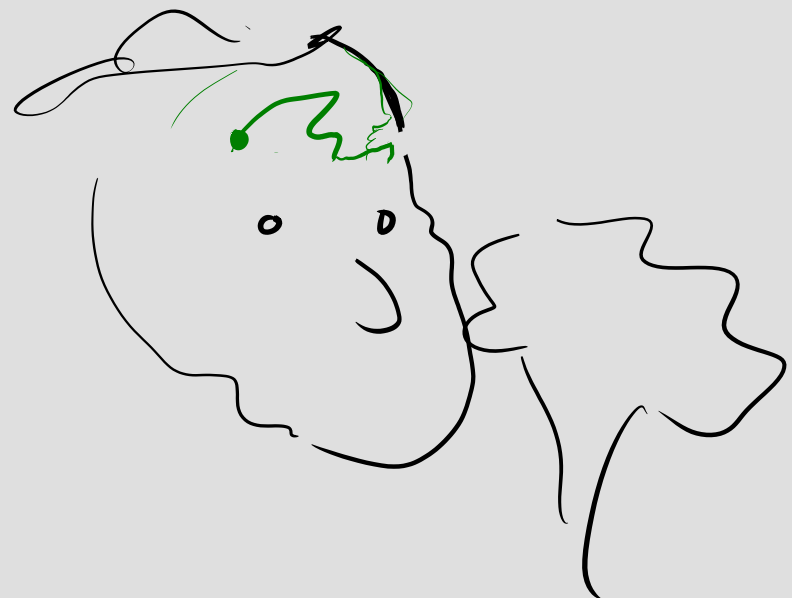


BW  $\rightarrow$  color

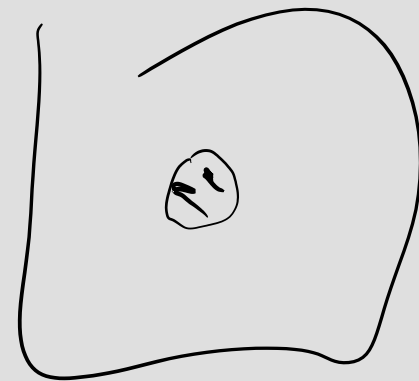
HSL  
└──┘  
↑

Film Compression

