

# Image Formation – Part 1

Computational Photography (CSCI 3240U)

**Faisal Z. Qureshi**

<http://vclab.science.ontariotechu.ca>



# Acknowledgments

- These slides borrow and adapt materials developed by others, including
  - Michael Brown
  - Kyros Kutulakos
  - David Lindell
  - Gordon Wetzstein
  - Marc Levoy
  - Fredo Durand
  - Paul Debevec
  - Ramesh Raskar

# Slide credits

- A lot of inspiration and quite a few examples for these slides were taken directly from:
  - Kayvon Fatahalian (15-769, Fall 2016).
  - Michael Brown (CVPR 2016 Tutorial on understanding the image processing pipeline).
  - Marc Levoy (Stanford CS 178, Spring 2014).

# Special thanks to Ioannis Gkioulekas

- Many of the slides are taken with his permission from the computational photography course that he has developed at CMU

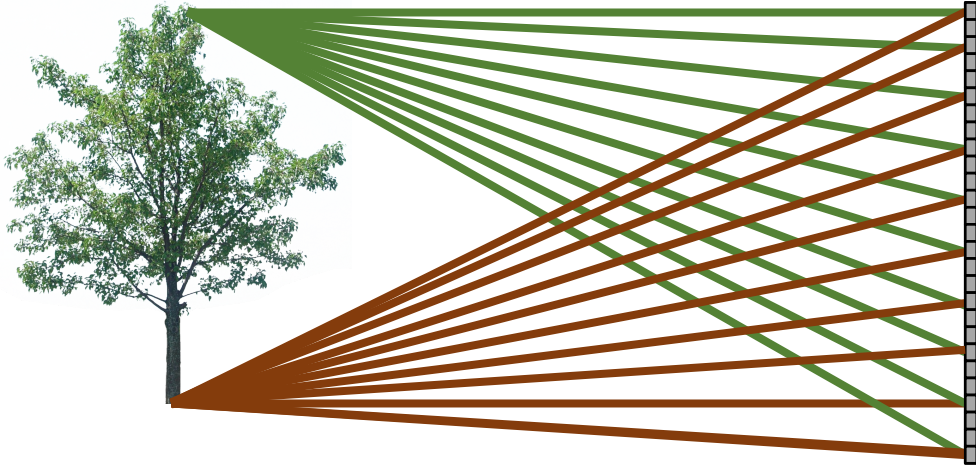
# Pinhole Cameras



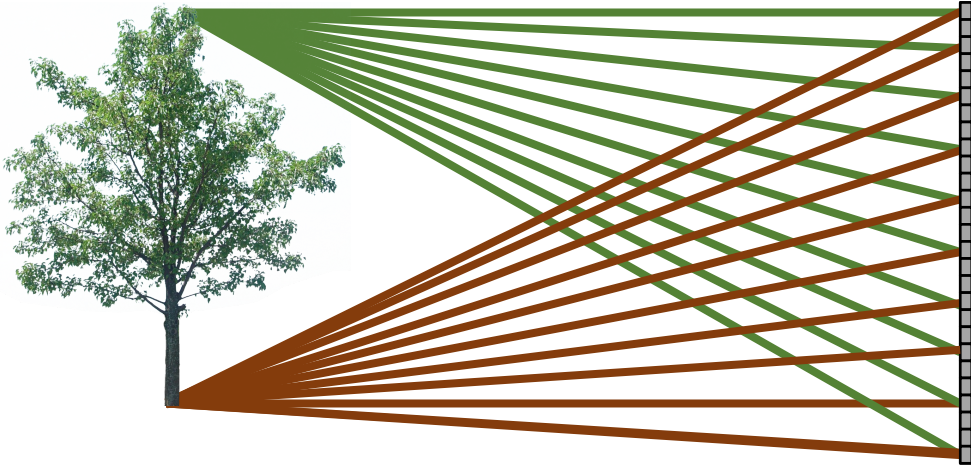
# Pinhole Cameras



# Pinhole Cameras



# Pinhole Cameras



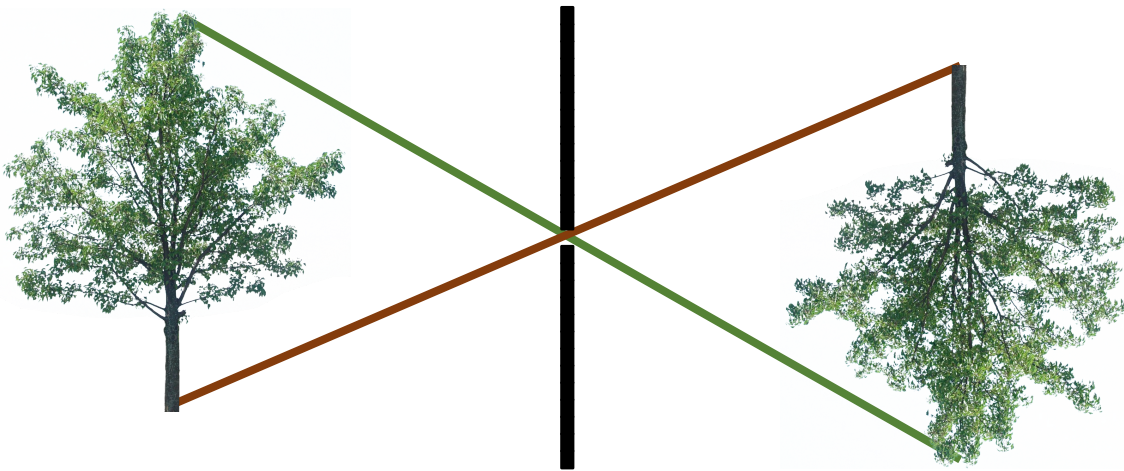
The image doesn't look anything like the tree on the left



