Reducing Glare Effects with 4D Ray Sampling
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**Motivation**

- **Image glare** is caused by the scattering and reflection of light within and between lenses.
- Glare is typically an **unwanted phenomenon** that reduces image contrast and can obscure detail.
- Raskar et al.\(^6\) describe **statistical methods** for reducing glare by treating it as a 4D problem and performing outlier rejection in ray space.
- The **project goal** is to replicate the results of the Raskar et al.\(^6\) paper using a lightfield camera (Lytro Illum) while exploring the statistical trade space.

**Related Work**