Appendix B

Colour Figures

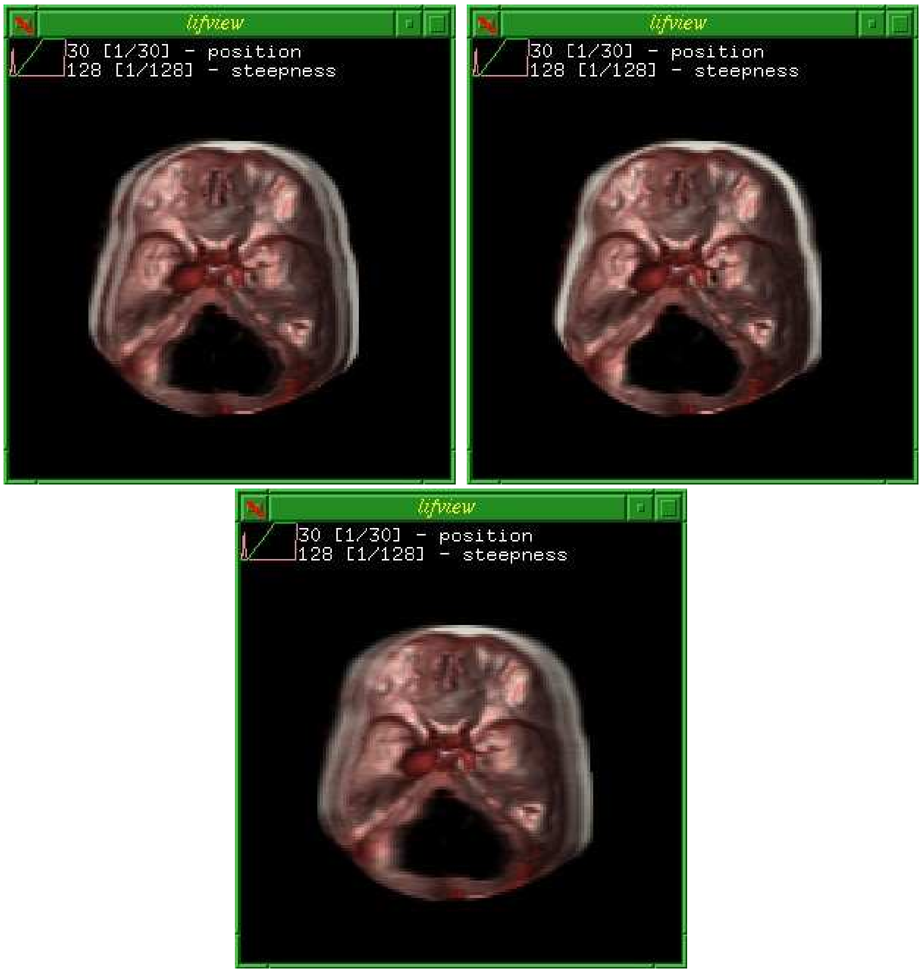

Figure B.1: Light fields with low uv sampling (left), twice the sampling density without filtering (right), and the same low sampling but with aperture filter (bottom).

