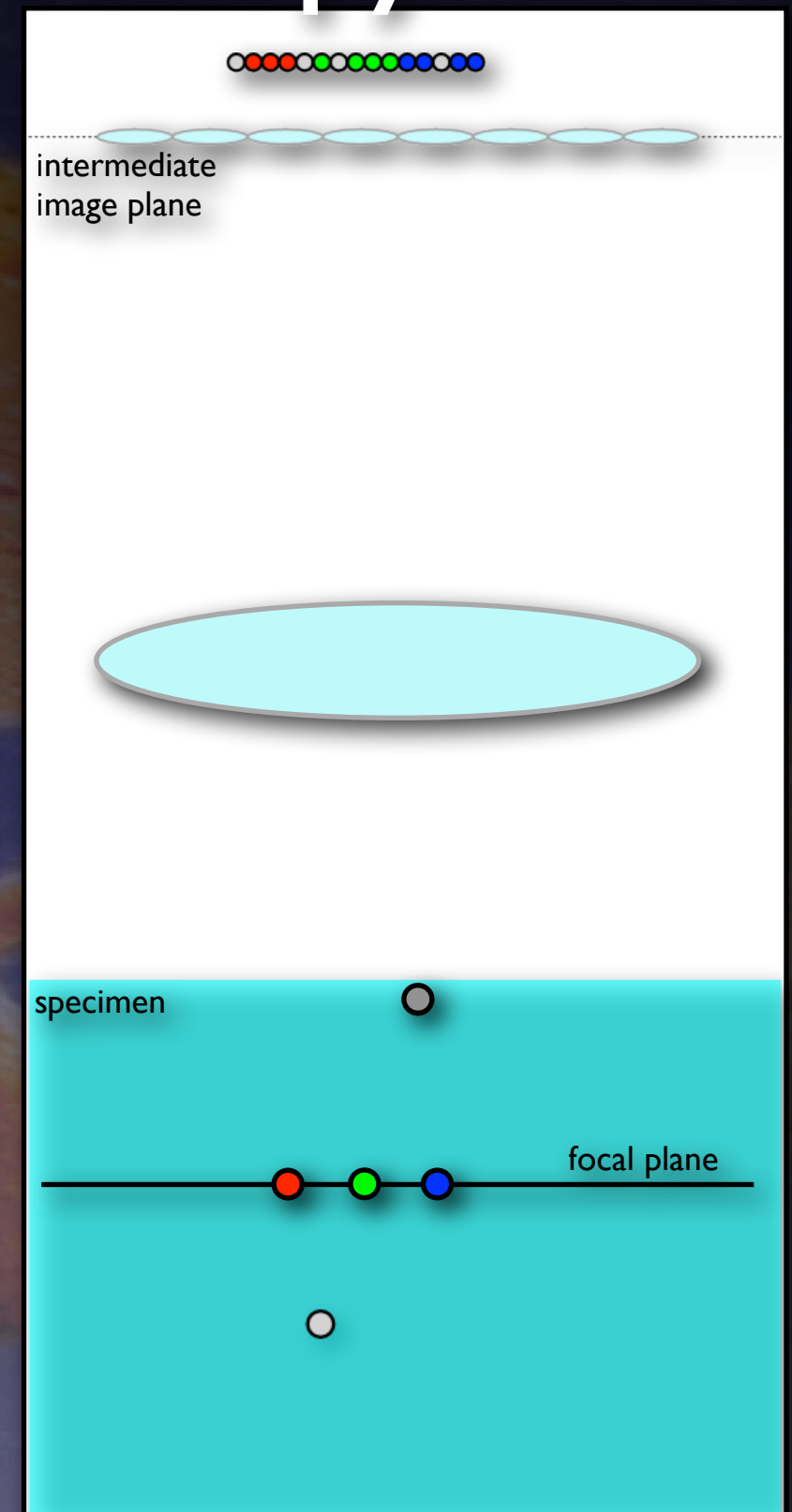
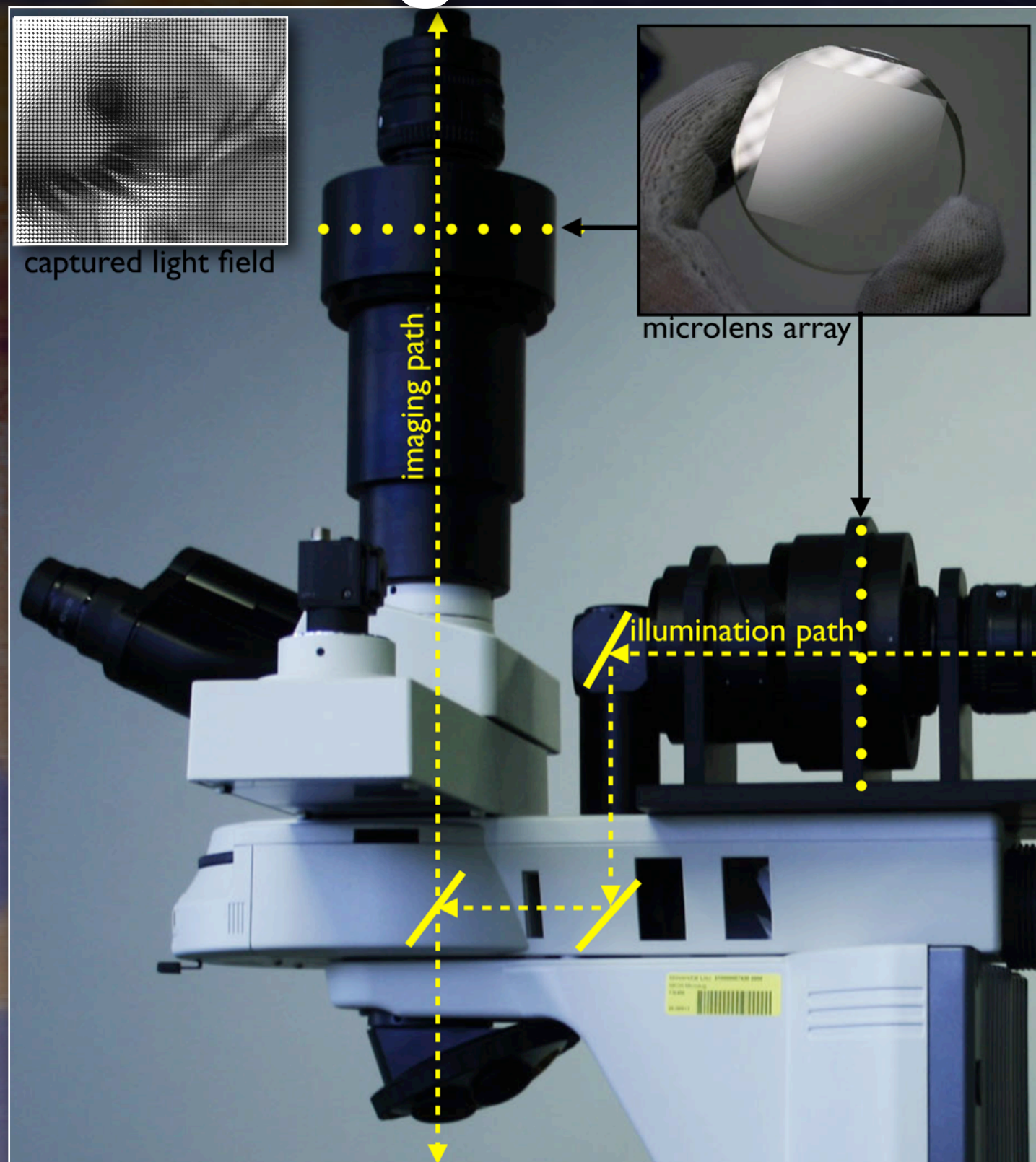
# Closed-Loop Feedback Illumination

IEEE TVCG 2010



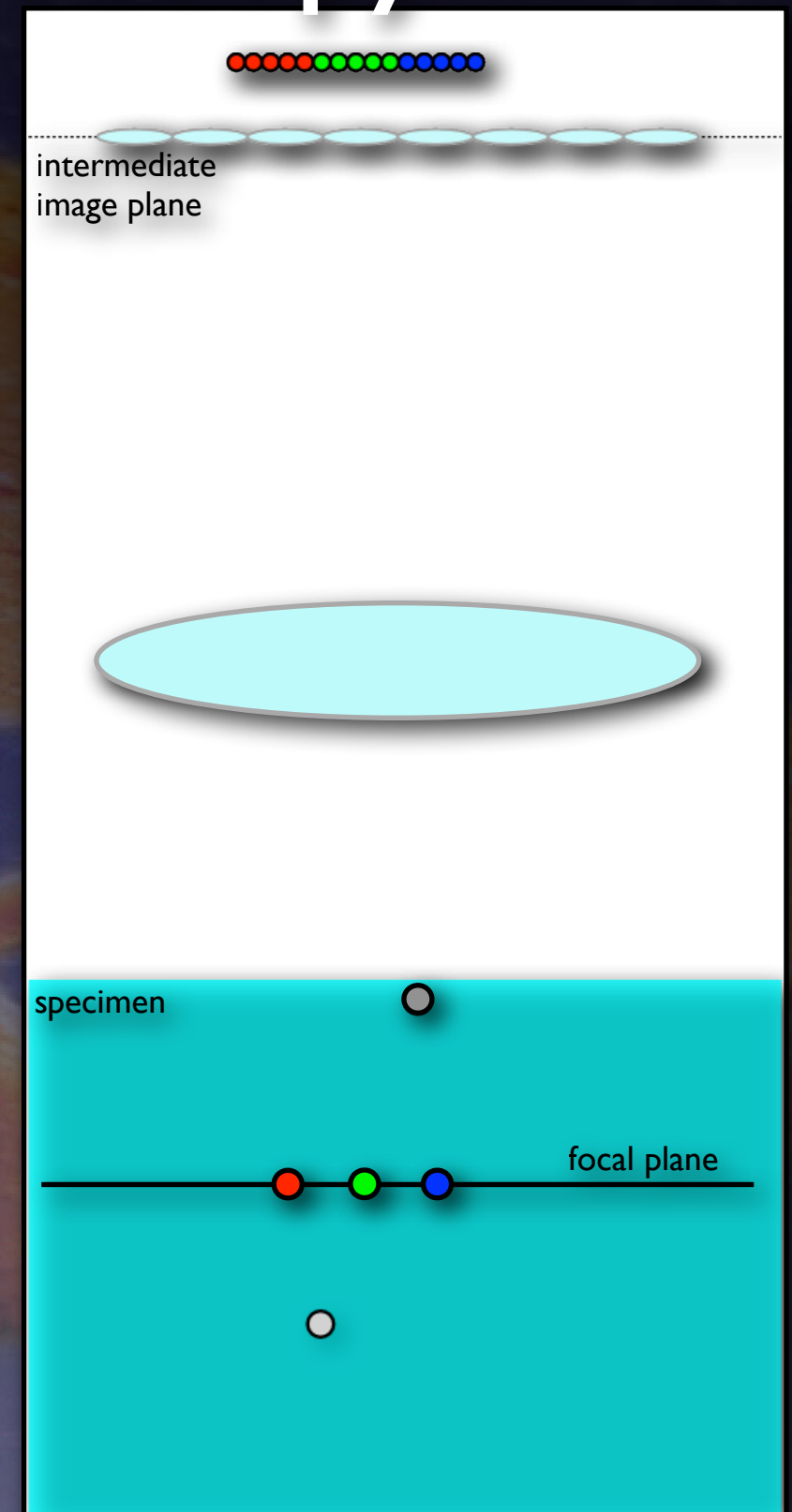
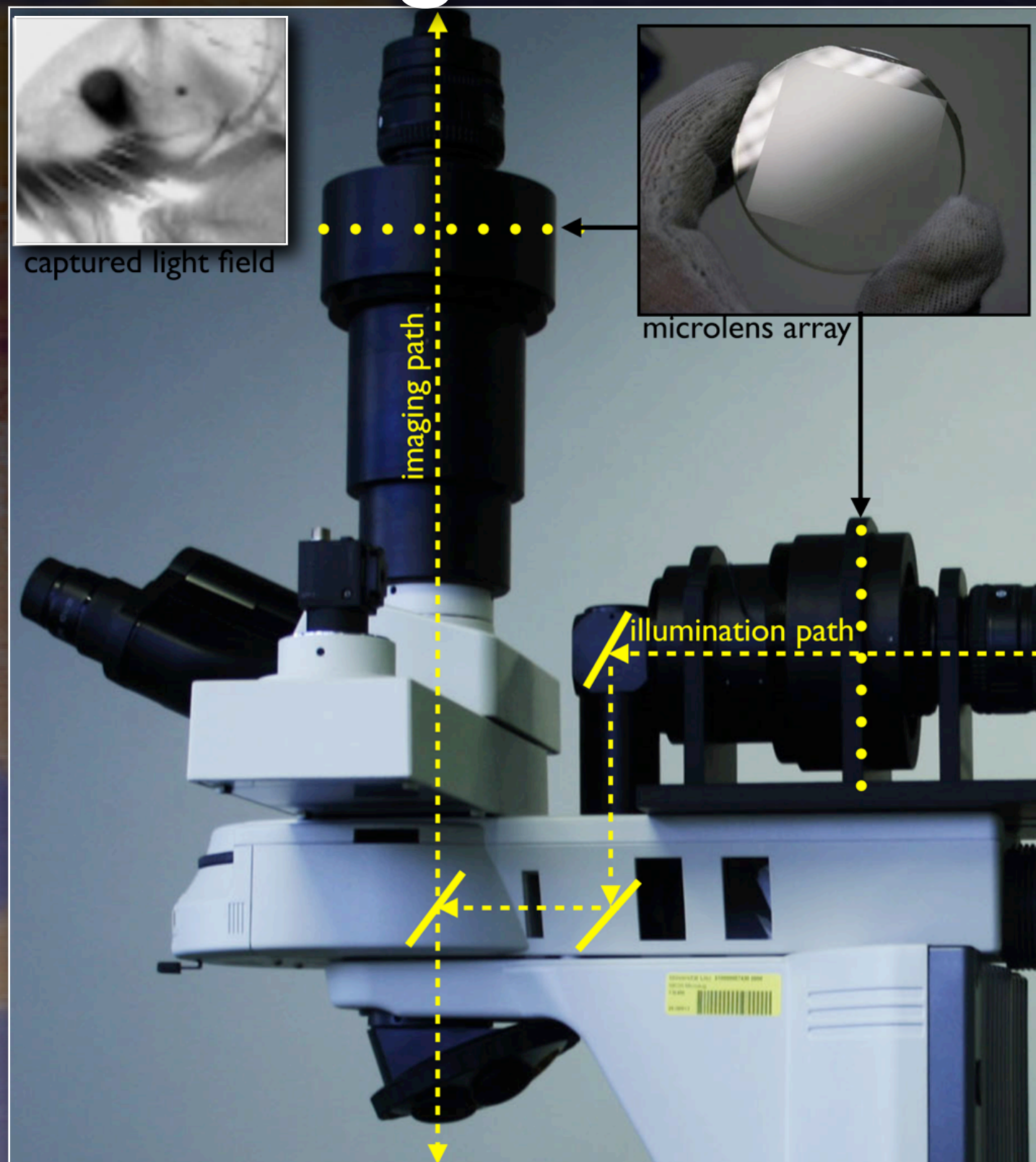