# Pinhole Cameras



# Pinhole Cameras

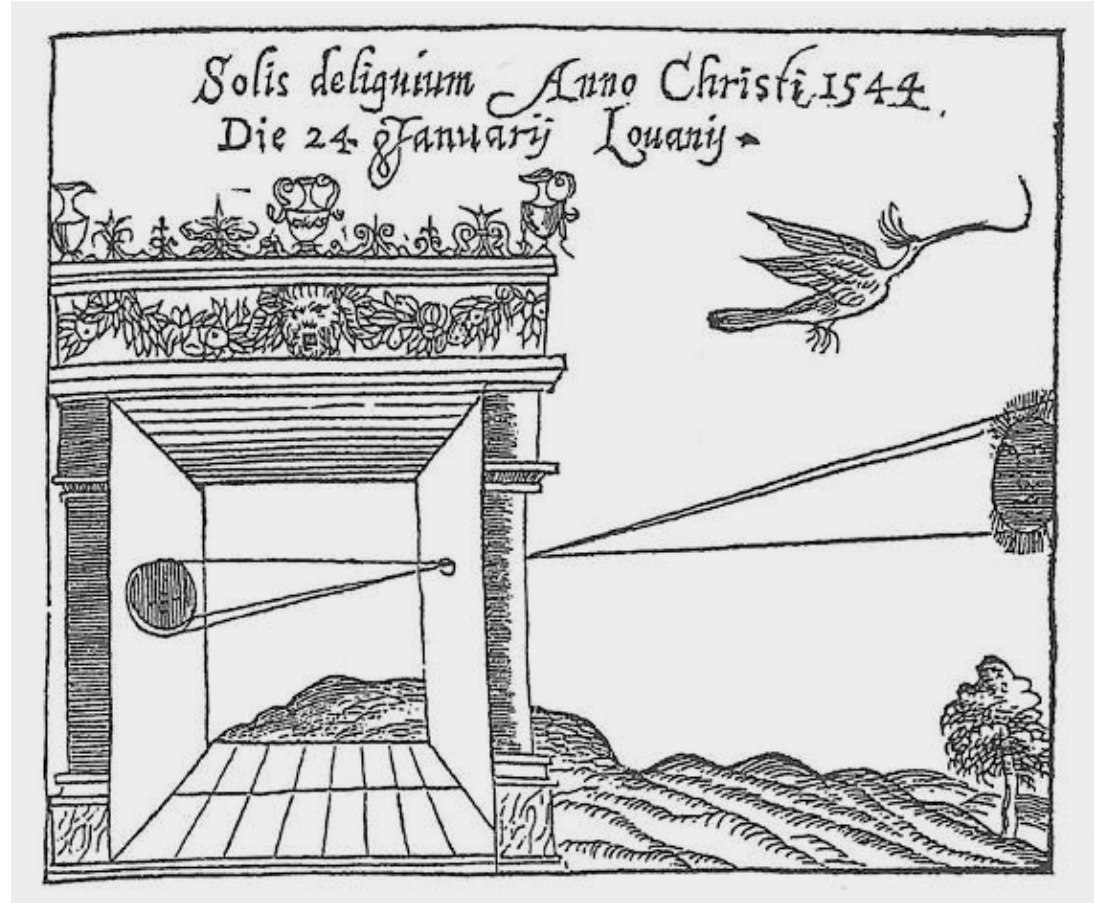


The image is inverted!

# Camera Obscura



*First Mention*  
Chinese philosopher Mozi  
(470 to 390 BC)



*First Camera*  
Greek philosopher Aristotle  
(384 to 322 BC)





What does this image tell us about the outside?

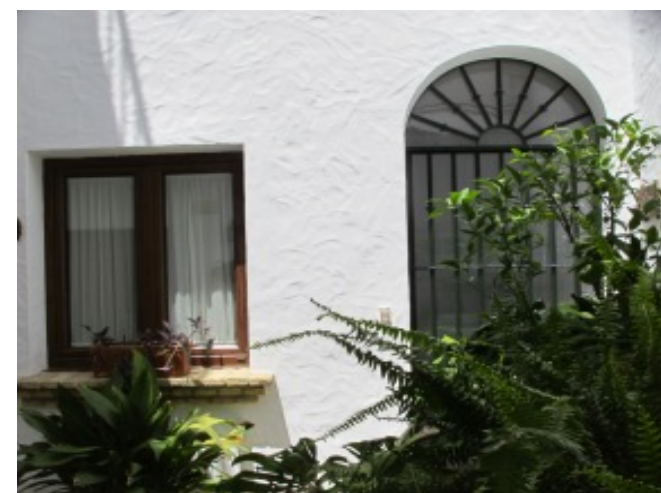


# Windows as pinholes!

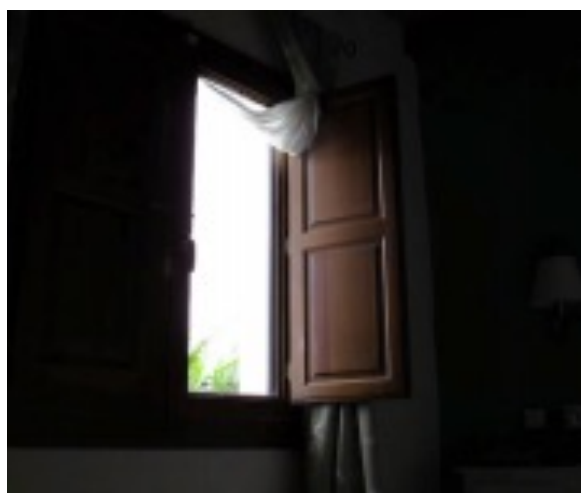


Antonio Torralba and William T. Freeman, CSAIL, MIT

# Windows as Pinholes!



Outside Scene



Window is an aperture  
i.e. a pinhole



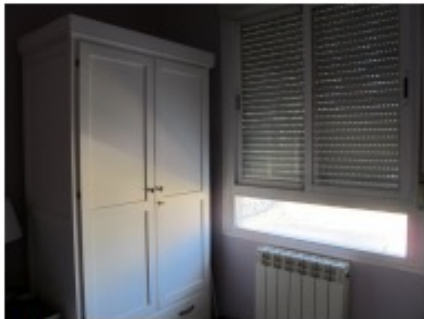
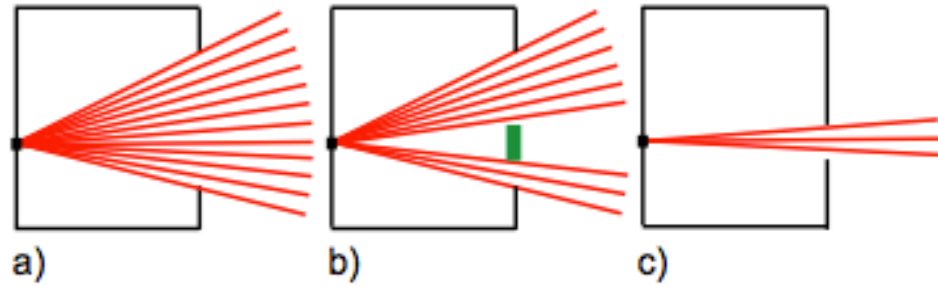
Lighting pattern on the  
inside wall



