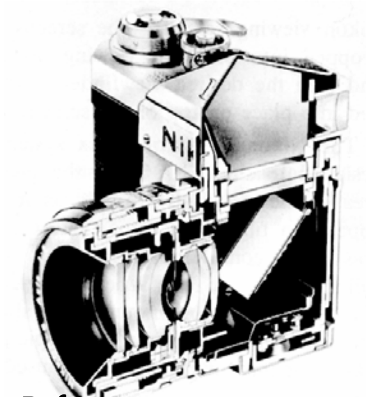
Camera Simulation



Effect	Cause
Field of view	Film size, stops and pupils
Depth of field	Aperture, focal length
Motion blur	Shutter
Exposure	Film speed, aperture, shutter

References

- Photography, B. London and J. Upton
- Optics in Photography, R. Kingslake
- The Camera, The Negative, The Print, A. Adams

Topics

Lenses and field of view

Depth of focus and depth of field

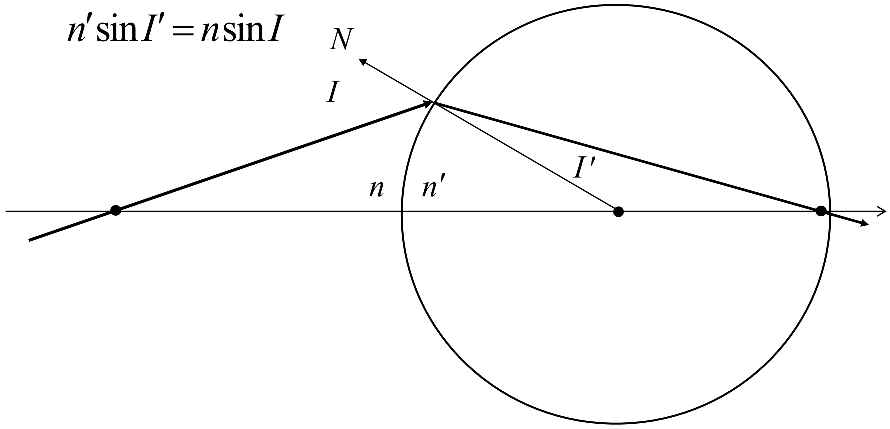
Exposure

Lenses

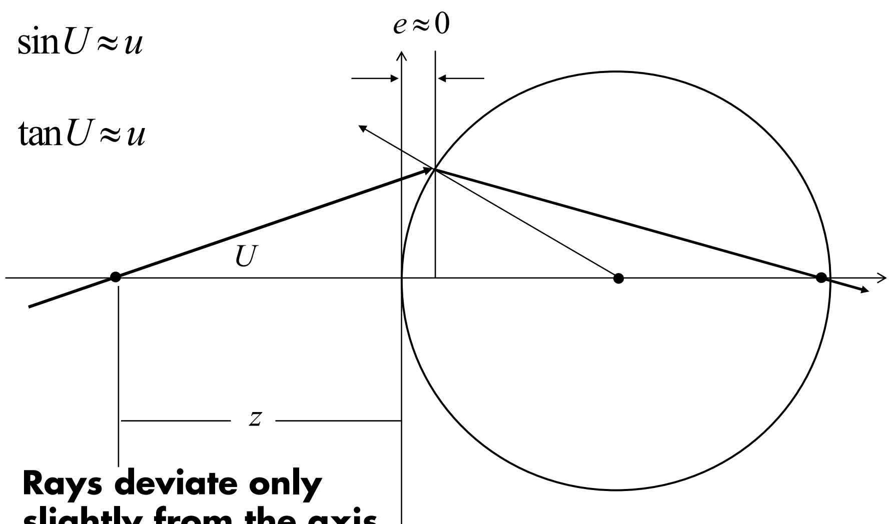
Refraction

Snell's Law

$$n' \sin I' = n \sin I$$



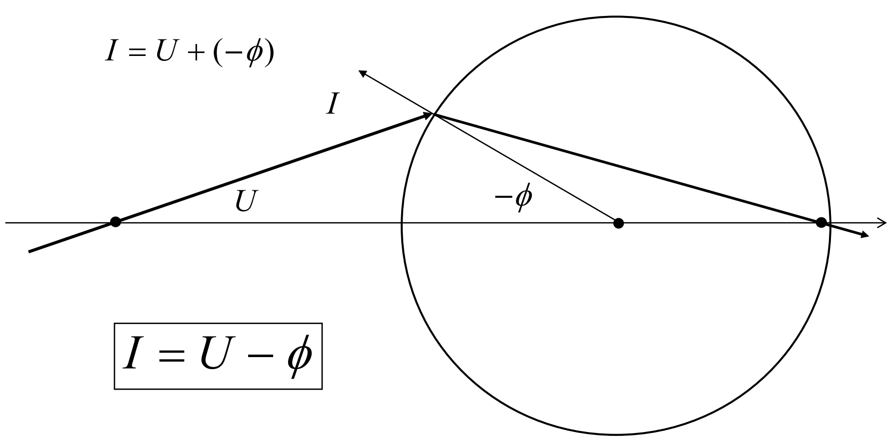
Paraxial Approximation



Rays deviate only slightly from the axis

Incident Ray

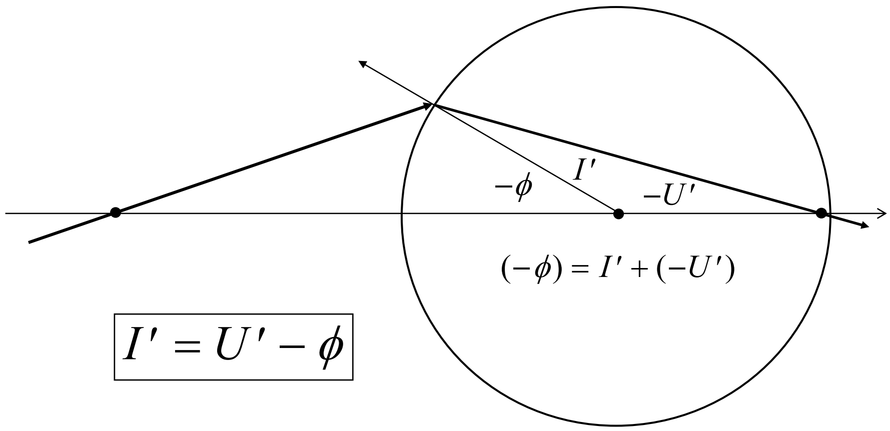
Angles: ccw is positive; cw is negative



$$I = U - \phi$$

The sum of the interior angles is equal to the exterior angle.

