

I implemented the light field/lumigraph. First, I sample a scene for one light slab. I put image plane on the uv plane, and the camera on the st plane. The following picture is one of the samples:



For depth correction later, I also read the z value of each pixel.

When I reconstruct the lumigraph, I use several interpolation algorithms.

The following picture is using nearest interpolation:



The following picture is using bilinear interpolation in uv plane



The following picture is using bilinear interpolation in st plane



The following picture is using quadrilinear interpolation in uv plane and st plane



The following picture is using depth correction based on the quadrilinear interpolation