Lighting pattern on the  
inside wall as the **window**  
gets smaller



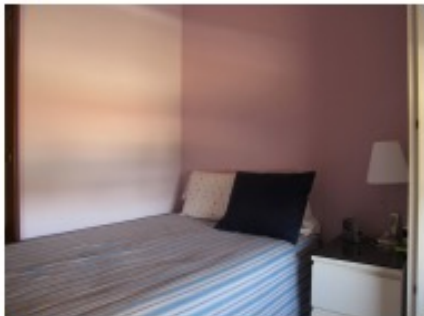
# Accidental pinspeck Camera



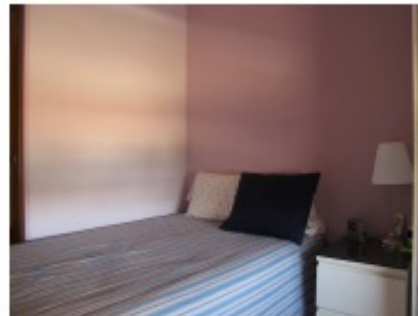
a)



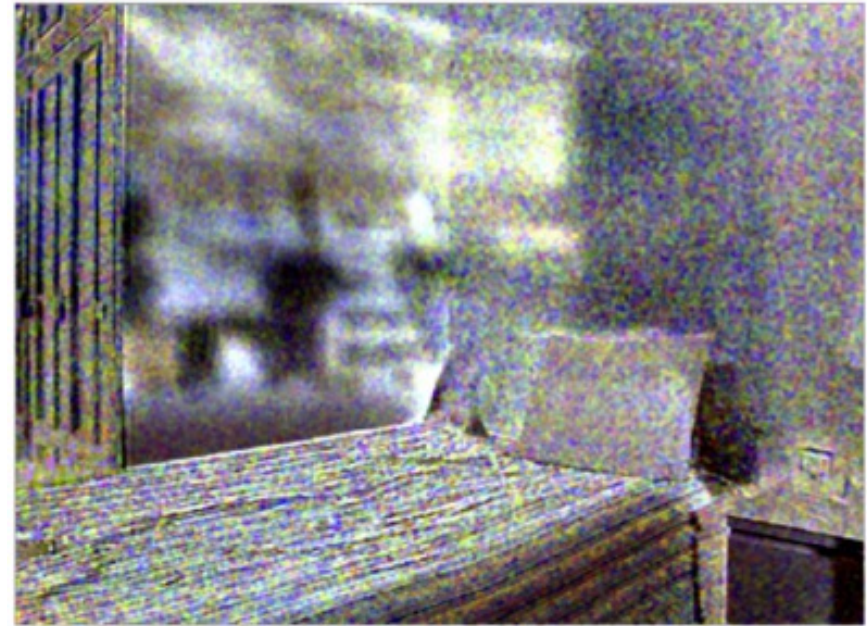
b)



c)



d)