# Light-Field Microscopy



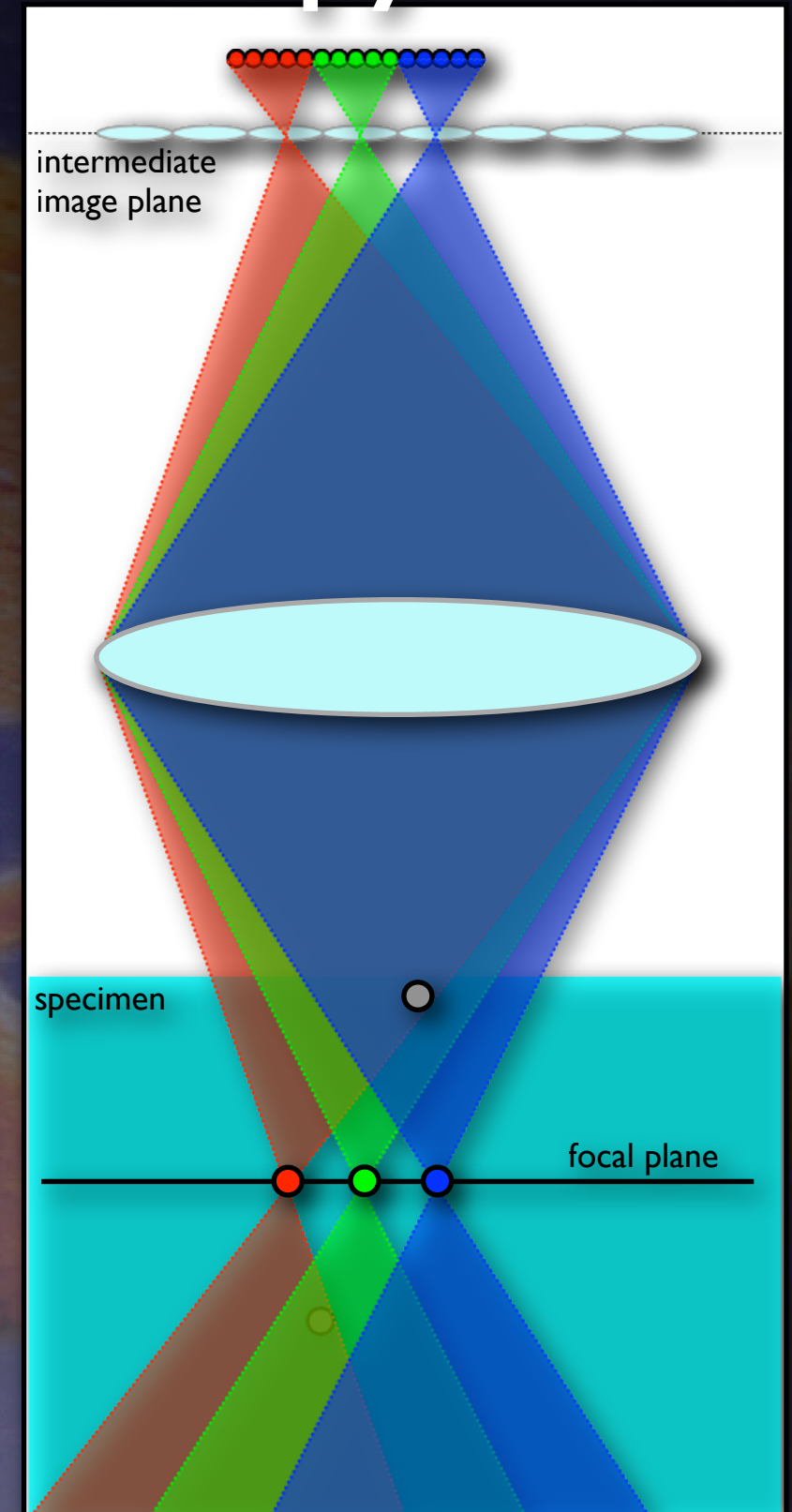
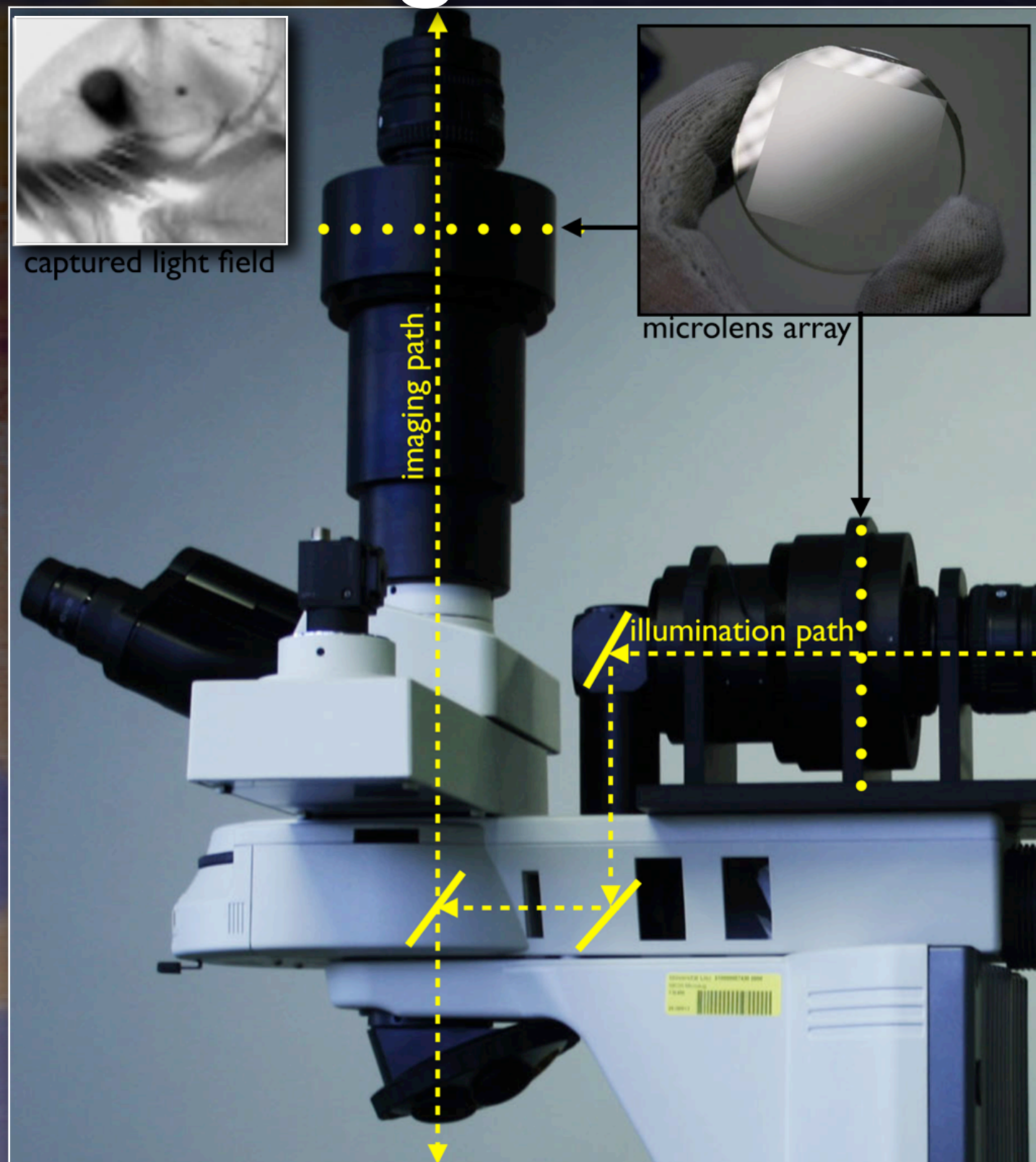


