

CS4670 / 5670: Computer Vision

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Lecture 12: Cameras

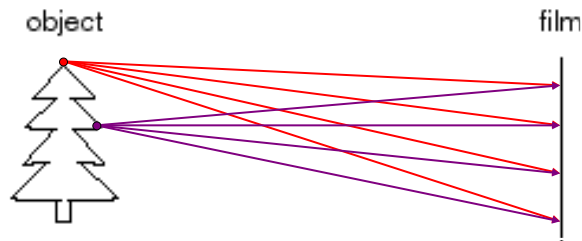


Source: S. Lazebnik

Reading

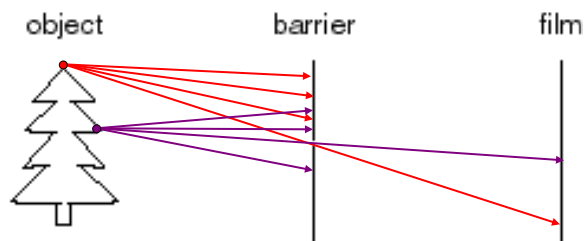
- Szeliski 2.1.3-2.1.6

Image formation



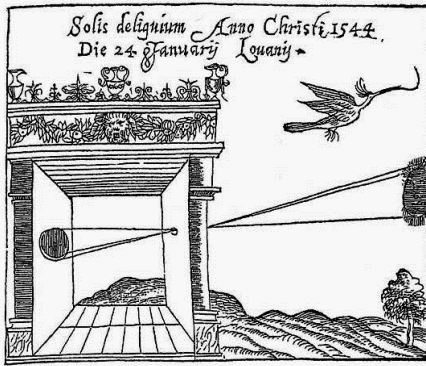
- Let's design a camera
 - Idea 1: put a piece of film in front of an object
 - Do we get a reasonable image?

Pinhole camera



- Add a barrier to block off most of the rays
 - This reduces blurring
 - The opening known as the **aperture**
 - How does this transform the image?

Camera Obscura

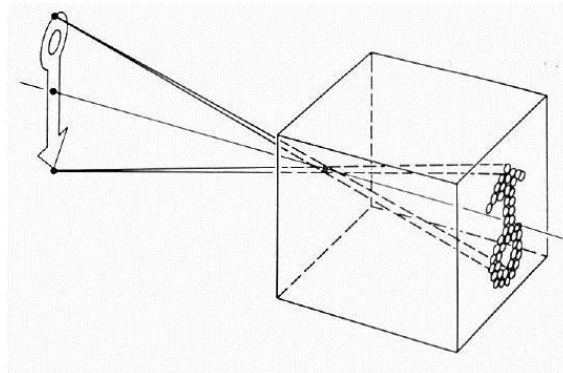


Gemma Frisius, 1558

- Basic principle known to Mozi (470-390 BC), Aristotle (384-322 BC)
- Drawing aid for artists: described by Leonardo da Vinci (1452-1519)

Source: A. Efros

Camera Obscura



Home-made pinhole camera



Why so
blurry?



Slide by A. Efros

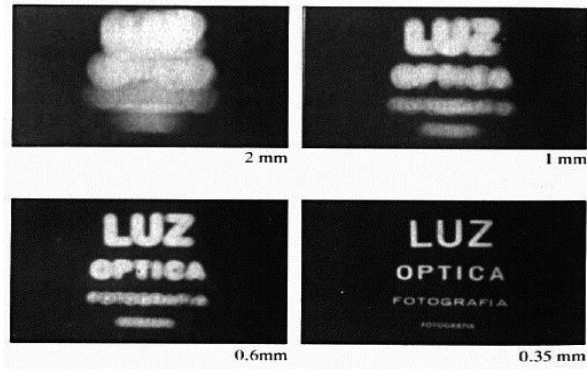
<http://www.debevec.org/Pinhole/>

Pinhole photography



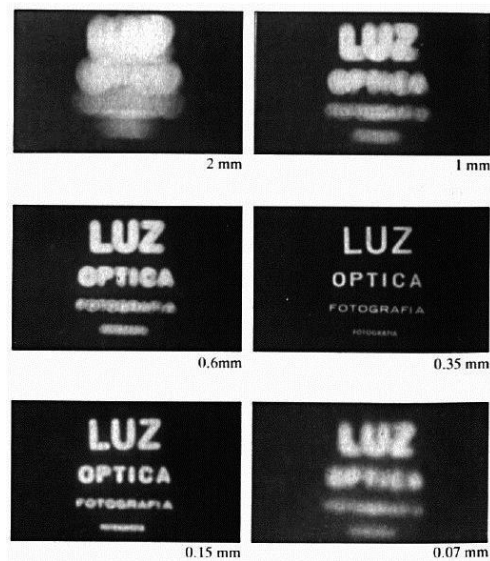
Justin Quinnell, The Clifton Suspension Bridge, December 17th 2007 - June 21st 2008
6-month exposure

Shrinking the aperture

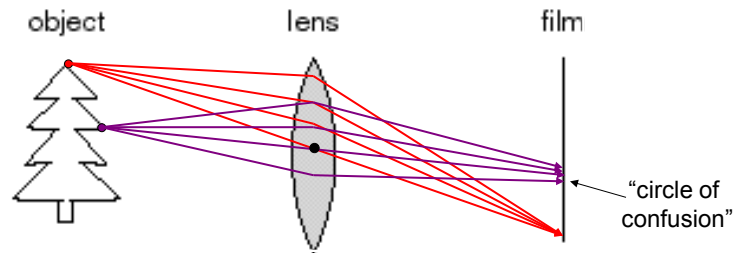


- Why not make the aperture as small as possible?
 - Less light gets through
 - *Diffraction* effects...

Shrinking the aperture



Adding a lens



- A lens focuses light onto the film
 - There is a specific distance at which objects are “in focus”
 - other points project to a “circle of confusion” in the image
 - Changing the shape of the lens changes this distance