Refracted Ray



$$I' = U' - \phi$$

Derivation

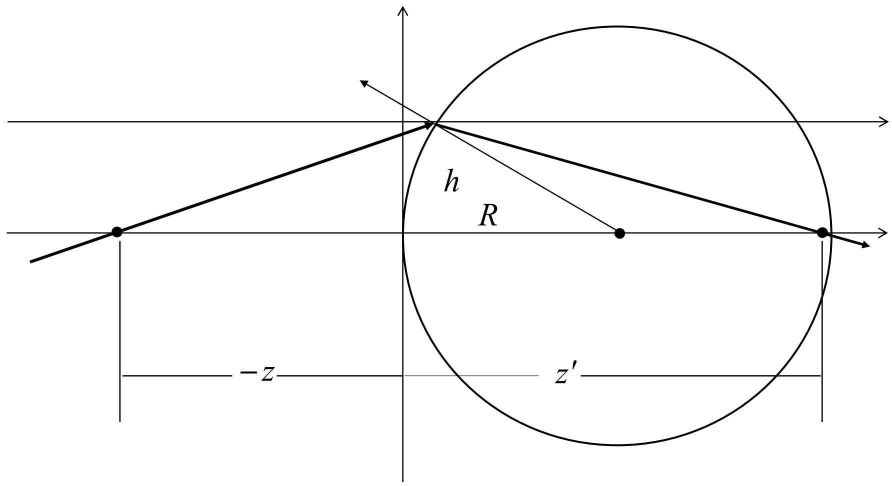
Paraxial approximation

$$n' \sin I' = n \sin I \quad \Rightarrow \quad n' i' = n i$$

$$I = U - \phi \quad \Rightarrow \quad i = u - \phi$$
$$I' = U' - \phi \quad \Rightarrow \quad i' = u' - \phi$$