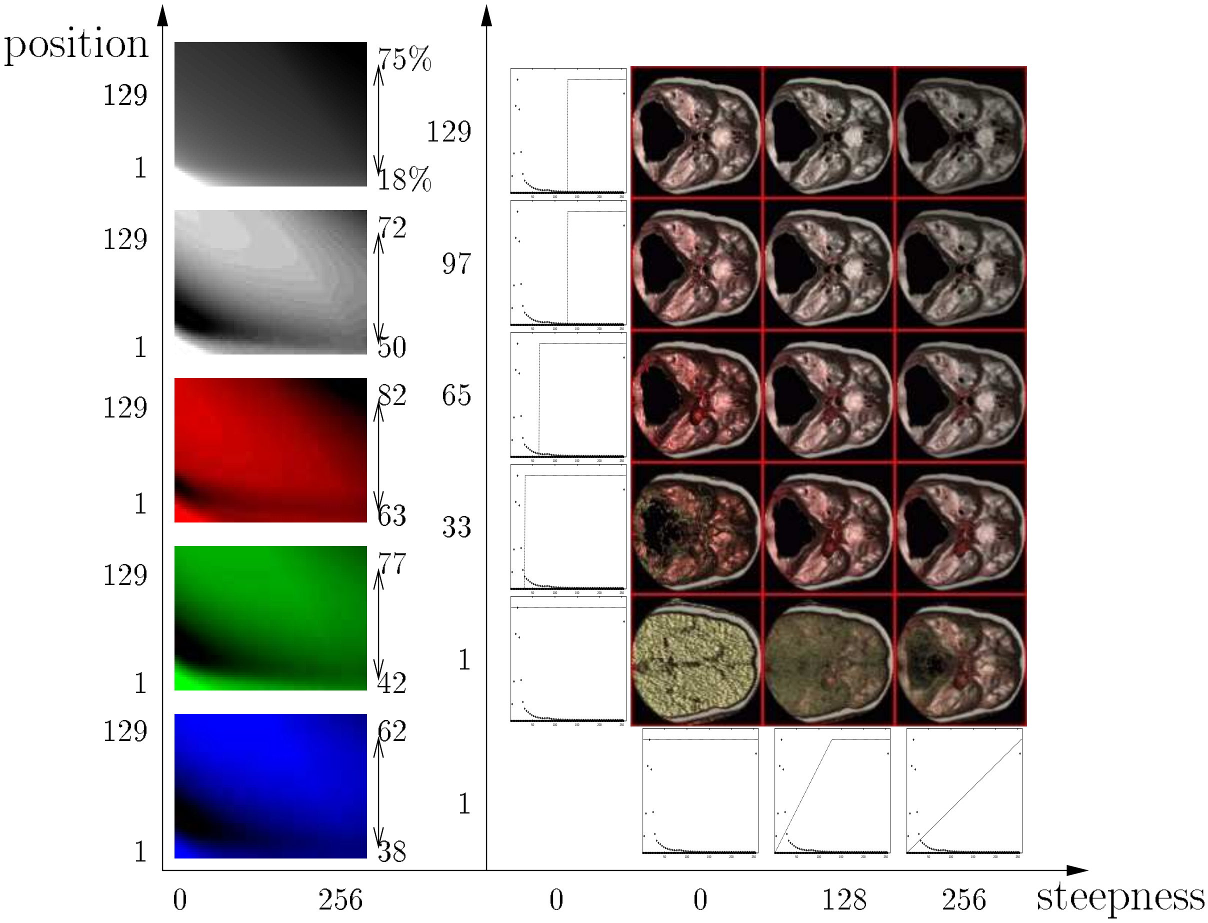

Figure B.2: The effect of the ramp parameters is smooth: average intensities and opacity (top image) on the left do not change rapidly. The opacity provides only a rough prediction of the colour intensities because of the non-linear colour mapping.