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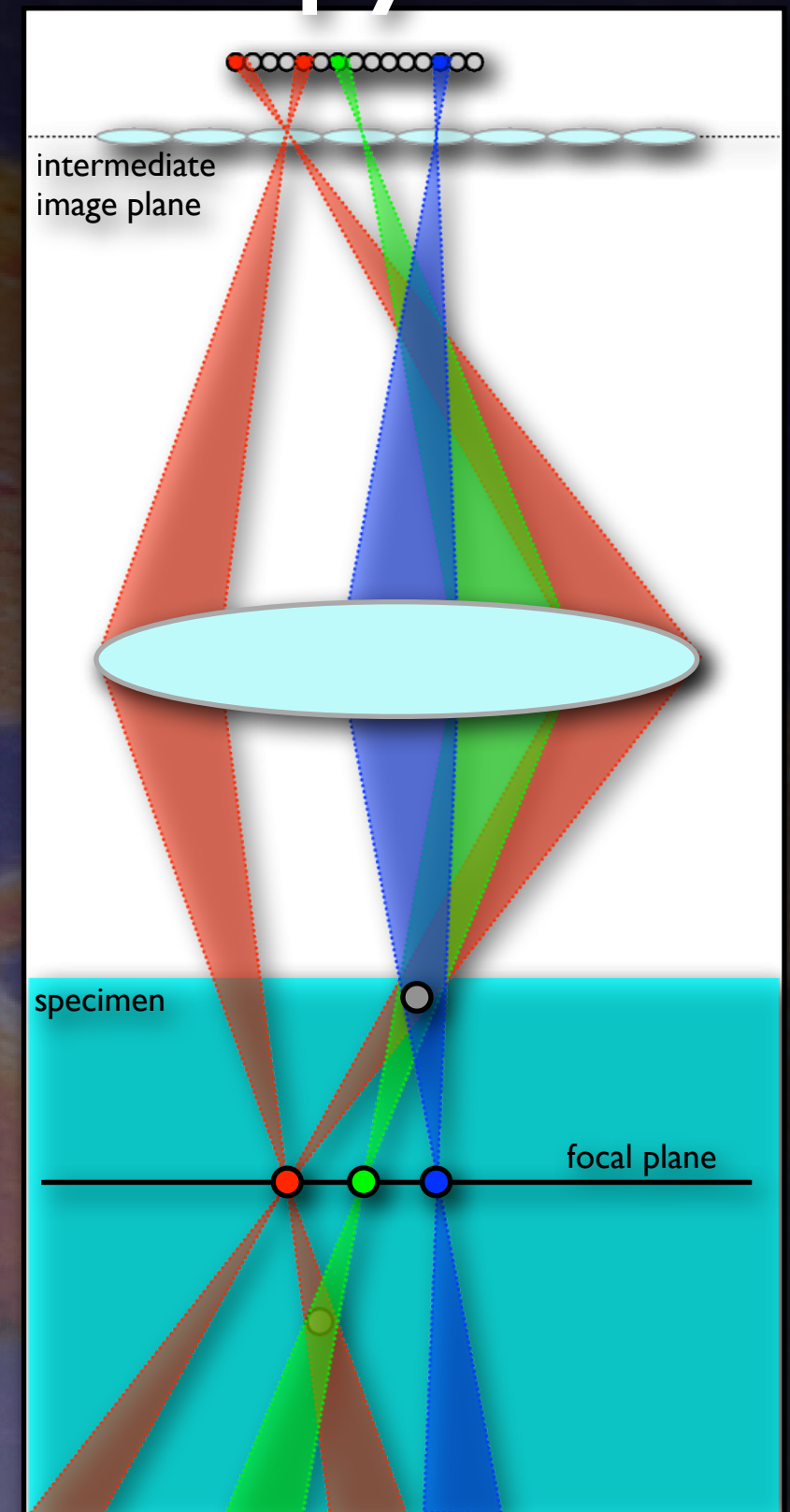
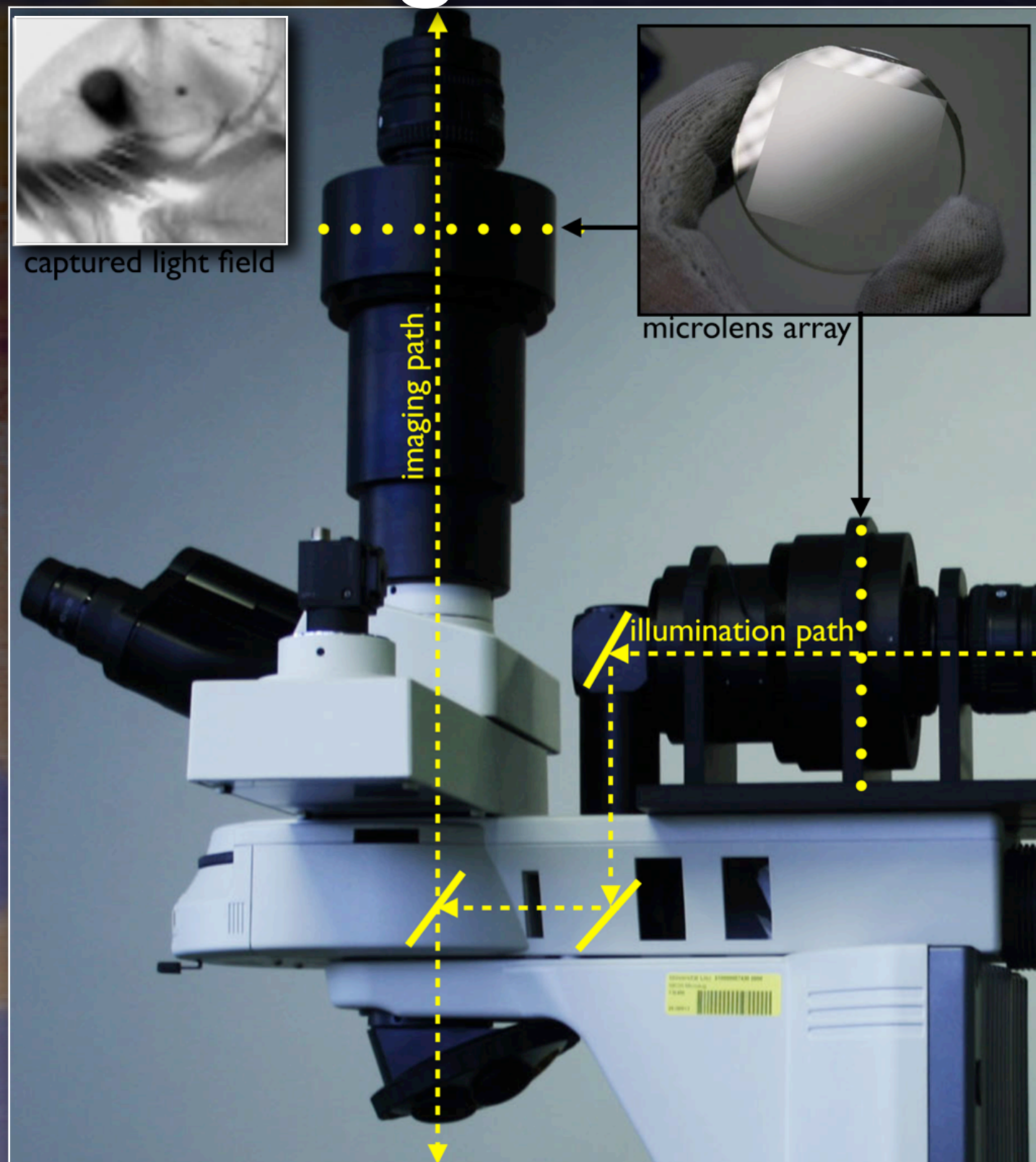


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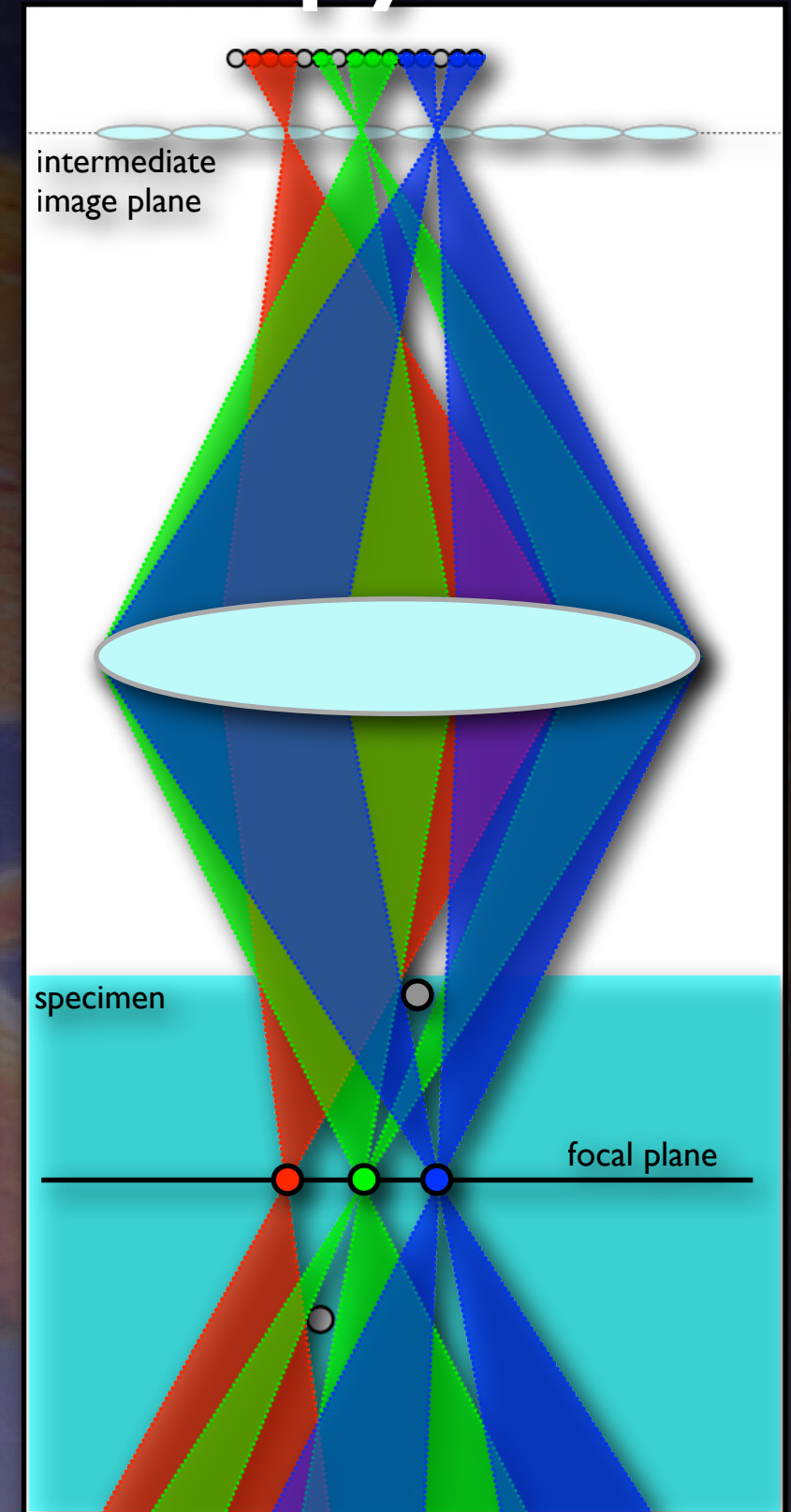
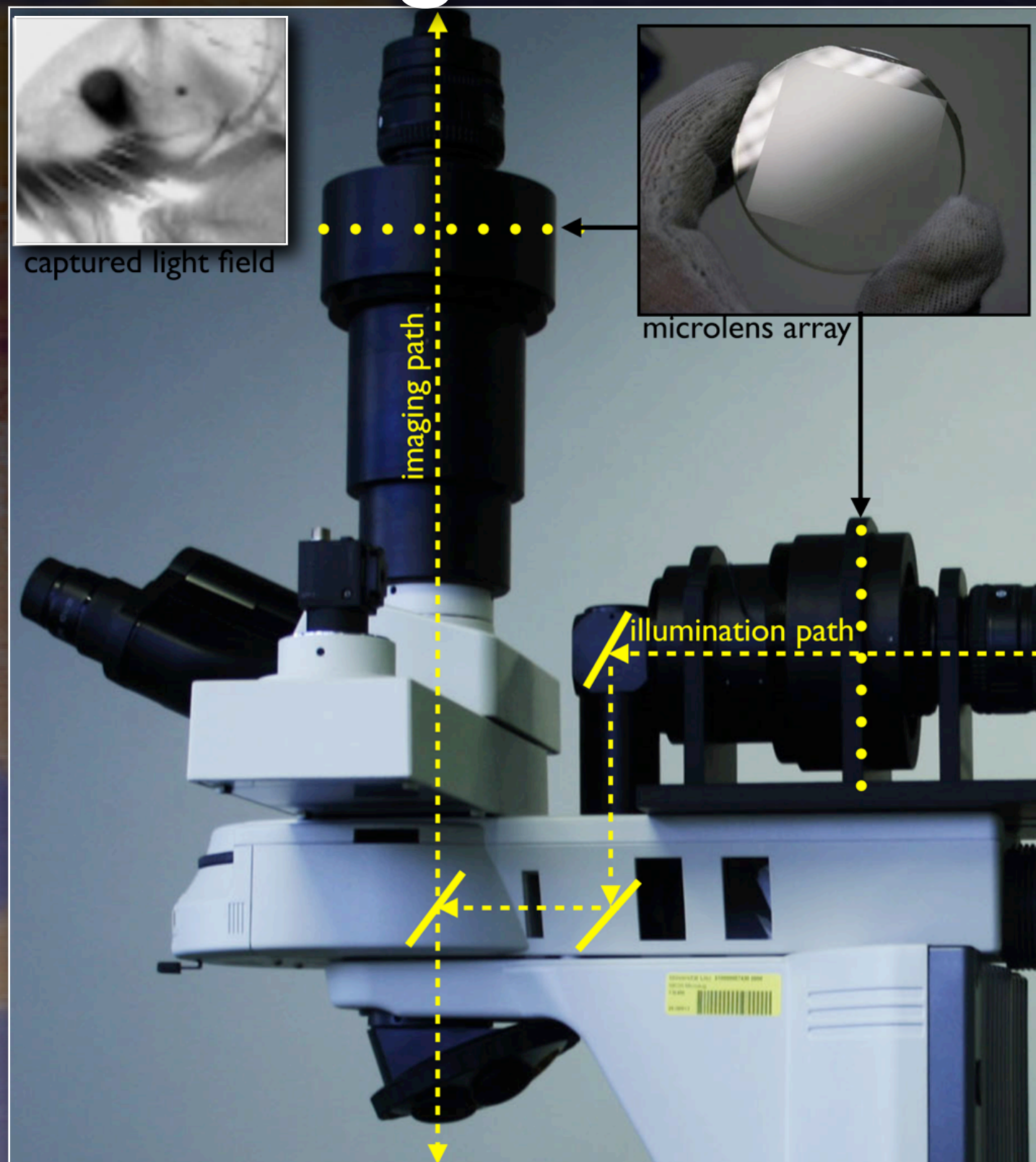


