Reducing Glare Effects with 4D Ray Sampling

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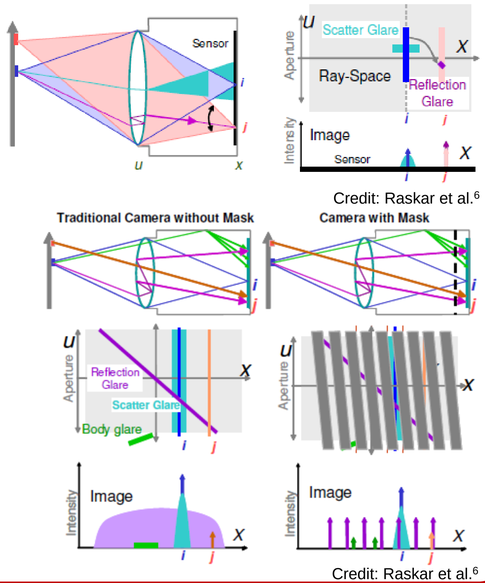
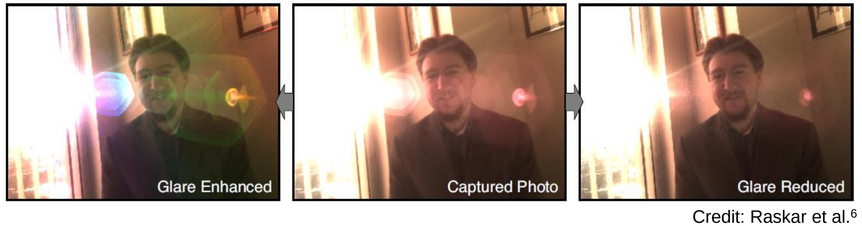
Motivation

- *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.



Credit: Raskar et al.[6]

Related Work



Credit: Raskar et al.[6]

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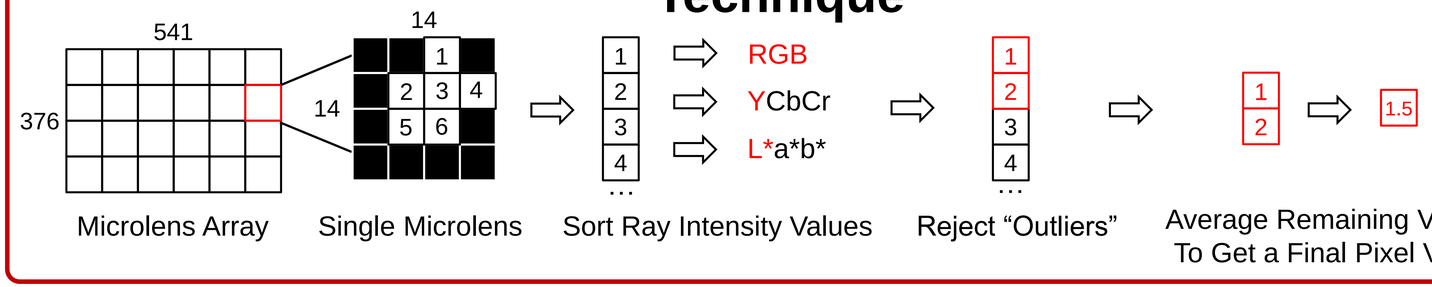
Technique



Experimental Results