$$n'(u' - \phi) = n(u - \phi)$$

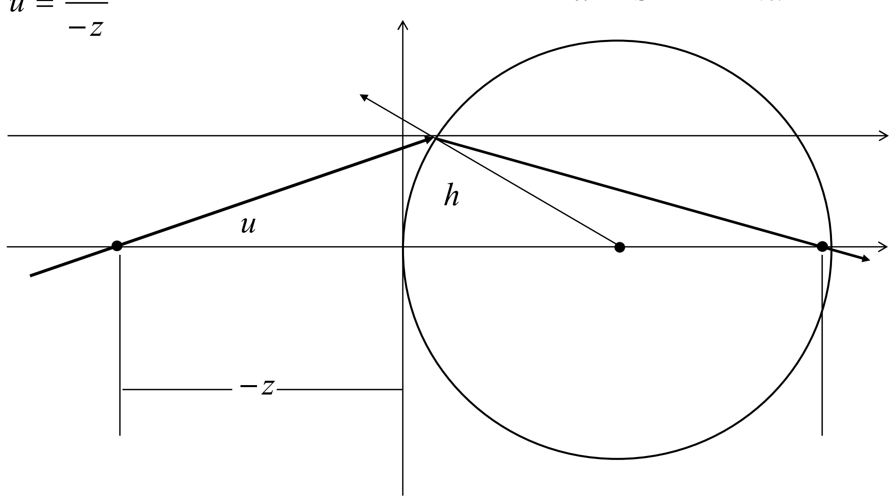
Ray Coordinates



Ray Coordinates

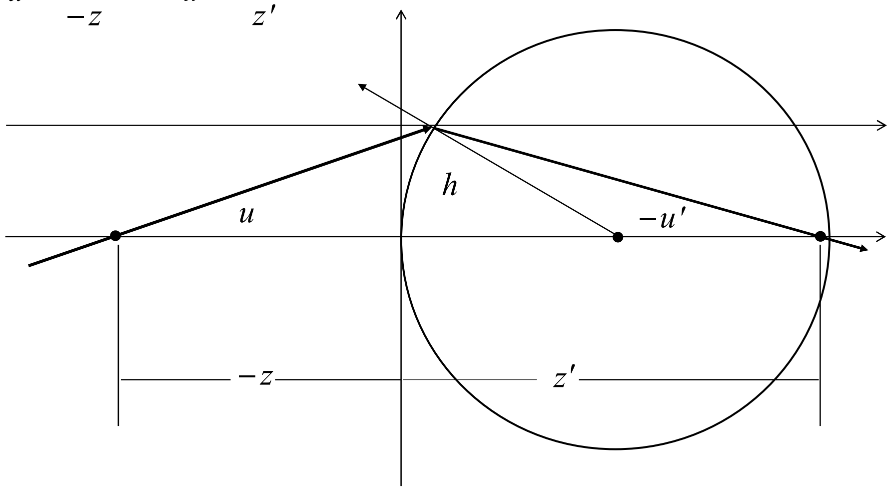
$$u = \frac{h}{-z}$$

$$a \approx \sin A \approx \tan A$$



Ray Coordinates

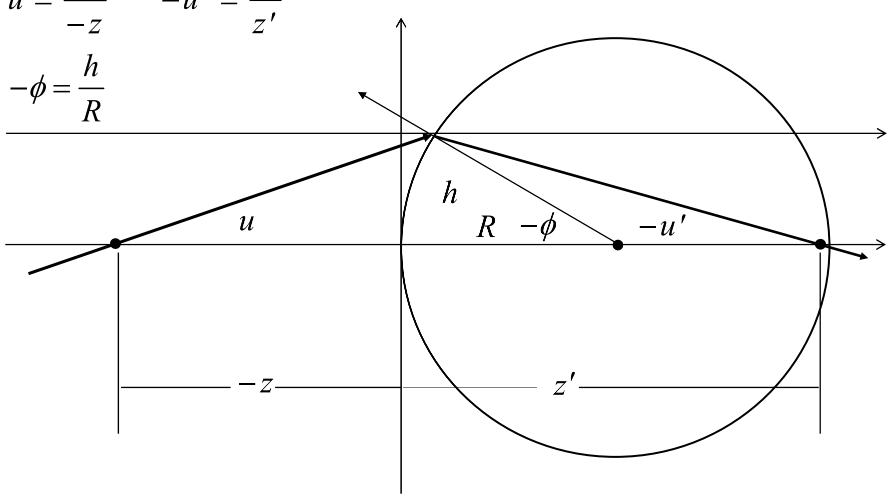
$$u = \frac{h}{-z} \qquad -u' = \frac{h}{z'}$$



Ray Coordinates

$$u = \frac{h}{-z} \qquad -u' = \frac{h}{z'}$$

$$-\phi = \frac{h}{R}$$



Gauss' Formula

Paraxial approximation to Snell's Law

$$n'(u'-\phi) = n(u-\phi)$$

Ray coordinates

$$u' = -\frac{h}{z'} \qquad \phi = -\frac{h}{R} \qquad u = -\frac{h}{z}$$

Thin lens equation

$$n'(\frac{h}{z'} - \frac{h}{R}) = n(\frac{h}{z} - \frac{h}{R})$$

$$\frac{n'}{z'} = \frac{n}{z} + \frac{(n'-n)}{R}$$

⇦ **Holds for any height, any ray!**

Vergence

Diverging **Converging**

$V < 0$ $\qquad V = 0$ $\qquad V > 0$

Vergence $\qquad V \equiv \frac{n}{r} \approx \frac{n}{z} \quad \left[\frac{1}{m} = diopters\right]$