- deltas  $\rightarrow$  image blur

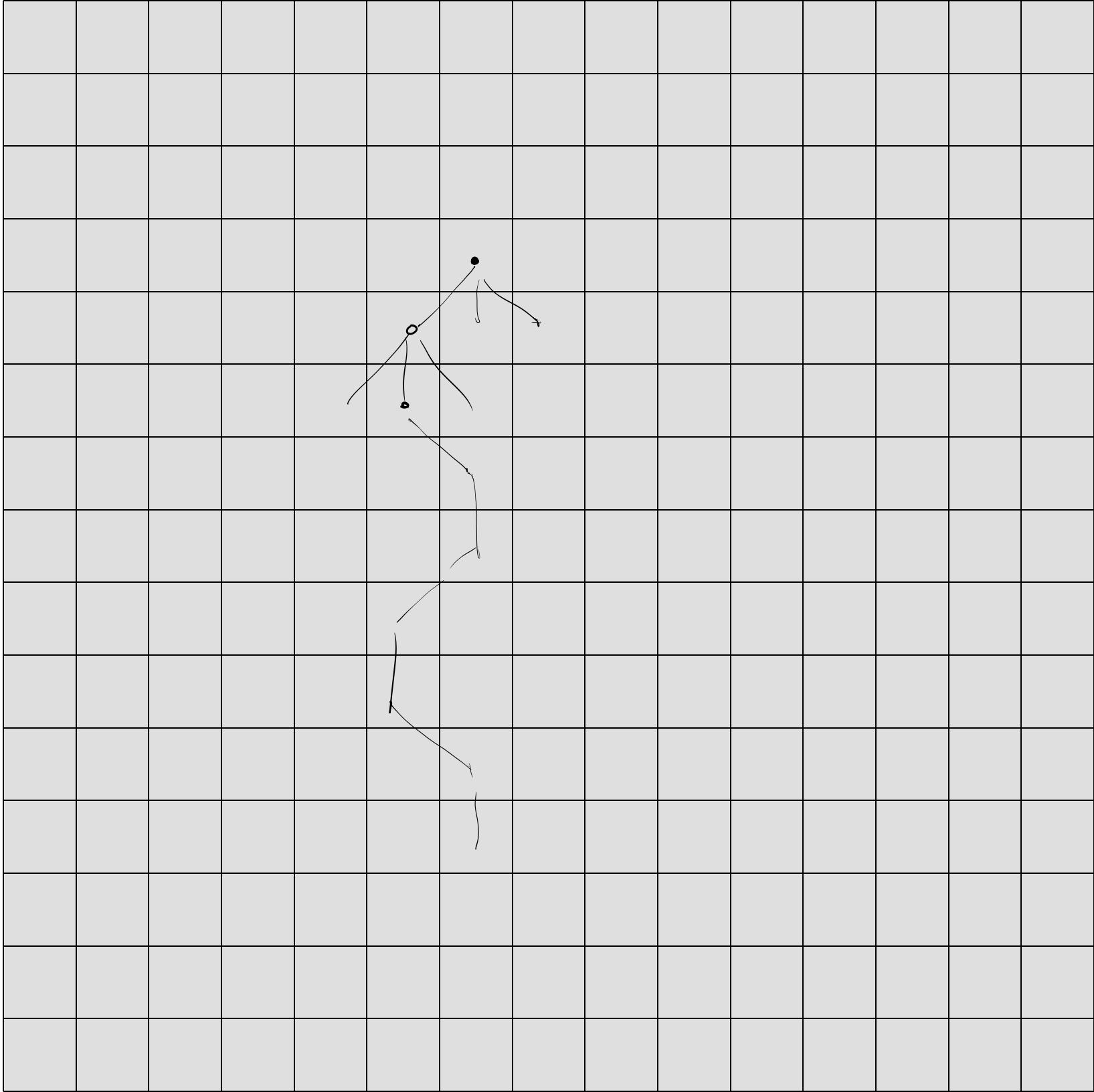


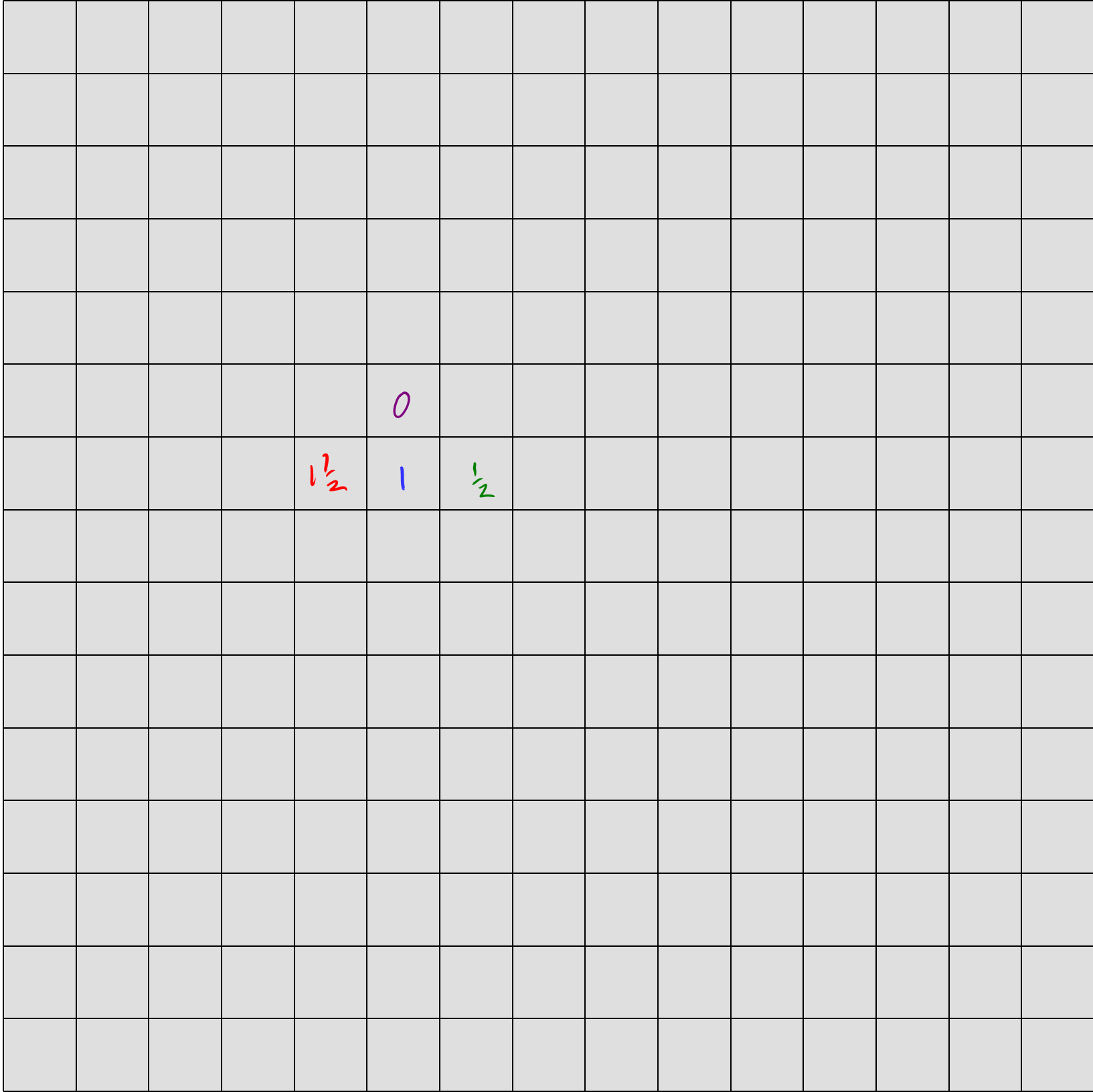
edge det.



$$\begin{bmatrix} -\frac{1}{2} & 2 & -\frac{1}{2} \end{bmatrix}$$

1	2				0								
$\rightarrow$ 2	5	6		1	1	1	2	2	2				-3
1	3			2	2	1	2	1	2				
				2	1	1	2	2	2				