a) Difference image



b) Difference upside down

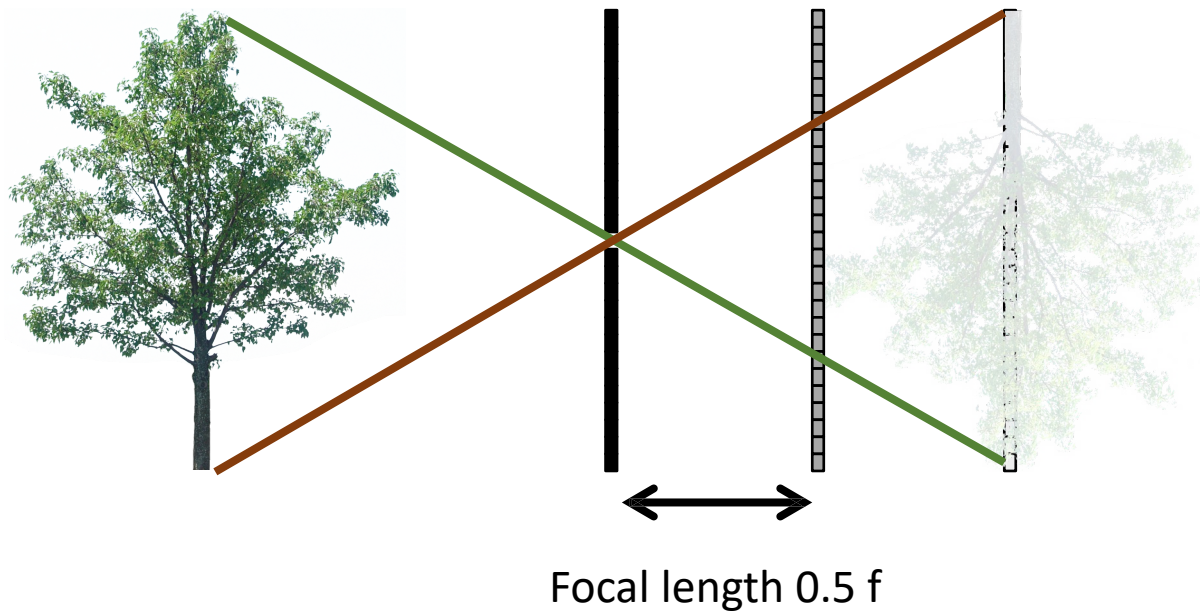


c) True outdoor view

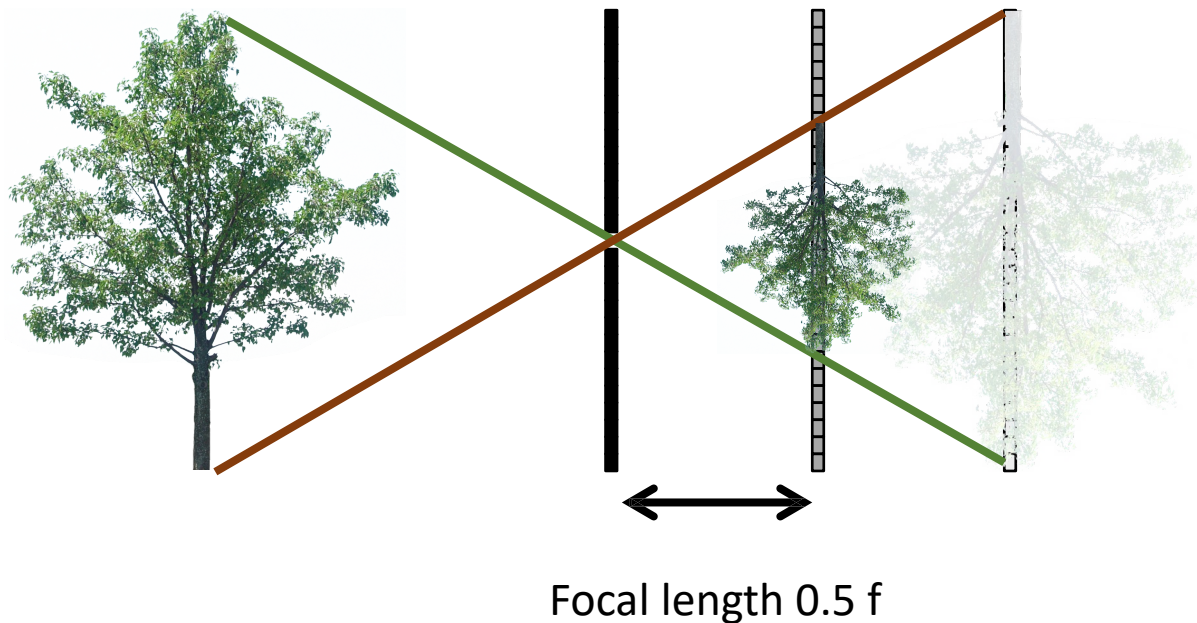
# Pinhole Cameras



# Pinhole Cameras

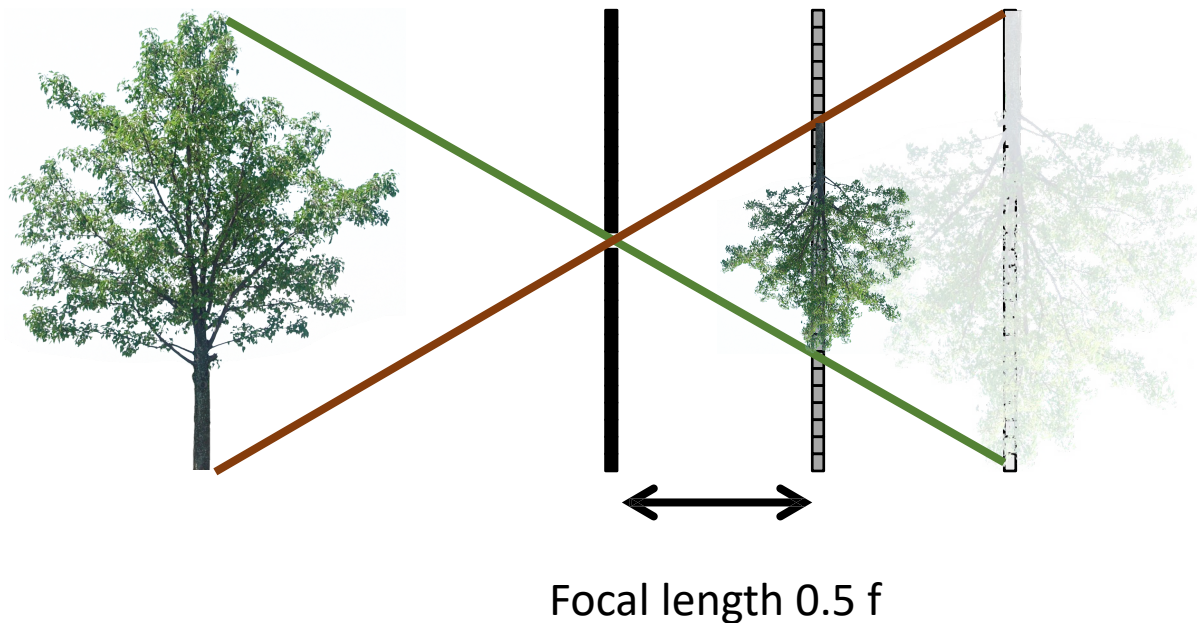


# Pinhole Cameras



The distance of the image plane to the pinhole affects the size of the image. The size of the object seen in the image shrinks as the distance between the image plane and the pinhole is reduced and vice-versa.