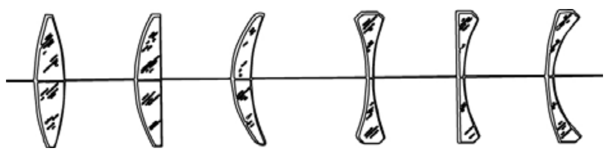
Thin lens equation $\qquad V' = V + P$

Surface Power equation $\qquad P \equiv (n'-n)\frac{1}{R}$

Lens-makers Formula

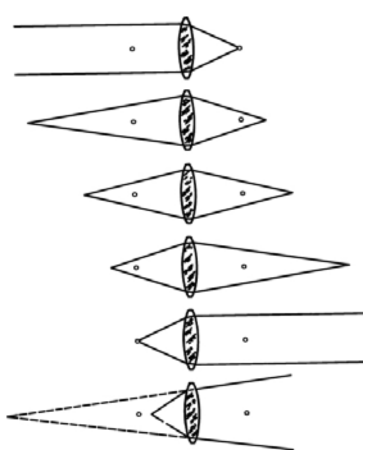
Refractive Power

$$P = (n' - n)\left(\frac{1}{R_1} - \frac{1}{R_2}\right) = \frac{1}{f}$$



Converging **Diverging**

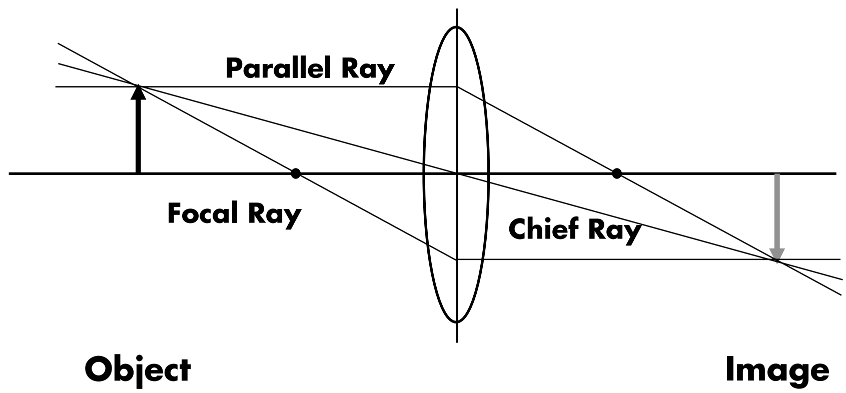
Conjugate Points



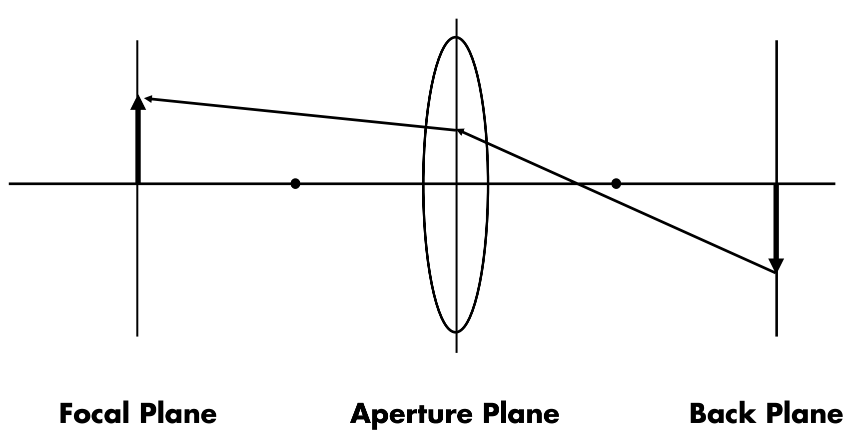
$$\frac{1}{z'} = \frac{1}{z} + \frac{1}{f}$$

To focus: move lens relative to backplane
Horizontal rays converge on focal point in the focal plane

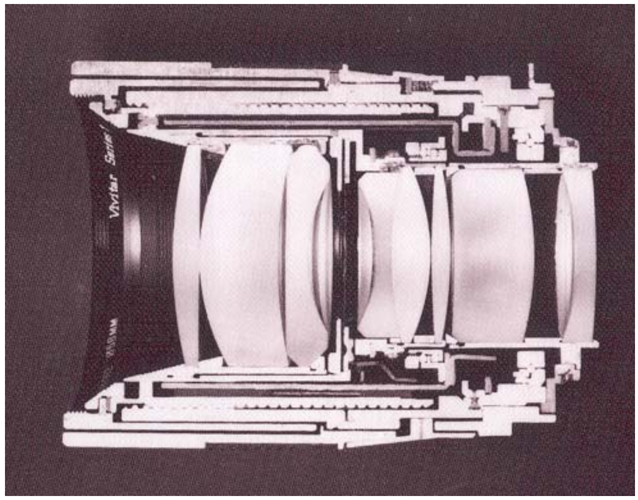
Gauss' Ray Tracing Construction



Ray Tracing: Finite Aperture

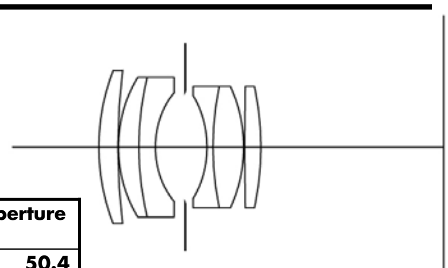


Real Lens



Cutaway section of a Vivitar Series 1 90mm f/2.5 lens
Cover photo, Kingslake, *Optics in Photography*