# Light-Field Microscopy



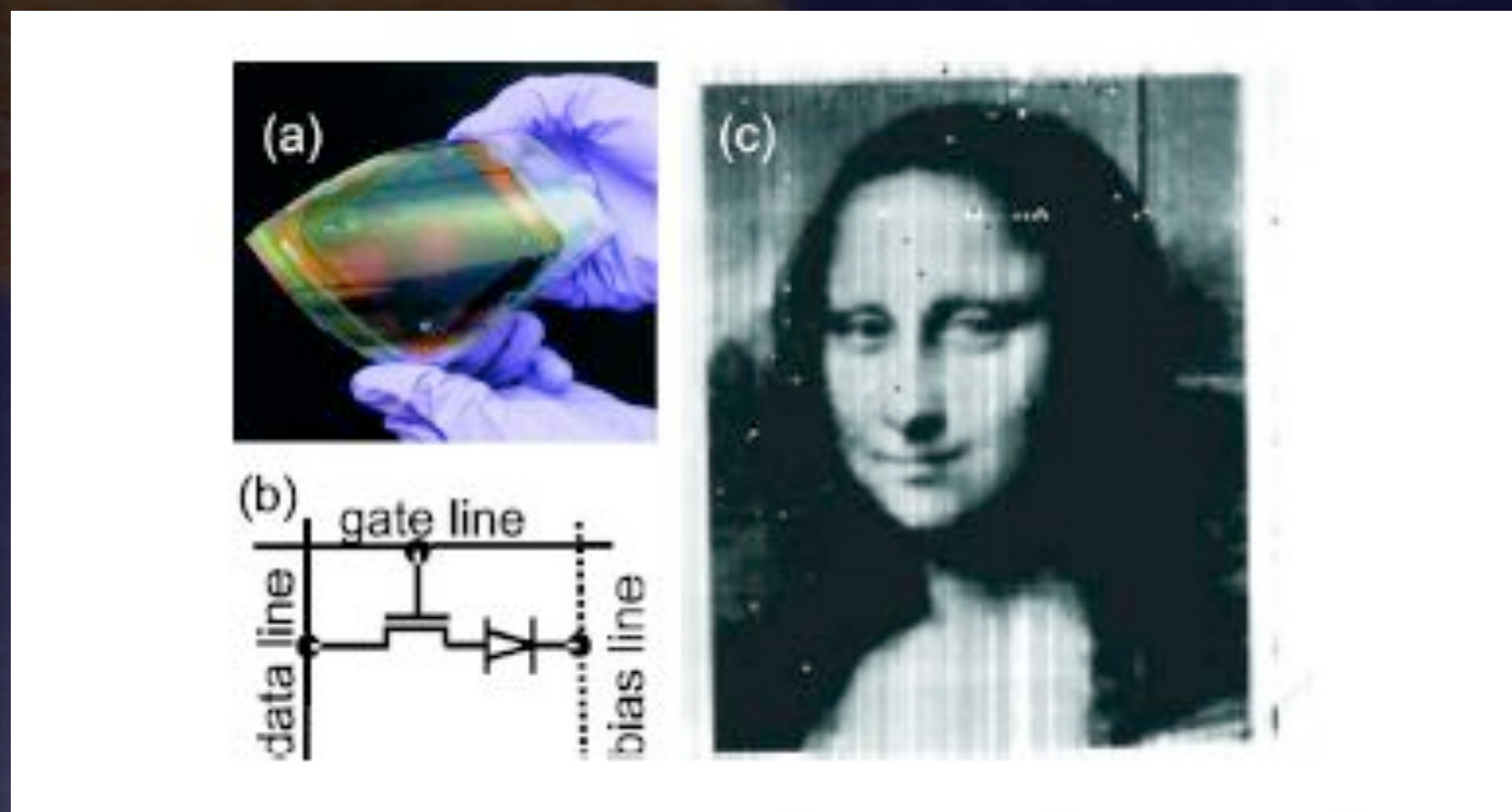
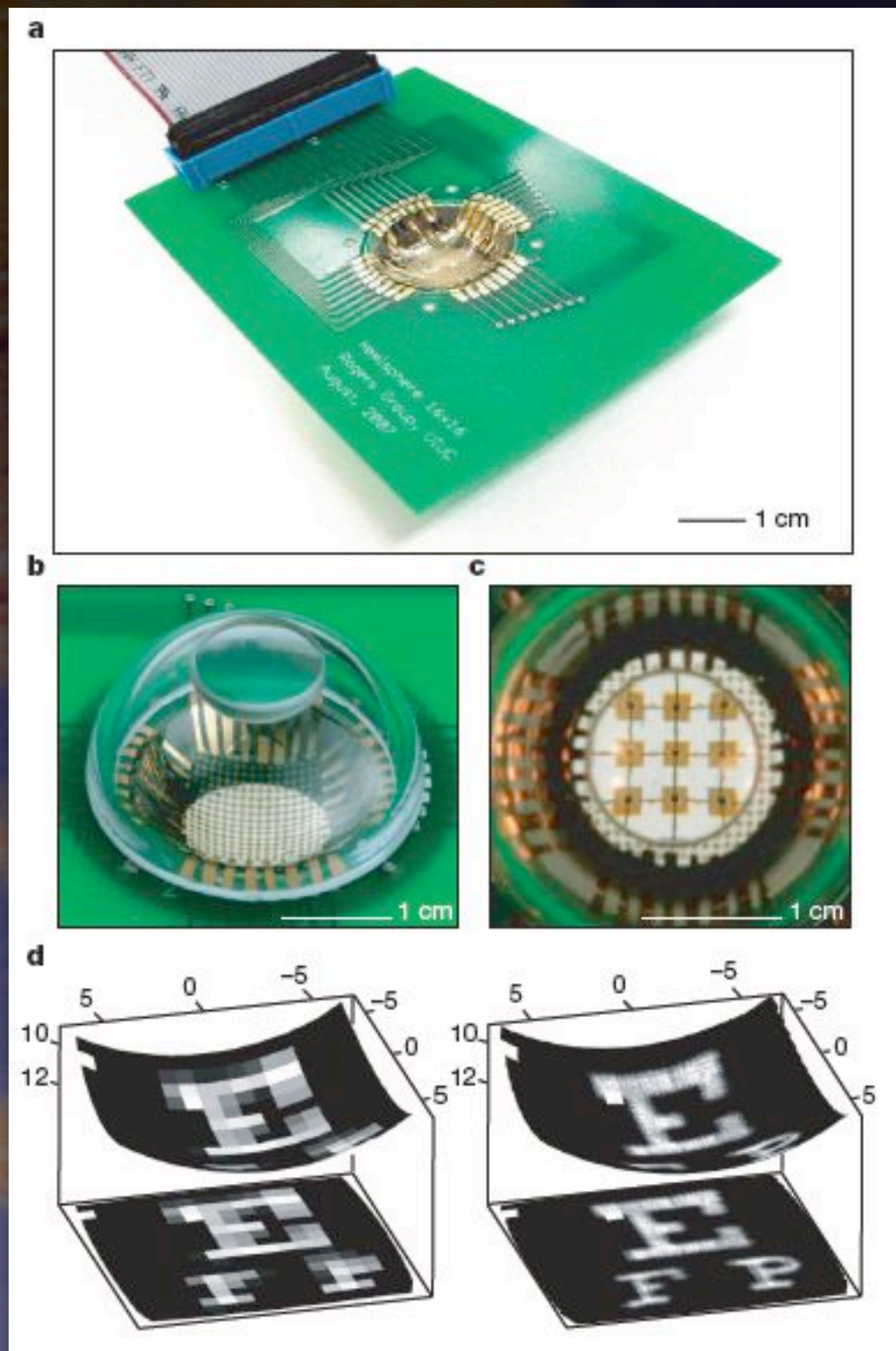


# Light-Field Microscopy





# Flexible and Transparent Image Sensors



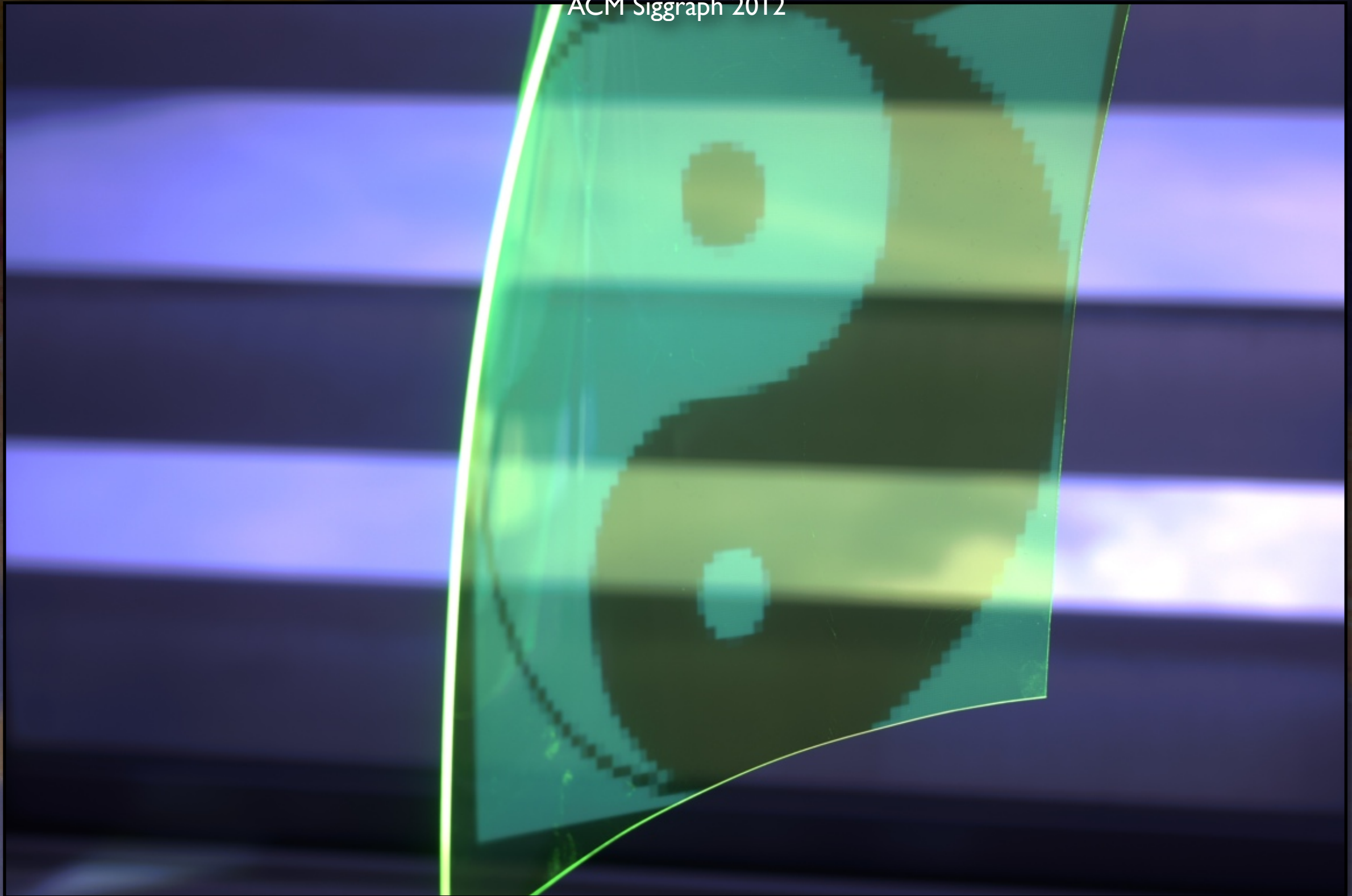
Palo Alto Research Center  
(Applied Physics Letters 2008)