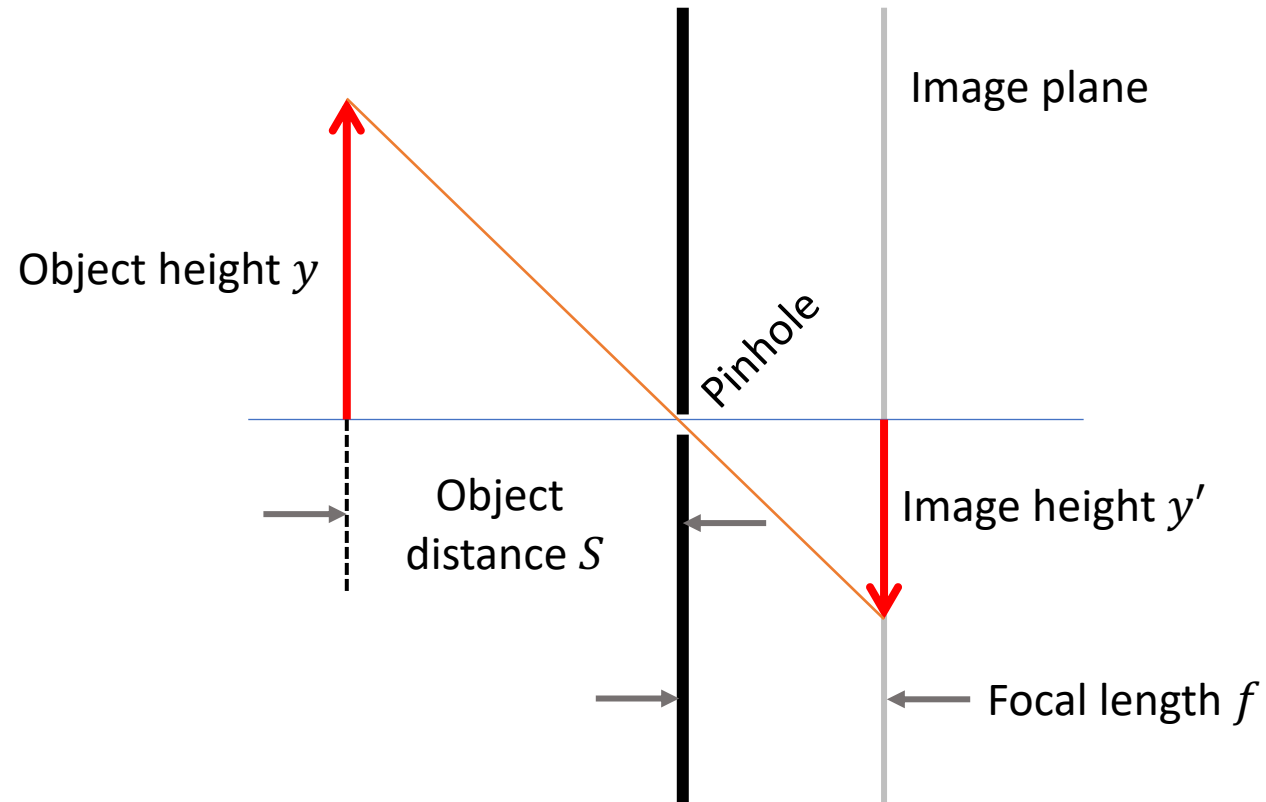
# Pinhole Cameras



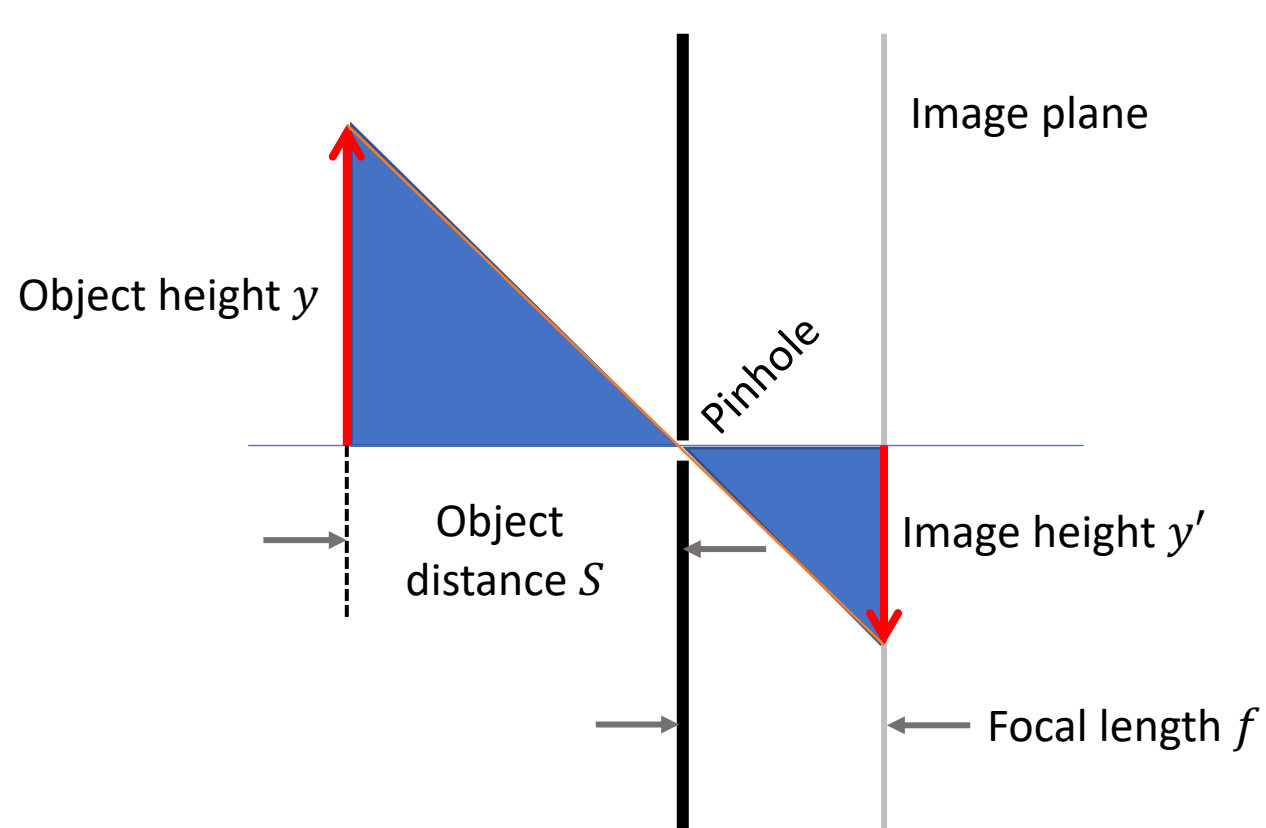
Can we say something more specific?

The distance of the image plane to the pinhole affects the size of the image. The size of the object seen in the image shrinks as the distance between the image plane and the pinhole is reduced and vice-versa.