Double Gauss



Data from W. Smith,
Modern Lens Design, p 312

Radius (mm)	Thick (mm)	n_d	V-no	aperture
58.950	7.520	1.670	47.1	50.4
169.660	0.240			50.4
38.550	8.050	1.670	47.1	46.0
81.540	6.550	1.699	30.1	46.0
25.500	11.410			36.0
	9.000			34.2
-28.990	2.360	1.603	38.0	34.0
81.540	12.130	1.658	57.3	40.0
-40.770	0.380			40.0
874.130	6.440	1.717	48.0	40.0
-79.460	72.228			40.0

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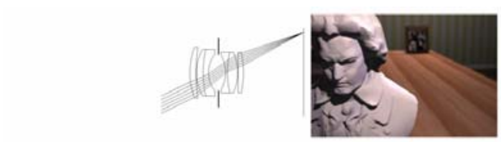
Ray Tracing Through Lenses

200 mm telephoto

35 mm wide-angle



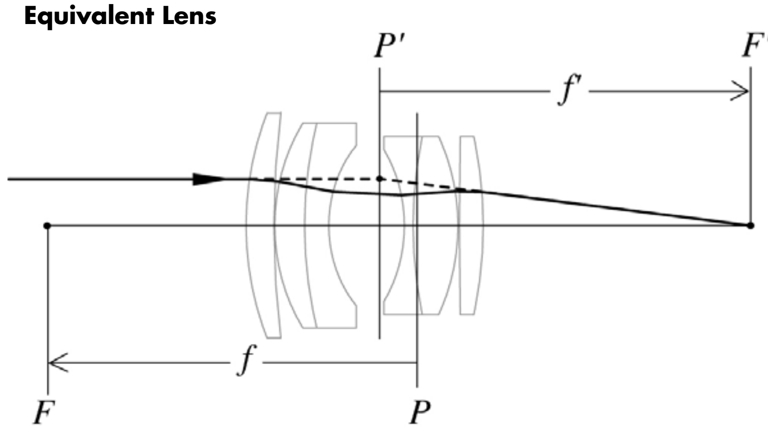
50 mm double-gauss

16 mm fisheye

From Kolb, Mitchell and Hanrahan (1995)