University of Illinois  
(Nature 2008)



# Thin-Film Luminous Concentrators

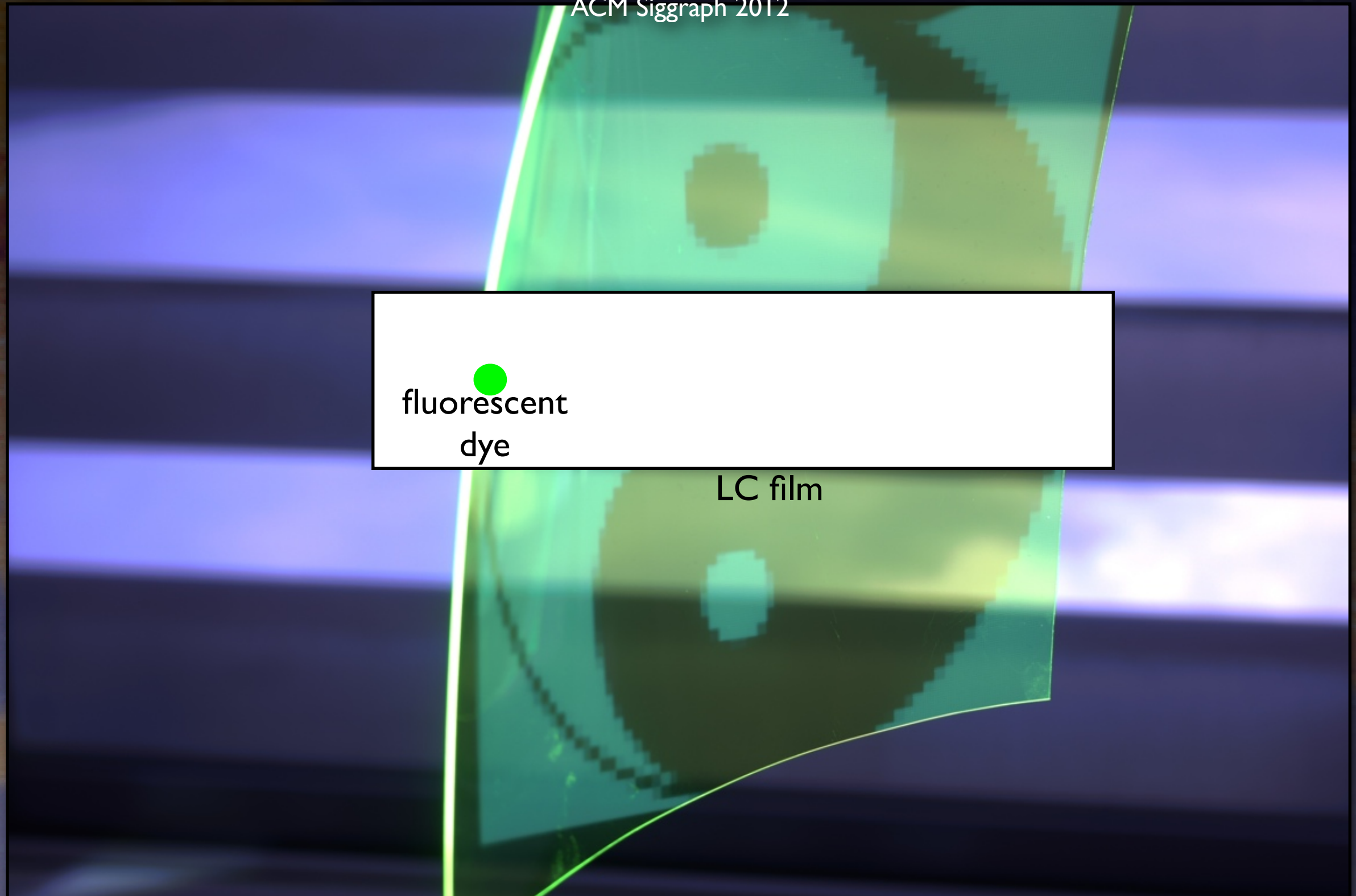
ACM Siggraph 2012





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ACM Siggraph 2012



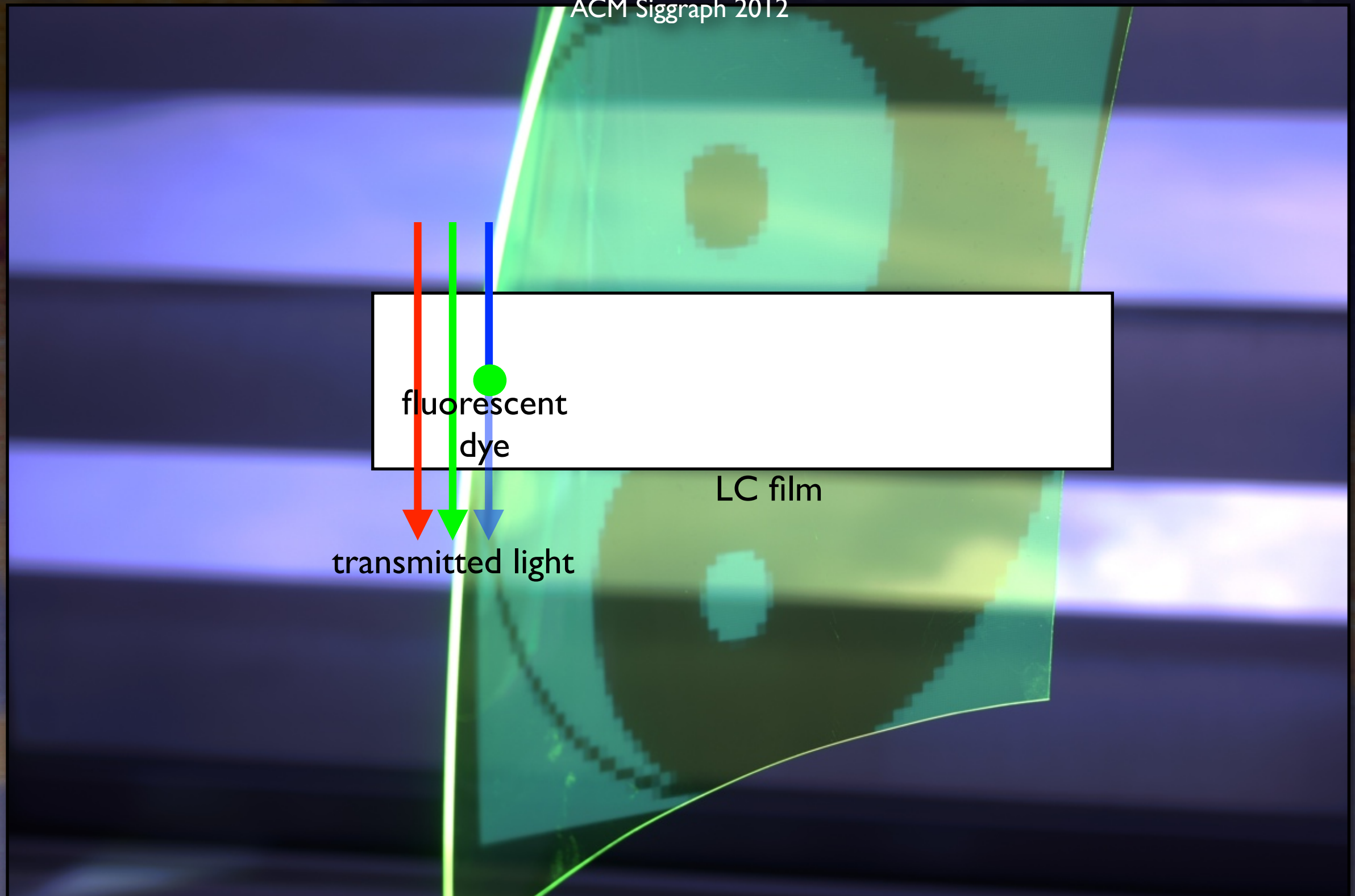
fluorescent  
dye

LC film



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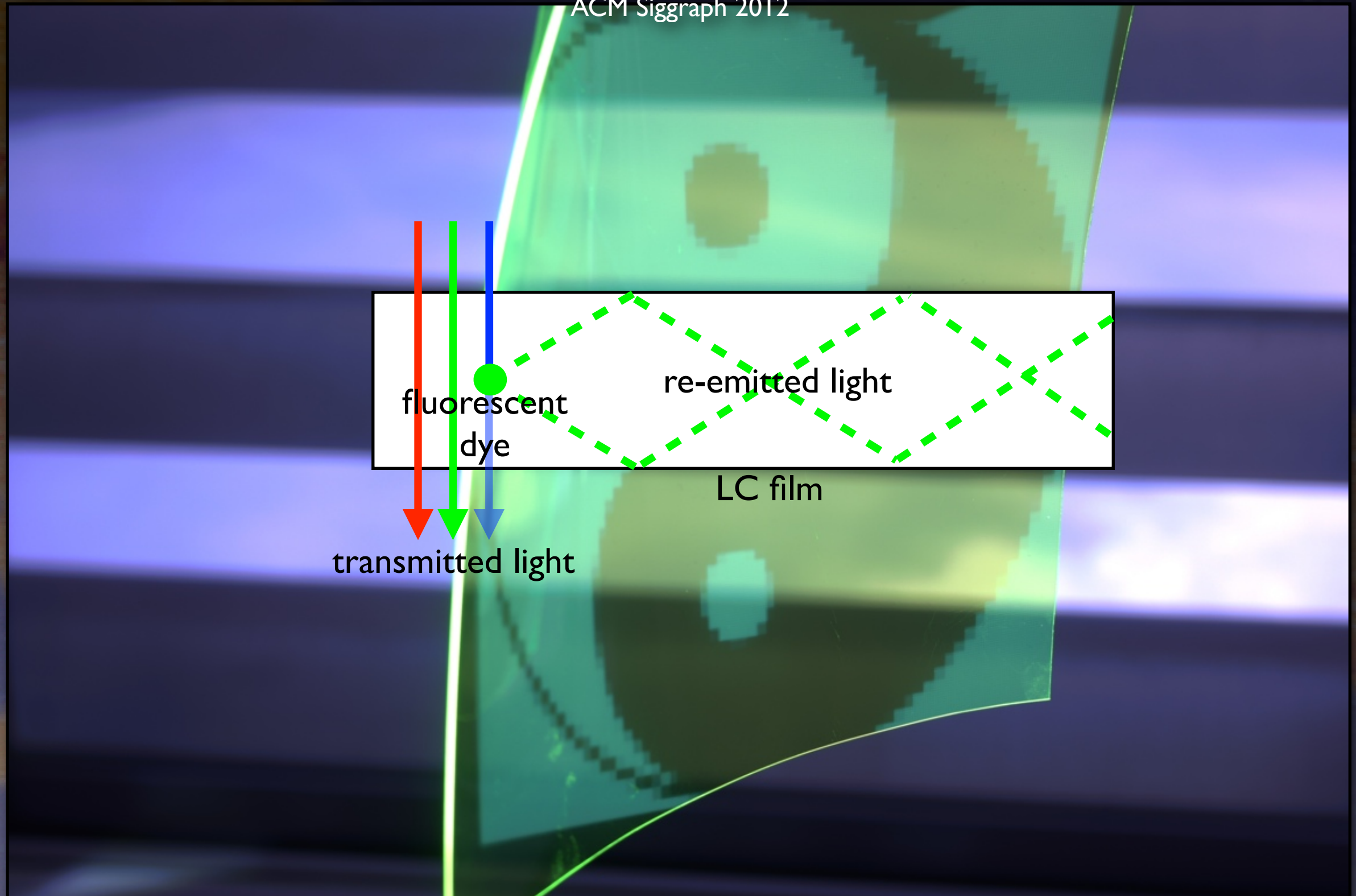
ACM Siggraph 2012