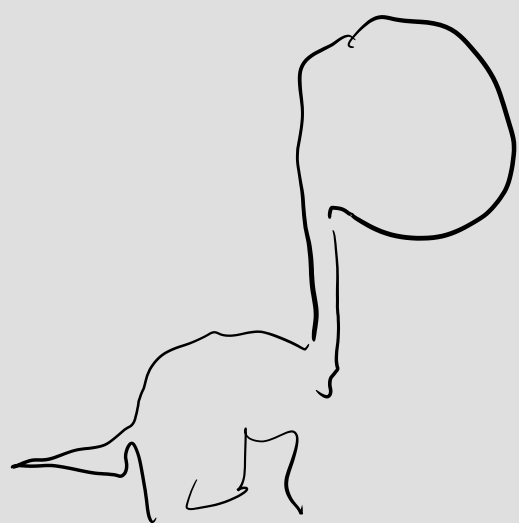
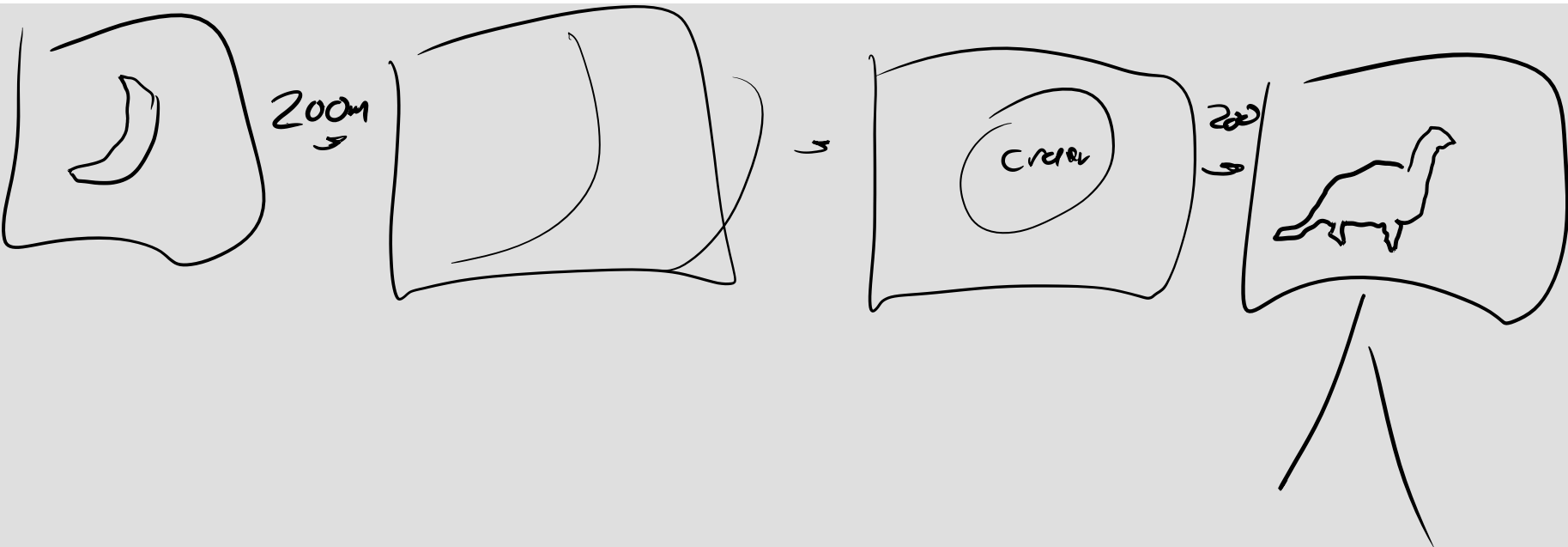


0

$\frac{1}{2}$

1

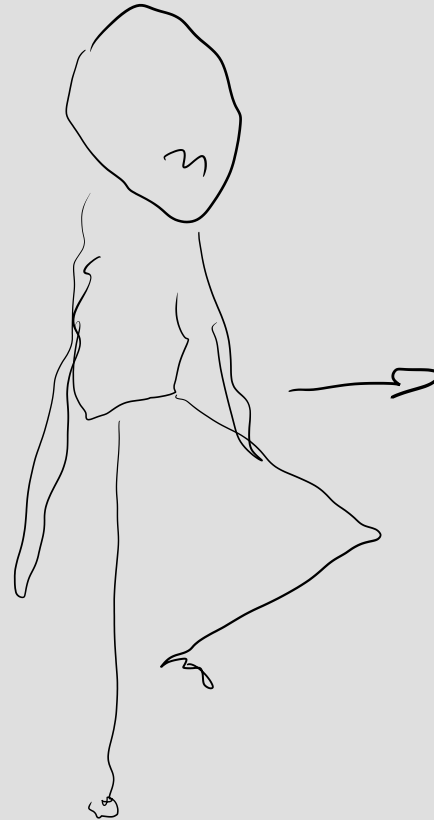
$\frac{1}{2}$



Graphics

Backwards

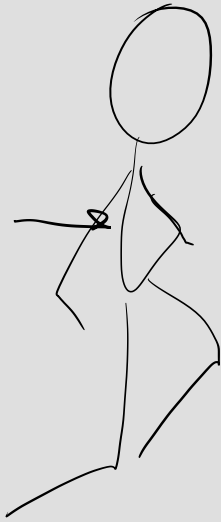
2 cameras - parallax



Phys



Easui



What does upholstery look like?

BRDF

light color / Br - 3 - all at once

normal - 3/2  
dir cam - 3/2  
eye - 3/2