# Pinhole Cameras

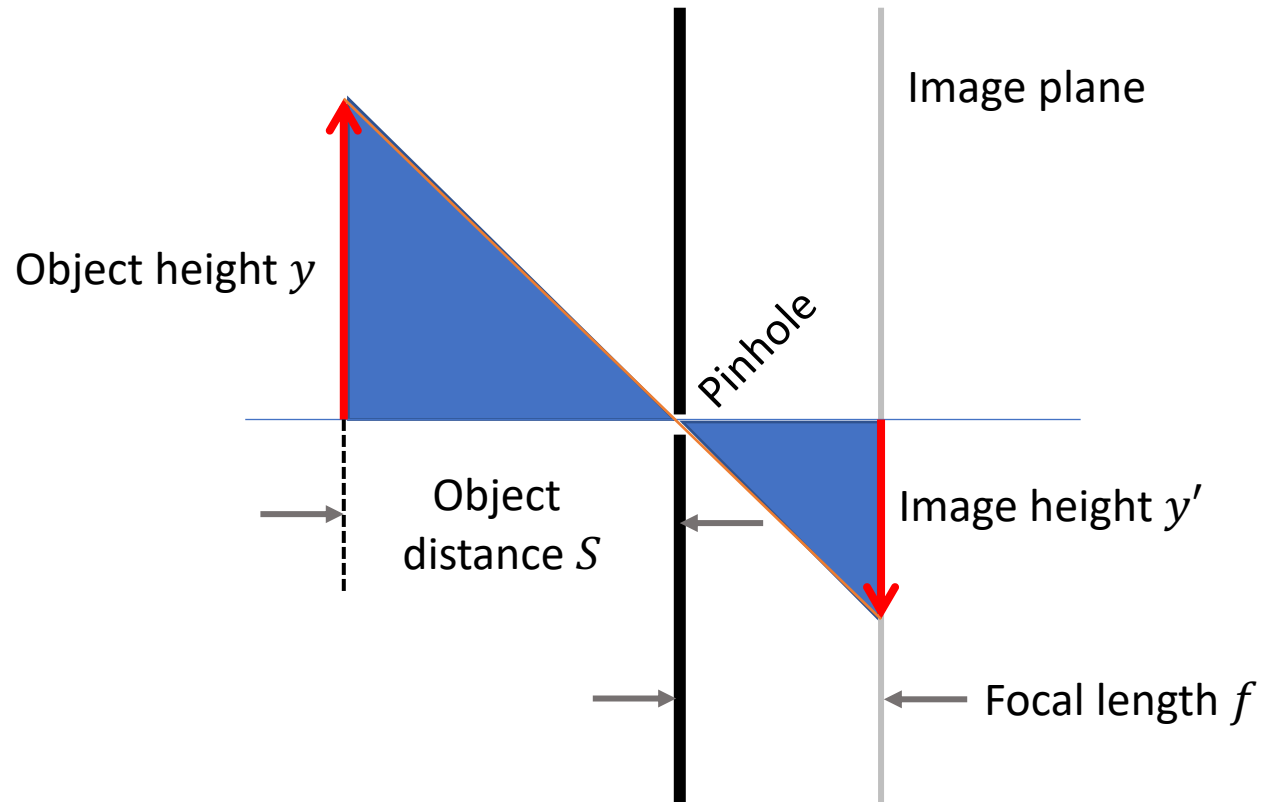


# Pinhole Cameras



**Similar triangles**

# Pinhole Cameras

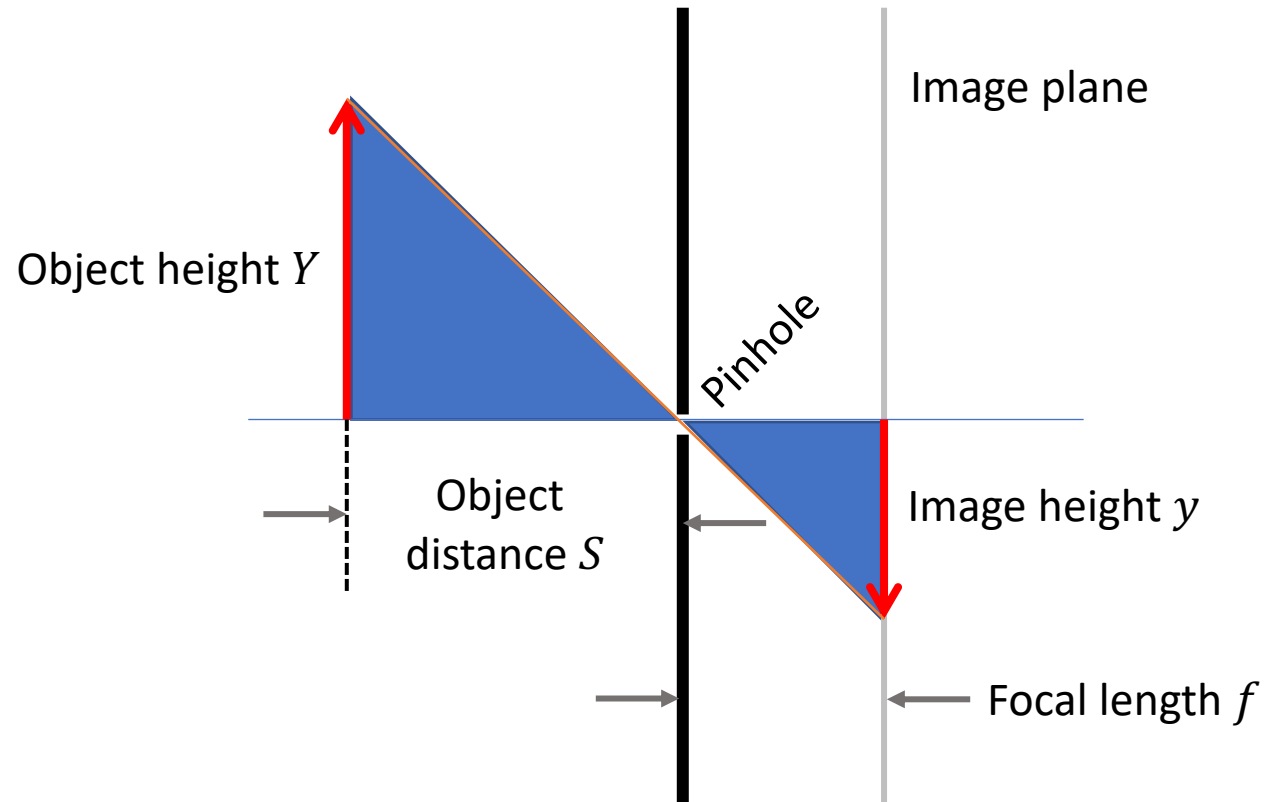


**Similar triangles**

$$\frac{y}{S} = \frac{y'}{f}$$



# Pinhole Cameras



## Similar triangles

$$\frac{y}{S} = \frac{y'}{f}$$

$$y' = f \frac{y}{S}$$



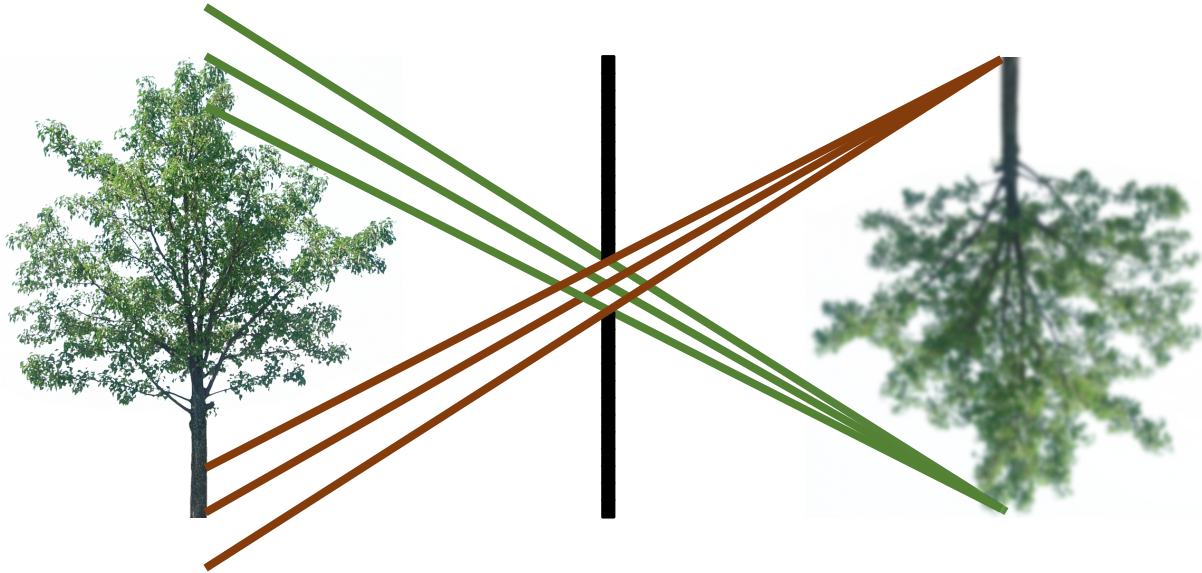
Farther objects appear smaller

# Pinhole Cameras

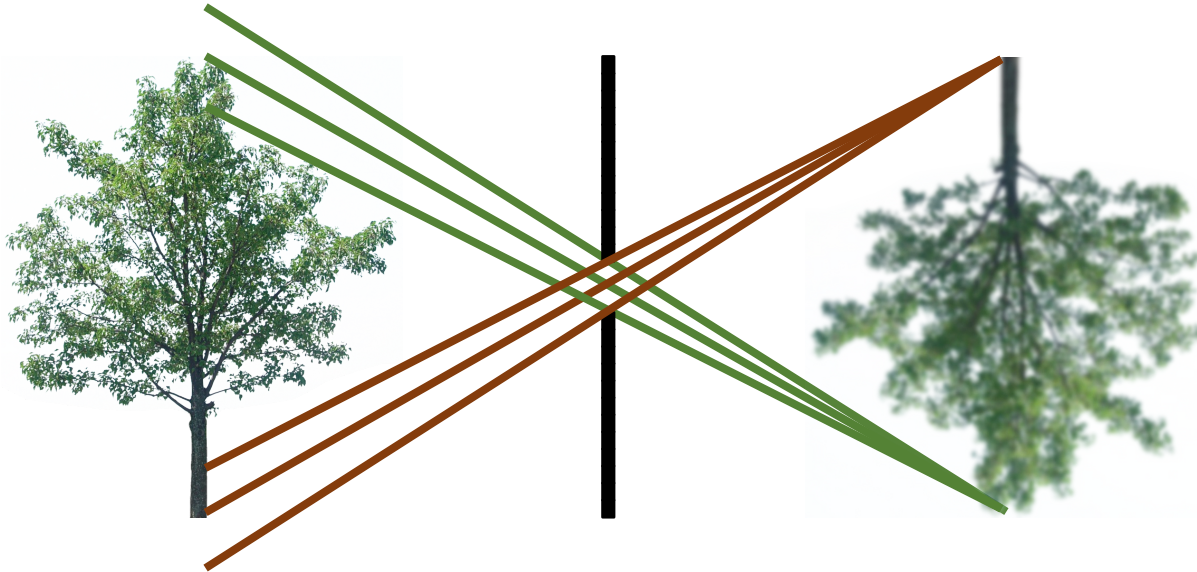


What happens if we increase the diameter of the pinhole?