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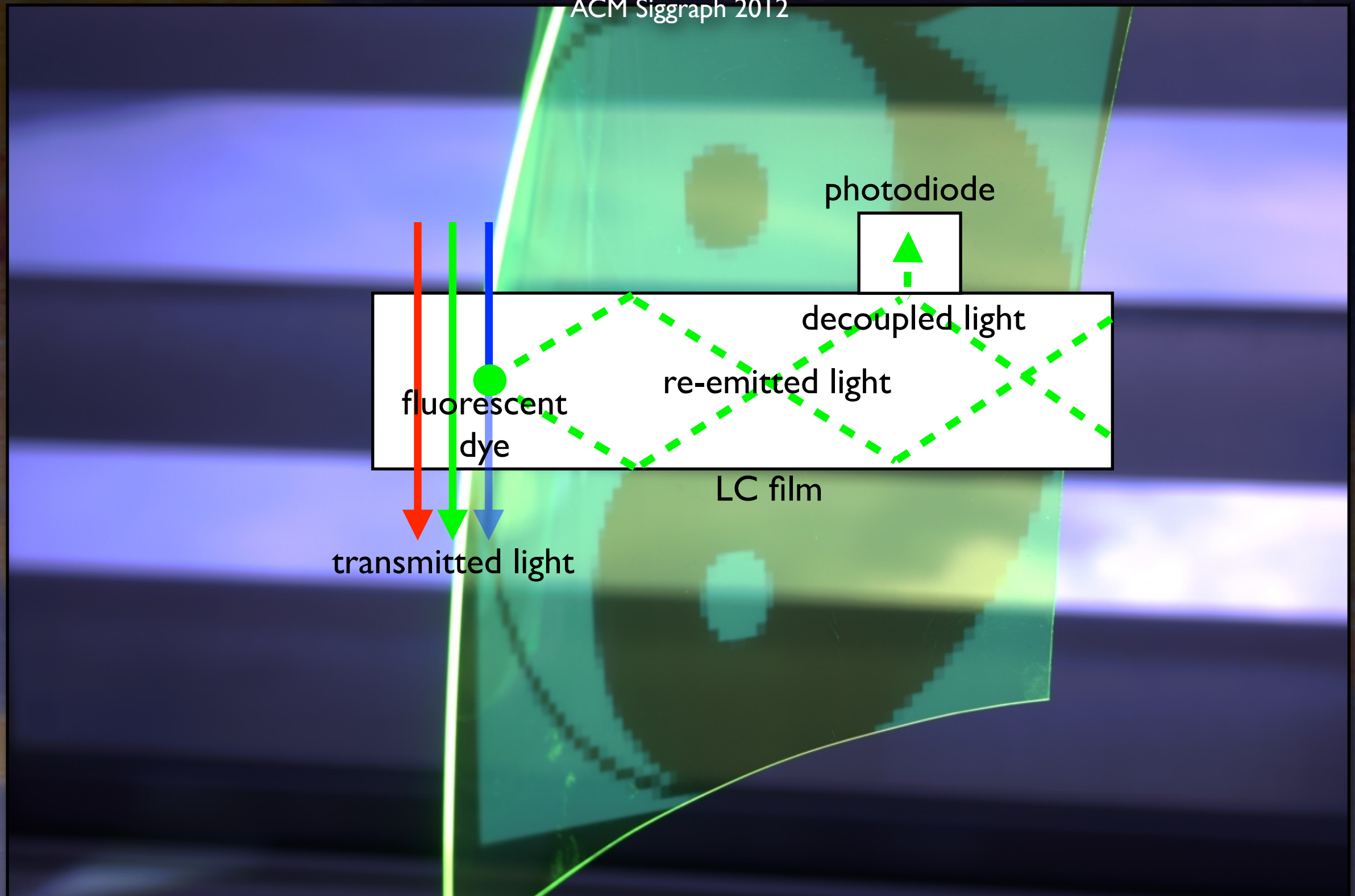
ACM Siggraph 2012





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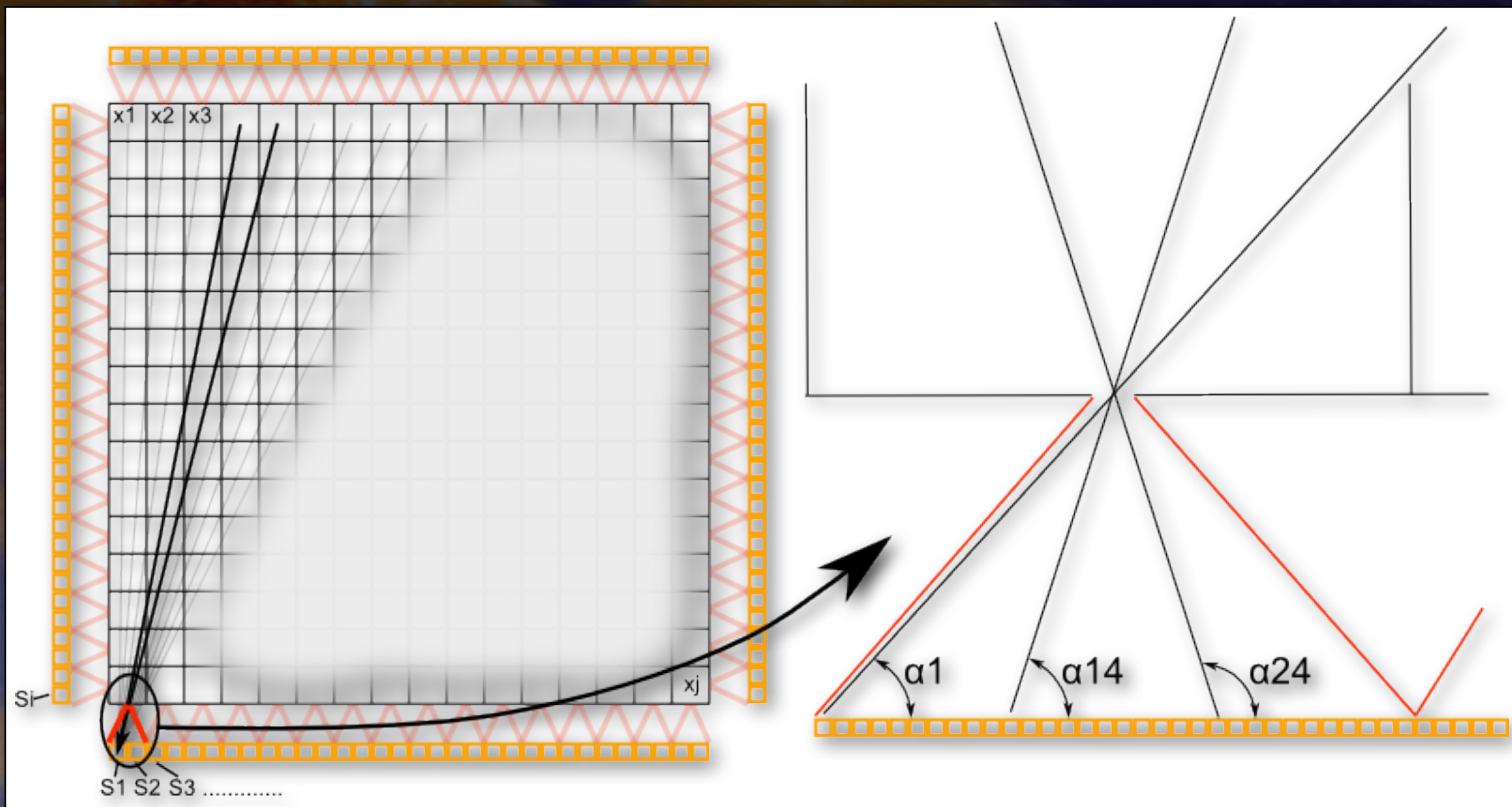
ACM Siggraph 2012





