## Wild Dreams for Cameras

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ح"Machine-Readable" Images?


Williams 1998: 'Inflated Silhouettes'



## 3D: Try image + other dimensions

- Halle: Multiple Viewpoint Rendering (SIGG98)


Oh et. al, 2001: 2D $\rightarrow$ 3D

- Manually Guided—7 Hours!
- ? Would a more varied for camera pose help?


Results: boundary=depth discontinuity

> (Source data courtesy Ramesh Raskar, MERL)