# Pinhole Cameras

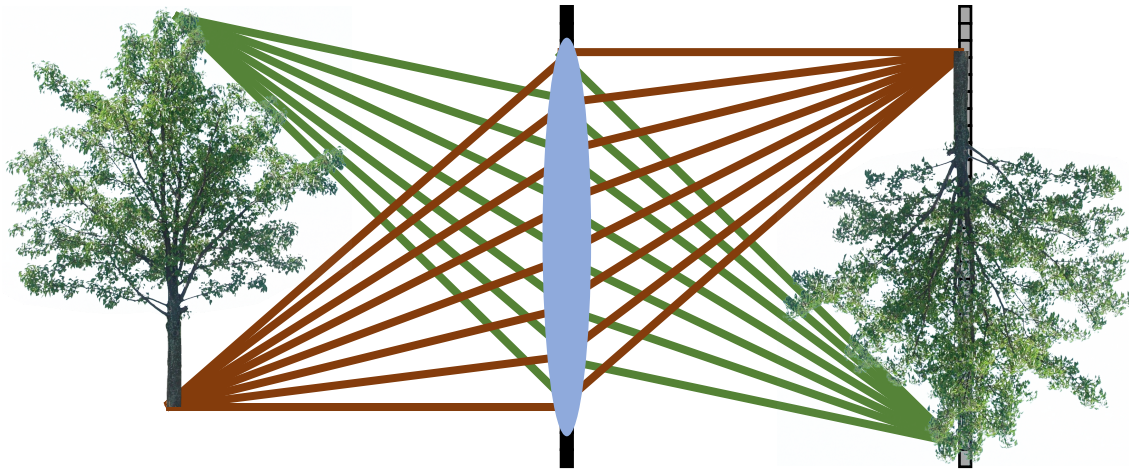


# Pinhole Cameras



Increasing the size of the pinhole, i.e., aperture, blurs the image

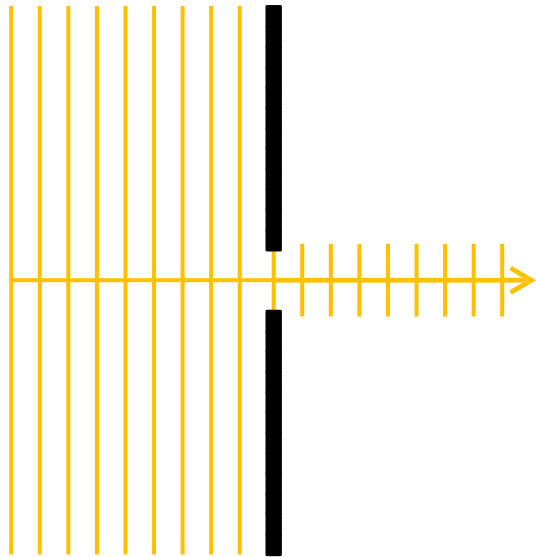
# Using Lenses to Create Sharper Images



Lenses map “bundles” of rays from points on the scene to the sensor.

# Size of the Pinhole

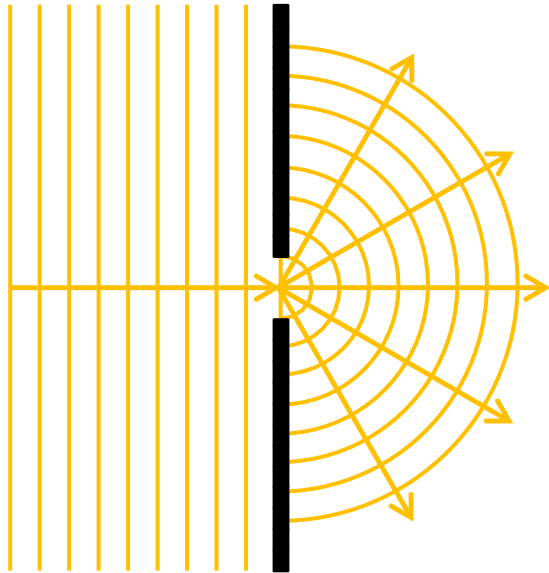
- We saw that increasing the size of the pinhole blurs the image
- What will happen if we continue to reduce the size of the pinhole?