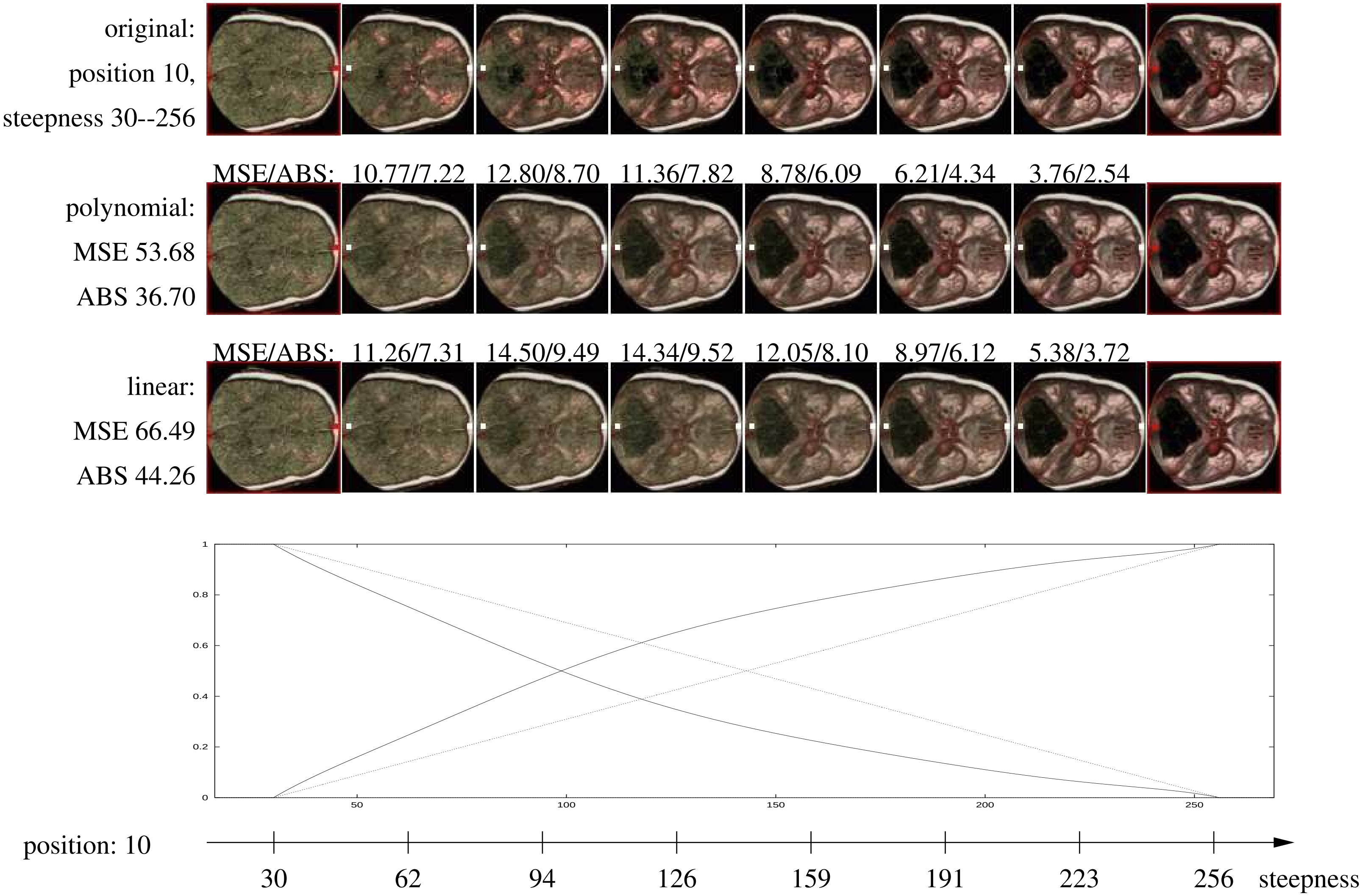

Figure B.3: Interpolation with linear and polynomial basis.