Fact 1: Thick Lenses

Equivalent Lens



Refraction occurs at the *principal planes*

Fact 2: Perspective Transformation

Thin lens equation

$$\frac{1}{z'} = \frac{1}{z} + \frac{1}{f} \Rightarrow z' = \frac{fz}{z+f}$$

$$\Rightarrow x' = \frac{fx}{z+f}$$

$$\Rightarrow y' = \frac{fy}{z+f}$$

Represent transformation as a 4x4 matrix

Fact 3: Paraxial Ray Tracing

Characterize ray by (y, v) where $v = nu$

Refraction

$$y' = y$$
$$v' = v + P$$

$$R = \begin{bmatrix} 1 & 0 \\ P & 0 \end{bmatrix}$$

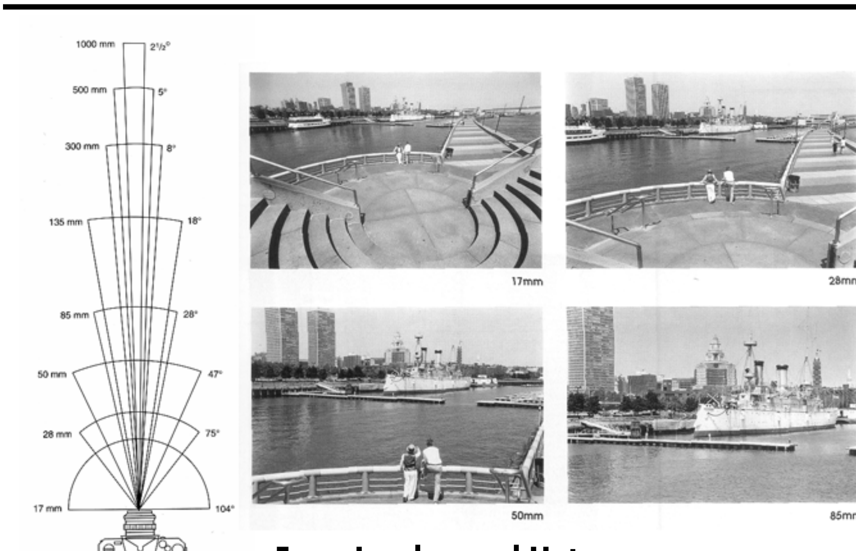
Transfer

$$y' = y + (d/n)v$$
$$v' = v$$

$$T = \begin{bmatrix} 1 & d/n \\ 0 & 1 \end{bmatrix}$$

Field of View

Field of View



From London and Upton

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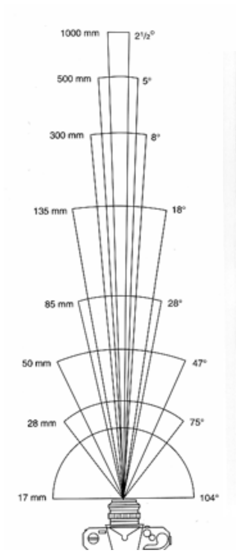
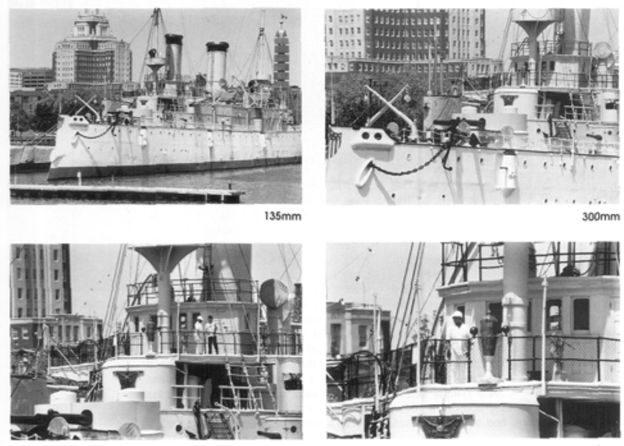
Field of View





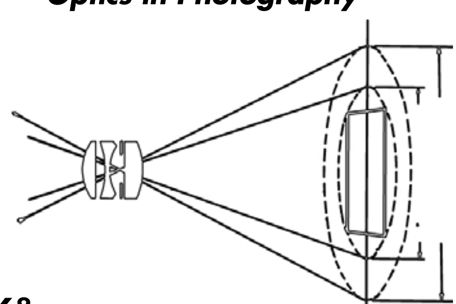
From London and Upton

Field of View

Field of view

Redrawn from Kingslake, *Optics in Photography*

$$\tan\frac{fov}{2} = \frac{filmsize}{f}$$

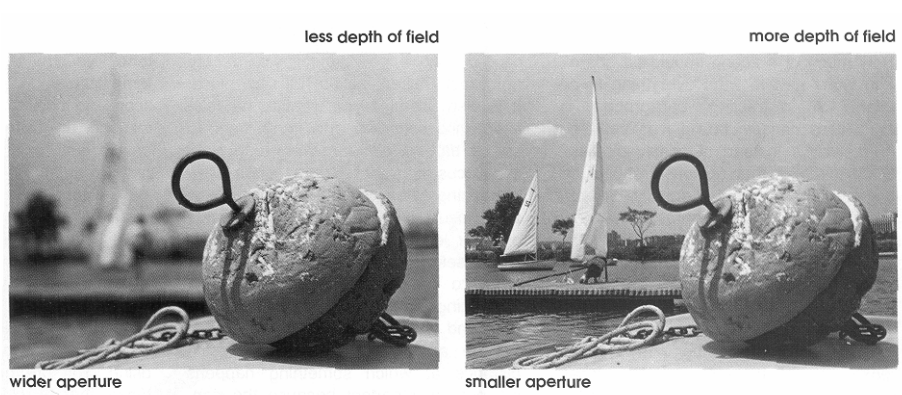


Types of lenses

- **Normal 26°**
  Film diagonal ~ focal length
- **Wide-angle 75-90°**
- **Narrow-angle 10°**