# 2D Light-Field Camera

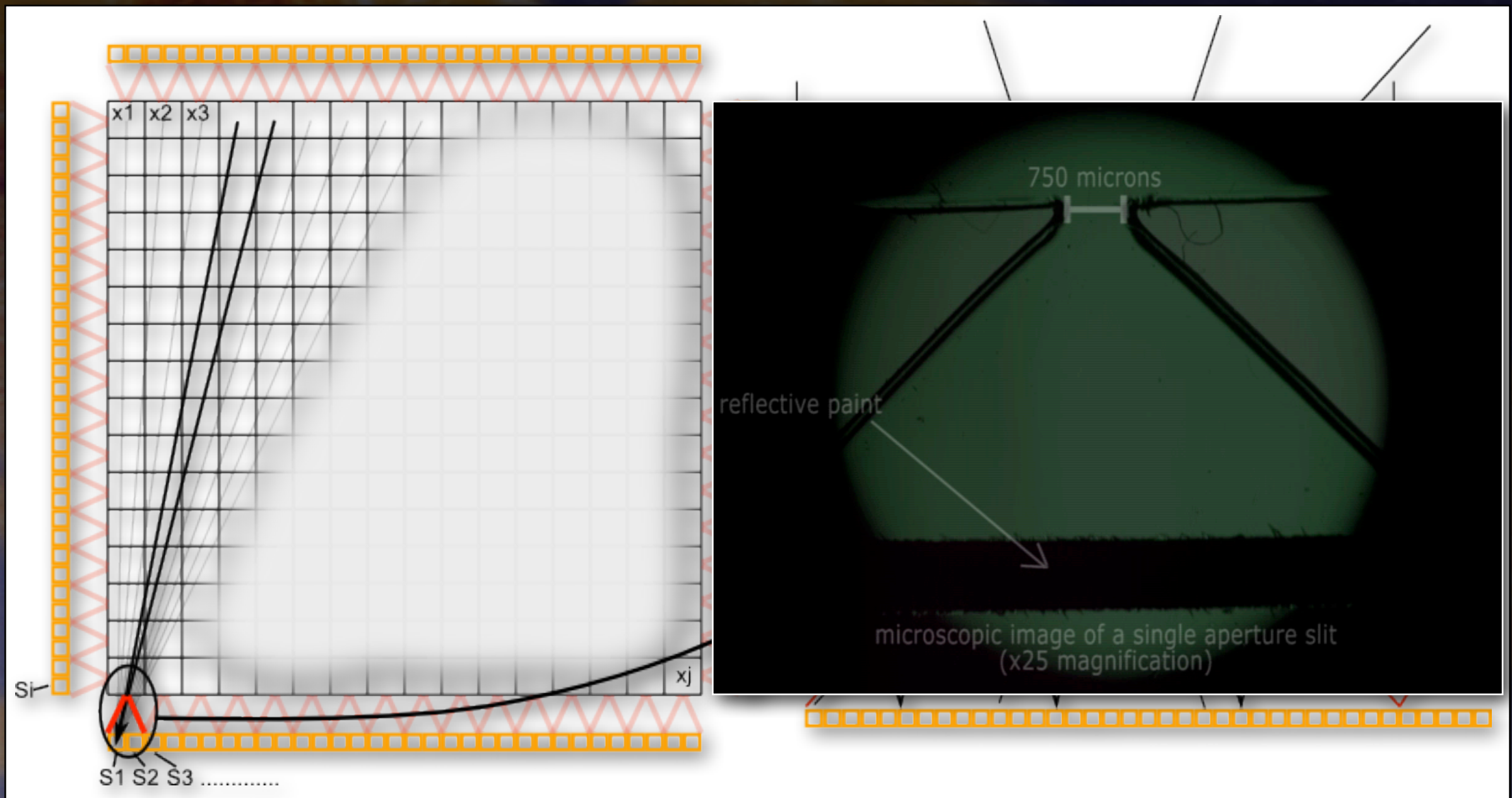
ACM Siggraph 2012





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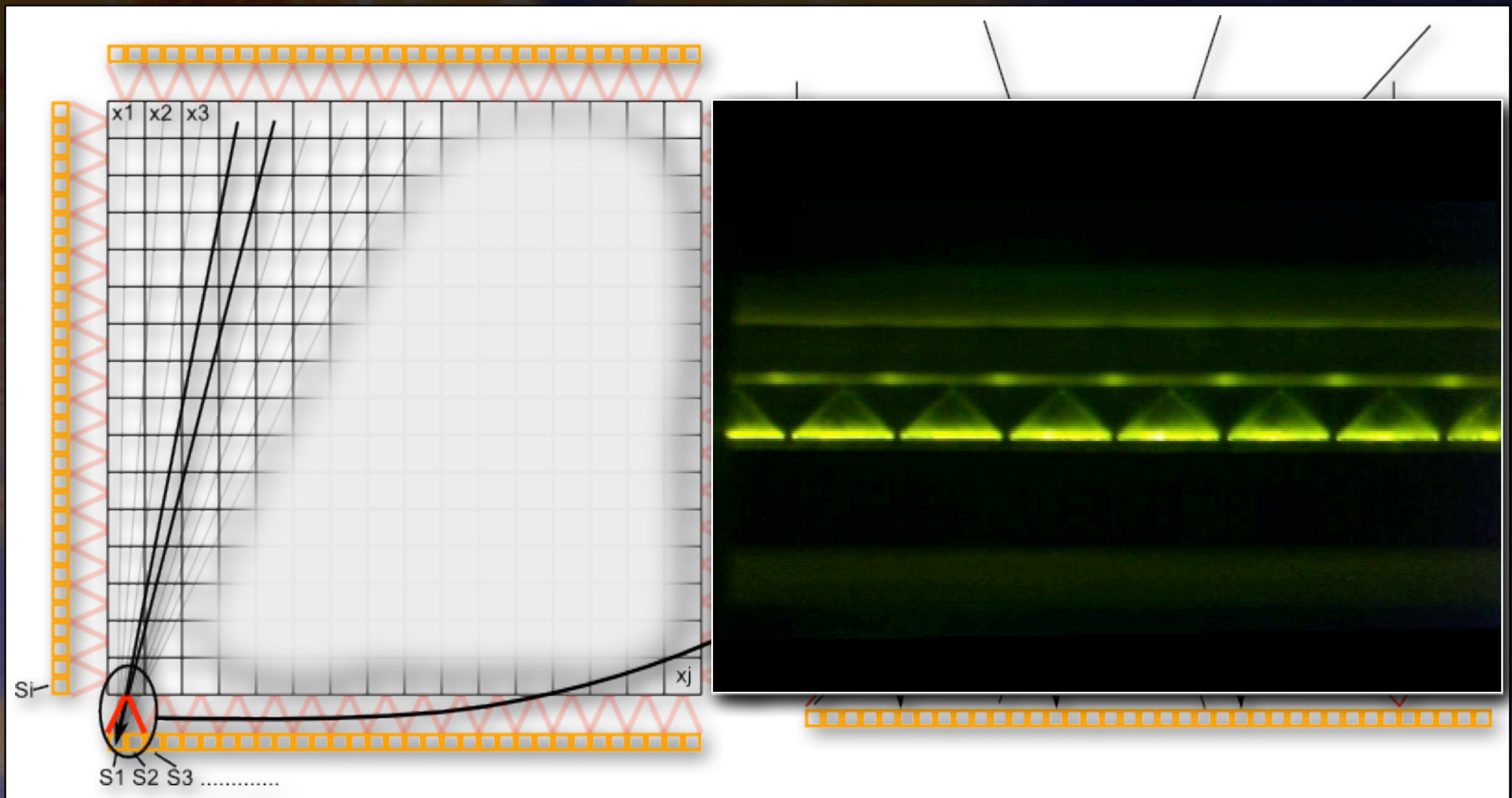
ACM Siggraph 2012





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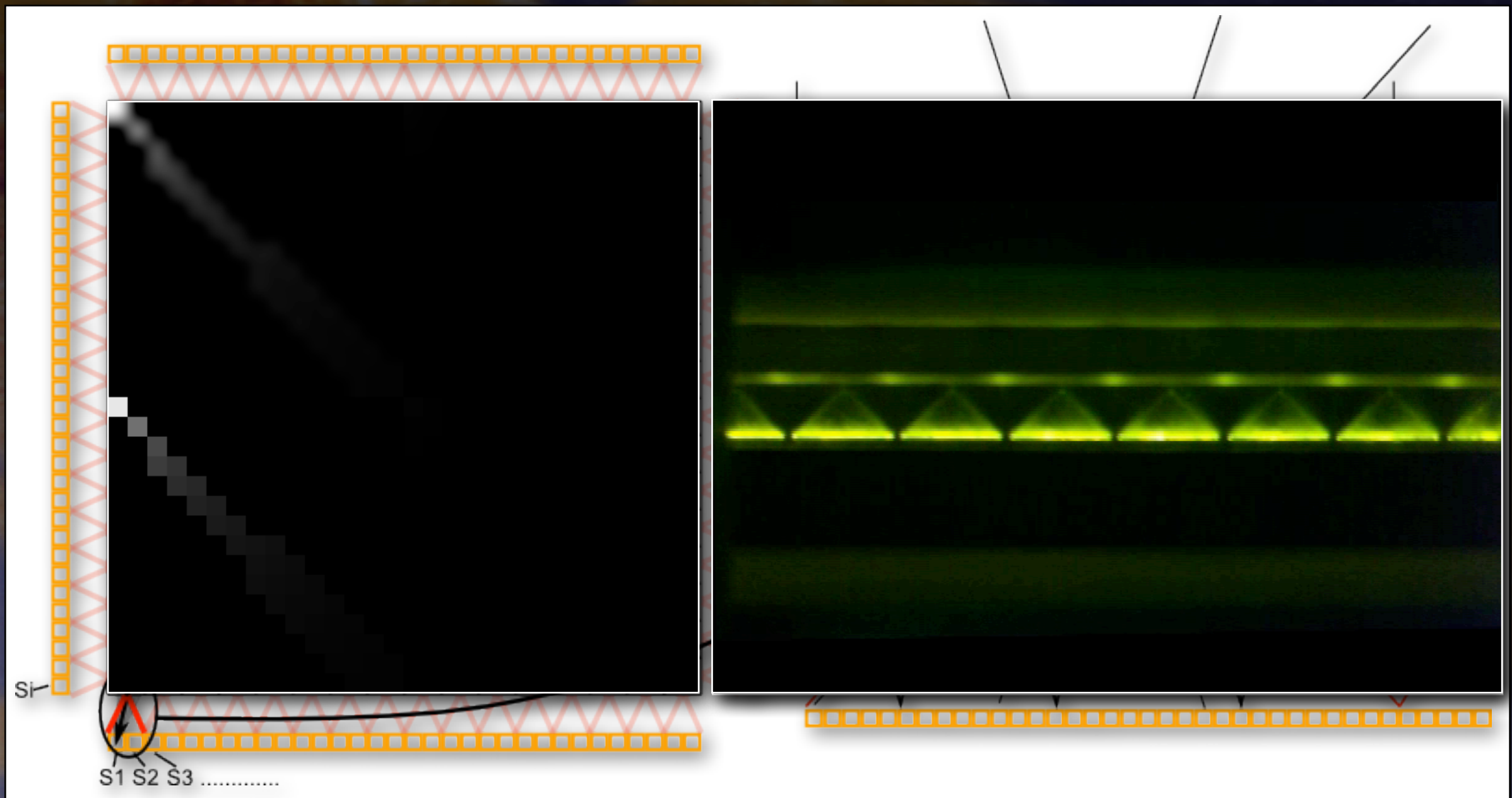
ACM Siggraph 2012





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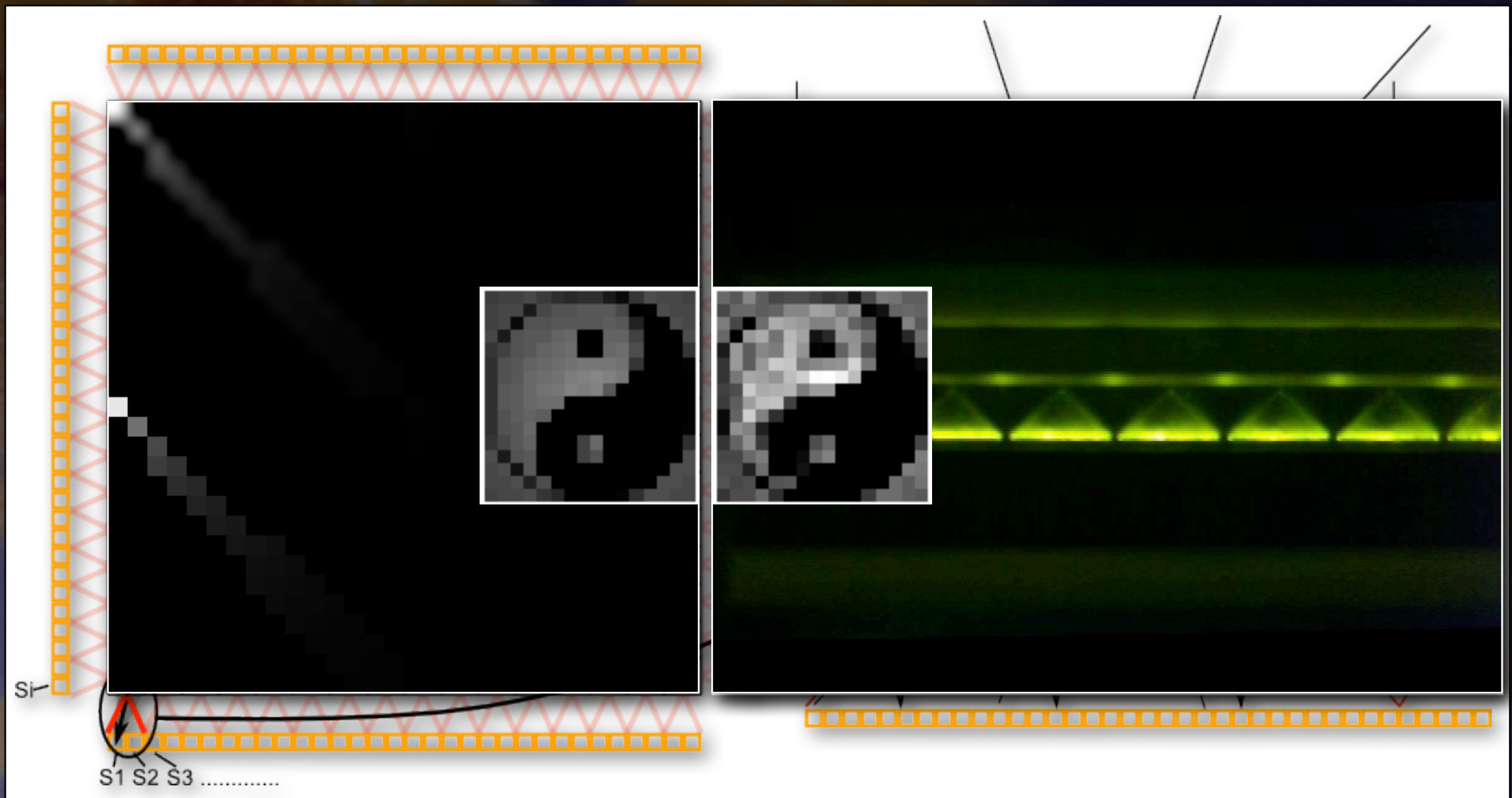
ACM Siggraph 2012