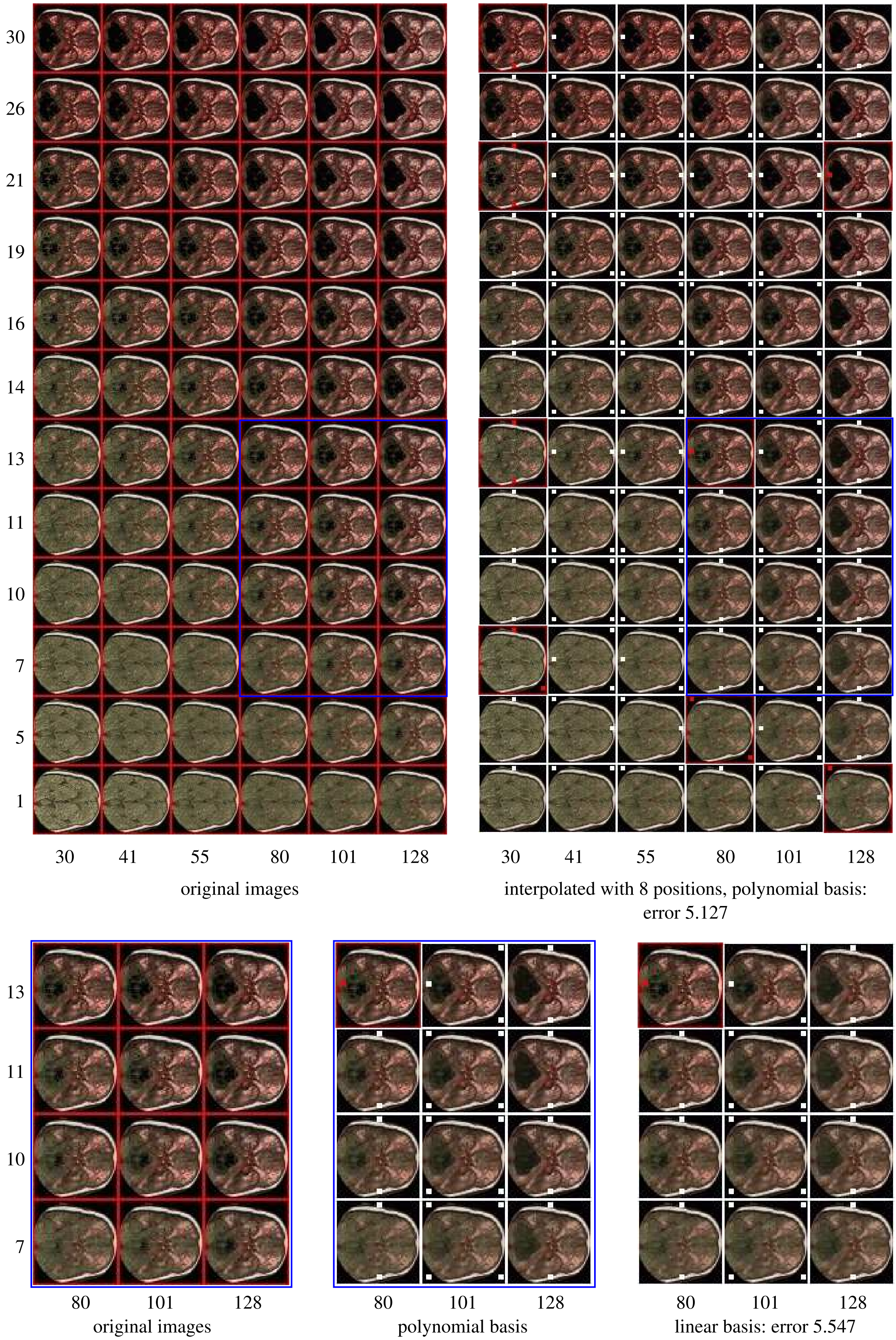

Figure B.4: Interpolation of a real example with polynomial and linear basis.