If the wavelength of the light is much smaller than the diameter of the pinhole (aperture), we can assume that light to travel in straight line

# Size of the Pinhole

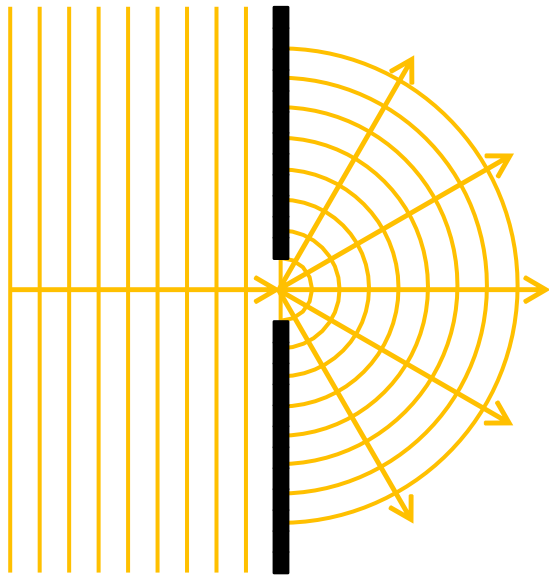
- We saw that increasing the size of the pinhole blurs the image
- What will happen if we continue to reduce the size of the pinhole?



If, however, wavelength of the light is similar to the diameter of the pinhole, the light rays spread out. This is called **diffraction**.

# Size of the Pinhole

- We saw that increasing the size of the pinhole blurs the image
- What will happen if we continue to reduce the size of the pinhole?
  - Image will be blurry due to diffraction

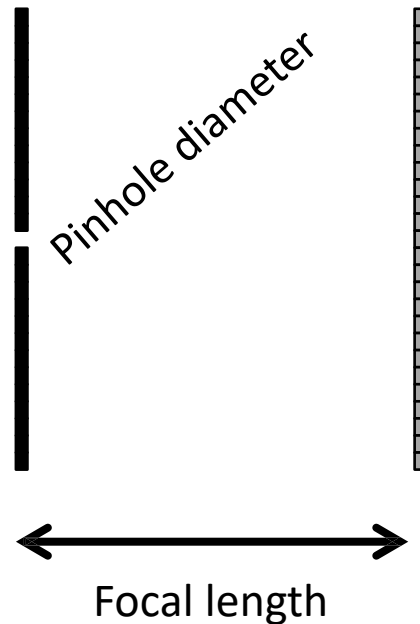


If, however, wavelength of the light is similar to the diameter of the pinhole, the light rays spread out. This is called **diffraction**.



# Light Efficiency

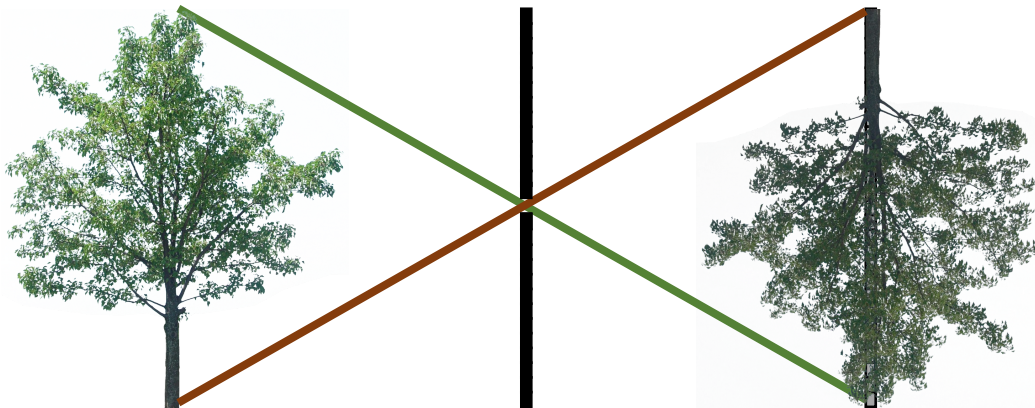
- Pinhole diameter  $\times 2 =$  light  $\times 4$
- Focal length  $\times 2 =$  light  $\times 1/4$



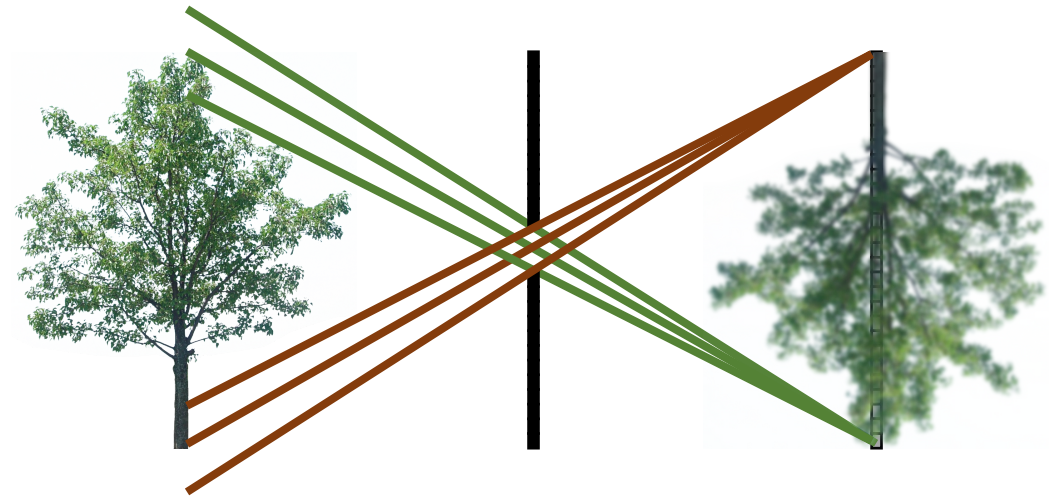
To gather more light in order to get better **signal-to-noise ratio**, we desire larger pinholes; however, larger pinholes result in blurry images. There, we use lenses.

# Pinhole Camera Trade-off

- Small (ideal) pinhole
  - Sharp image
  - Low signal-to-noise ratio



- Large pinhole
  - Blurry image
  - High signal-to-noise ratio



# Summary

- Pinhole Cameras
  - Image formation
  - Pinhole size
  - Tradeoff

# Summary

- Pinhole Cameras
  - Image formation
  - Pinhole size
  - Tradeoff

Onwards to part 2  
that discusses lenses

Nimrud lens – 2700 years old