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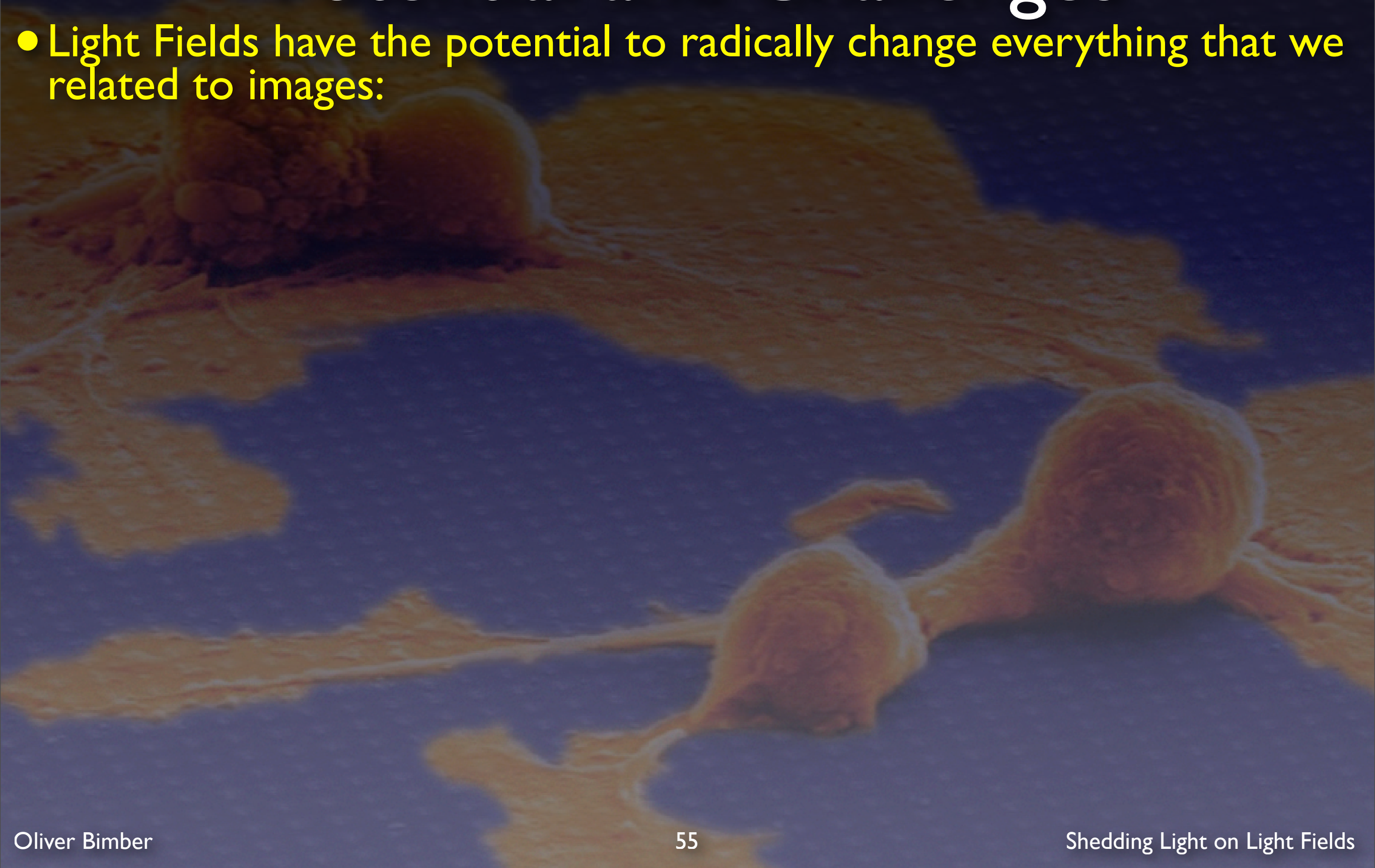
ACM Siggraph 2012





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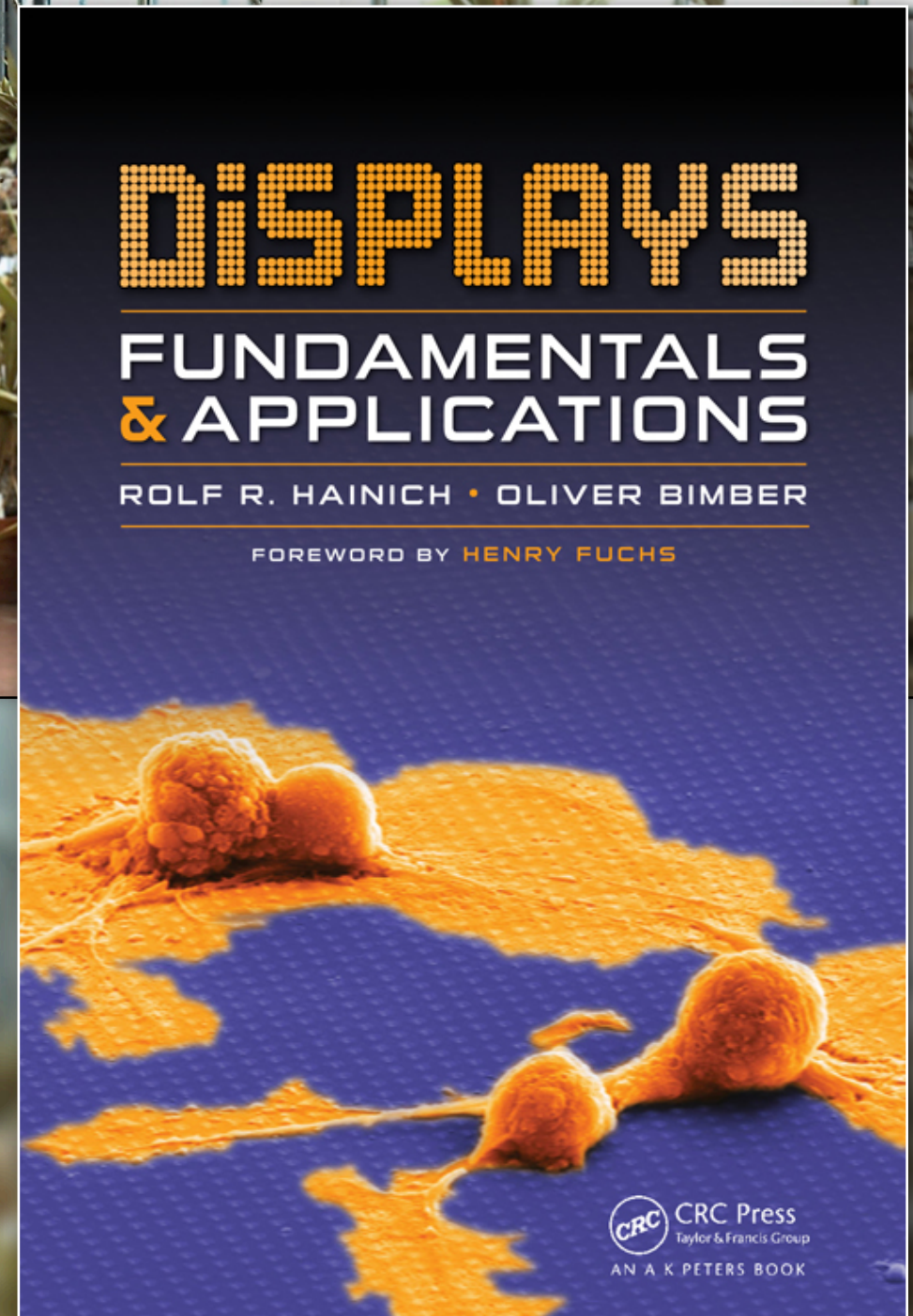
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  - ...
- Light Fields also open new challenges:
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  - Huge amount of data (processing, storage, transmission)





# Thank You!

Open PhD position in InfoVis:  
[marc.streit@jku.at](mailto:marc.streit@jku.at)  
(deadline ends next week)



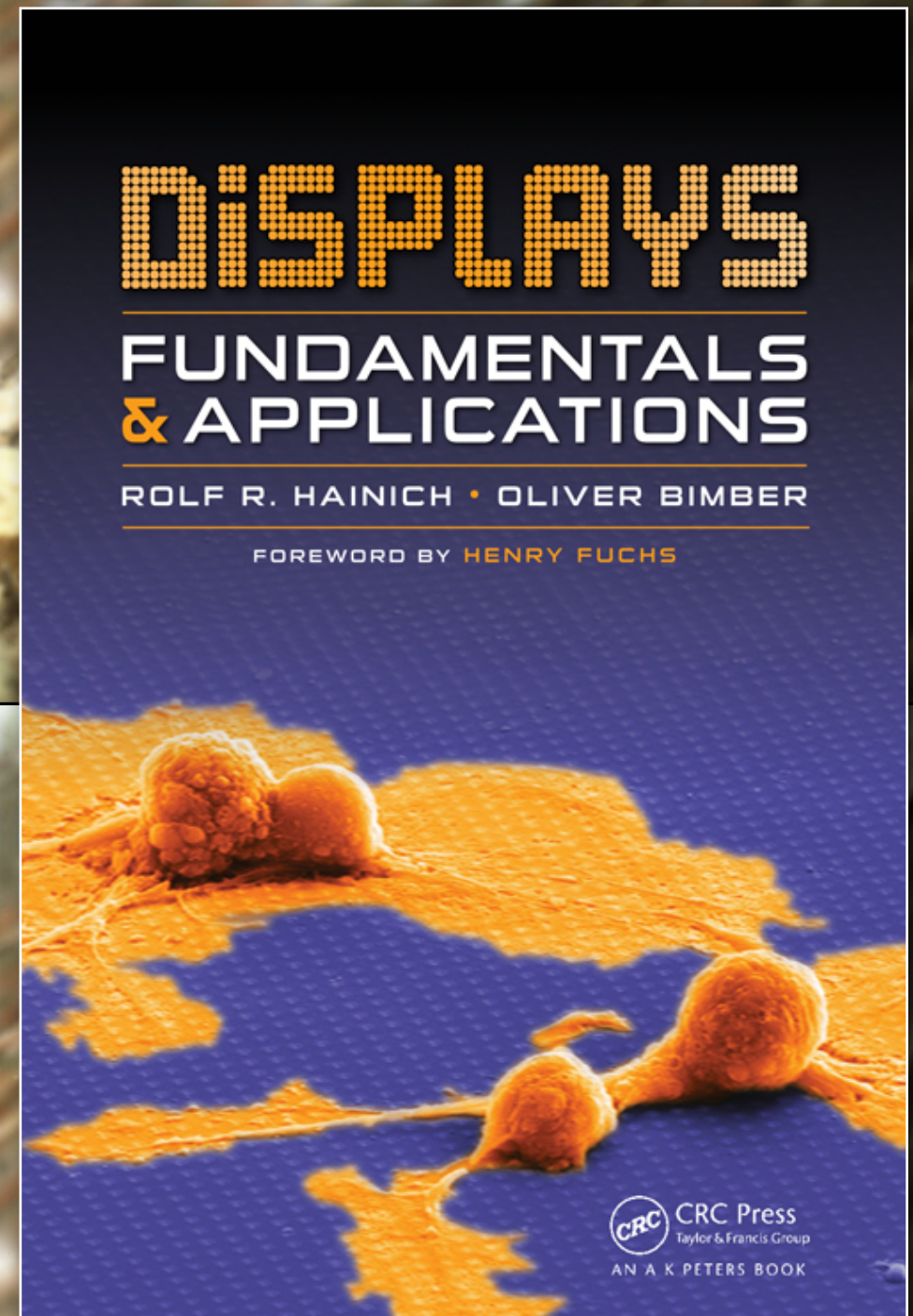
[www.displaysbook.info](http://www.displaysbook.info)





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[www.displaysbook.info](http://www.displaysbook.info)