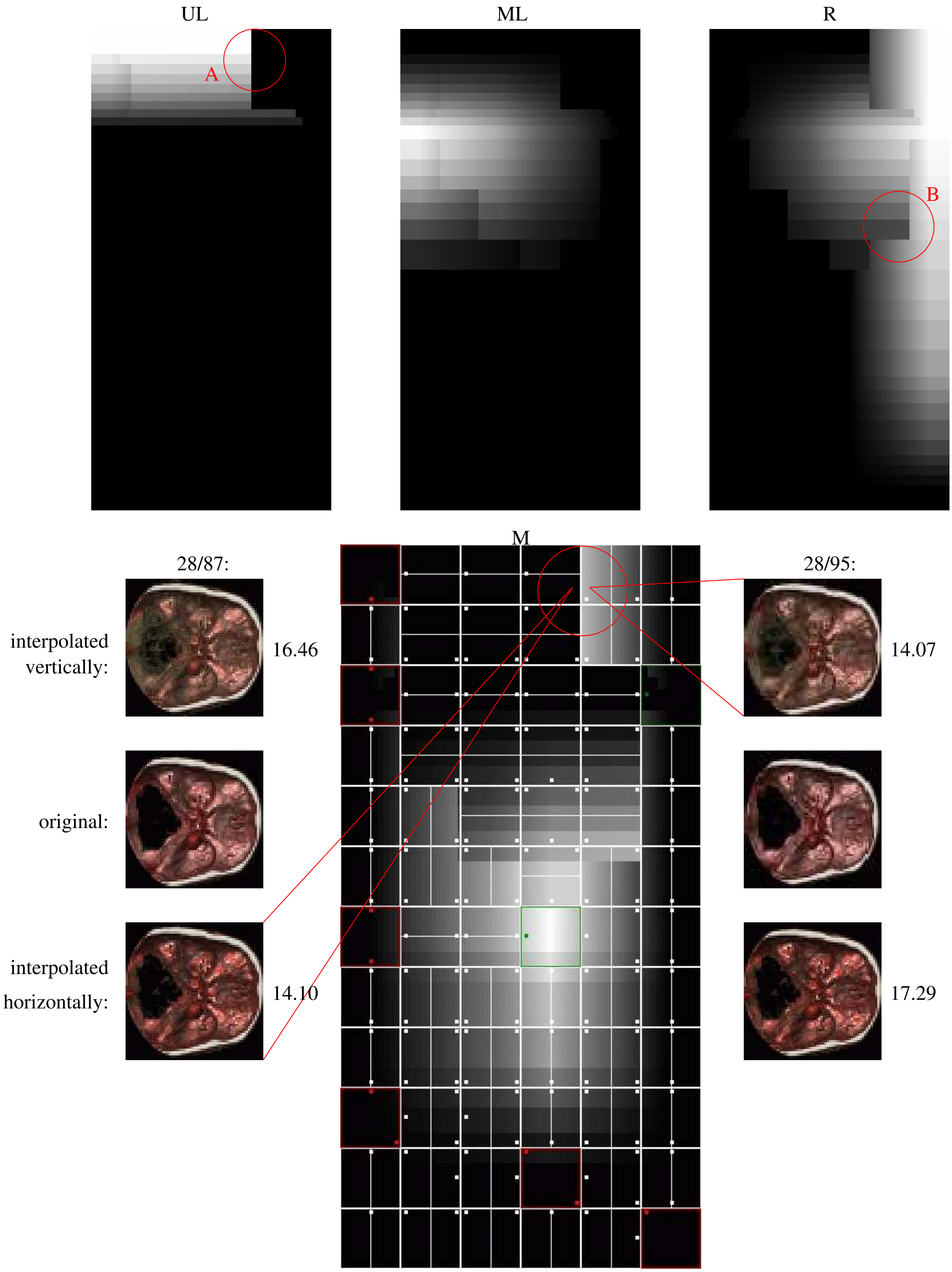

Figure B.5: Influence of top four remaining positions and pictures from the critical area.

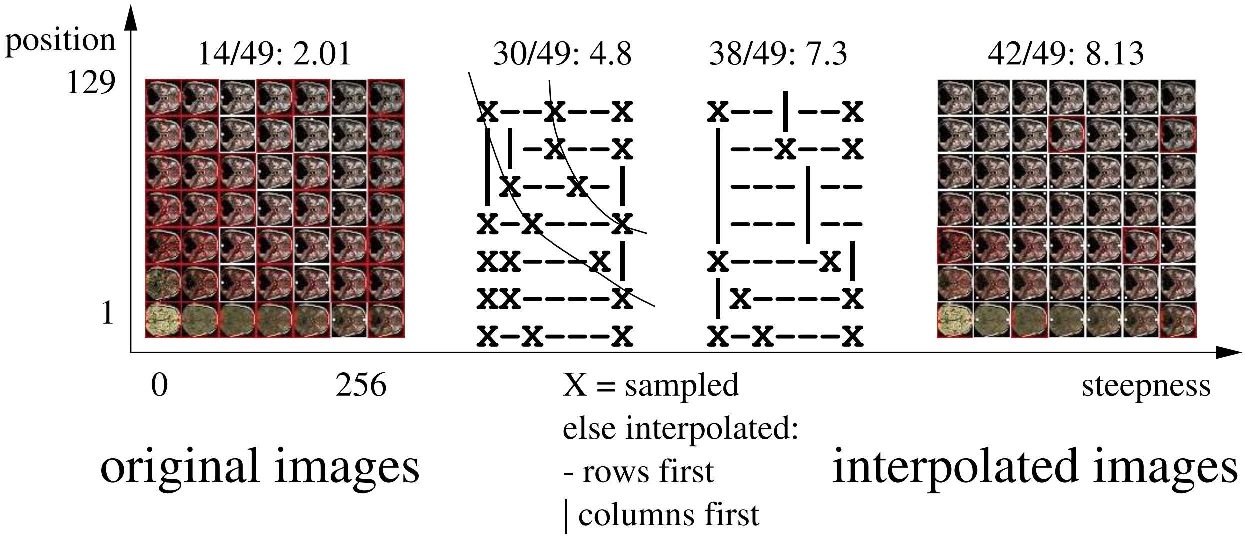

Figure B.6: Dropping sample positions.

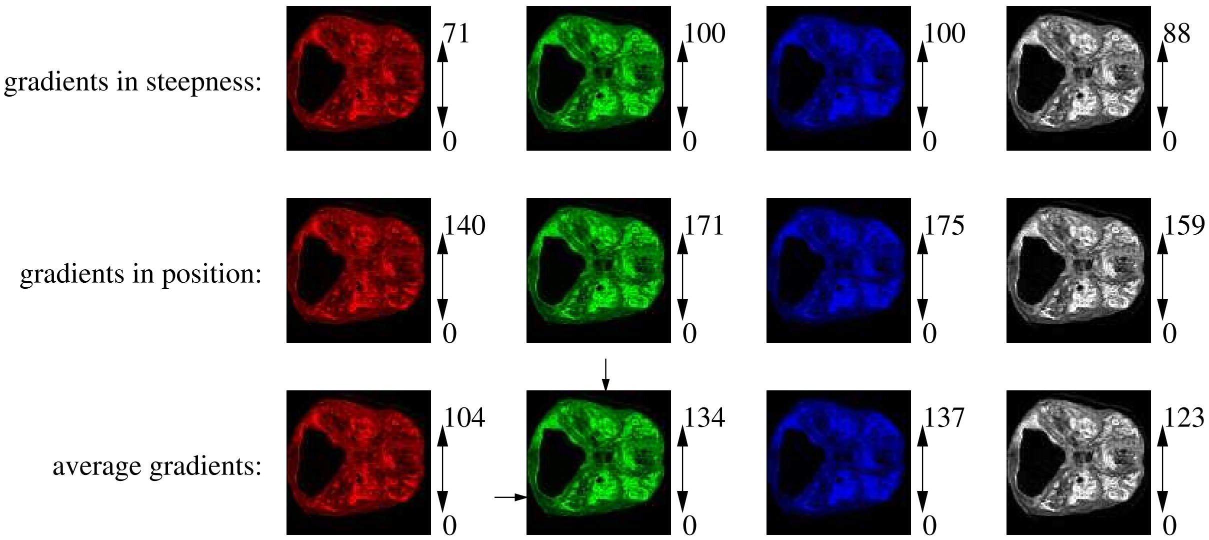

Figure B.7: Average intensity changes within each pixel (maximum changing pixel marked with arrows).

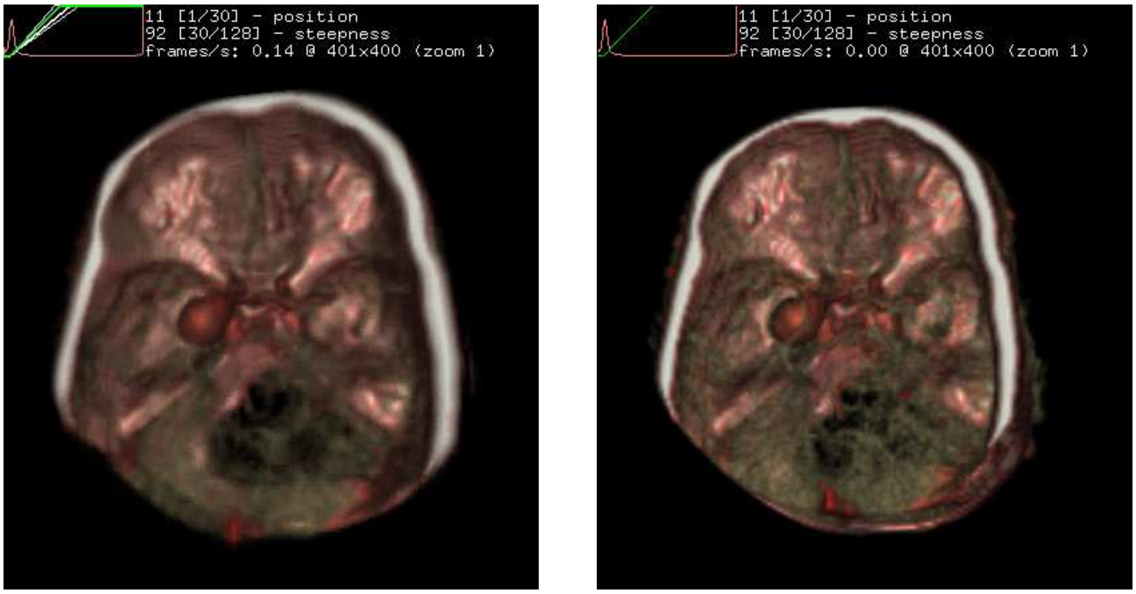

Figure B.8: Extended light field rendering (left) versus original rendering (right): fine details are lost due to blurring caused by the interpolations, but in general the image is still a close approximation. Differences in the geometry are caused by the fact that light field rendering uses perspective projection whereas the original `Volpack` rendering only supports parallel projection.

Figure B.9: Images extracted from the "aging buddha" animation.