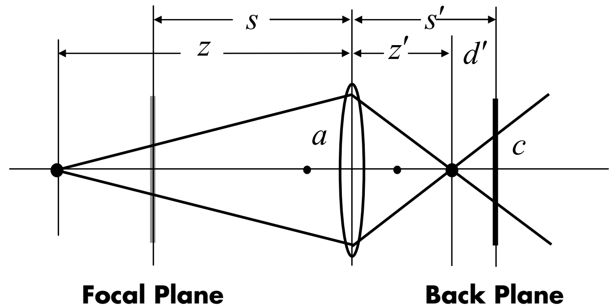
Depth of Field

Depth of Field



From London and Upton

Circle of Confusion



Circle of confusion proportional to the size of the aperture

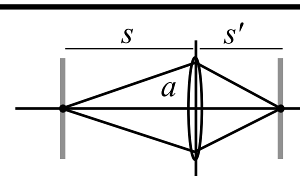
$$\frac{c}{a} = \frac{d'}{z'} = \frac{s'-z'}{z'}$$

Depth of Focus [Image Space]

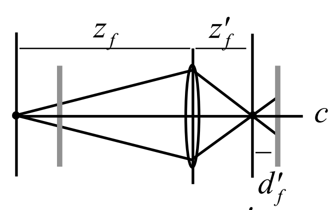
Depth of focus ≡

Equal circles of confusion

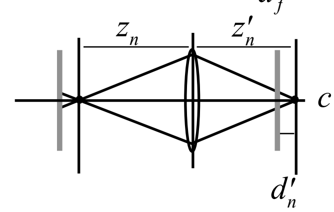
Two planes: near and far



$$\frac{c}{a} = \frac{d'_f}{z'_f} = \frac{s'-z'_f}{z'_f}$$



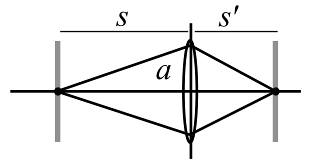
$$\frac{c}{a} = \frac{d'_n}{z'_n} = \frac{z'_n-s'}{z'_n}$$



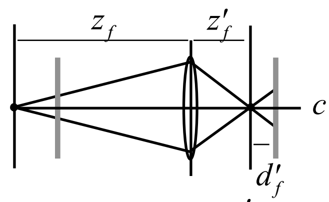
Depth of Focus [Image Space]

Depth of focus ≡

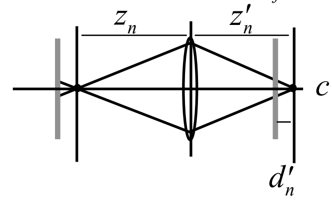
Equal circles of confusion



$$\frac{c}{a} = \frac{d'_f}{z'_f} = \frac{s' - z'_f}{z'_f} \quad \Rightarrow \quad \frac{1}{z'_f} = \frac{1}{s'}\left(1 + \frac{c}{a}\right)$$



$$\frac{c}{a} = \frac{d'_n}{z'_n} = \frac{z'_n - s'}{z'_n} \quad \Rightarrow \quad \frac{1}{z'_n} = \frac{1}{s'}\left(1 - \frac{c}{a}\right)$$

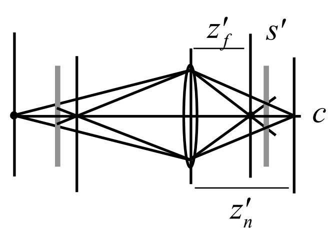


Depth of Focus [Image Space]

Depth of focus ≡

Equal circles of confusion

$$\frac{1}{z'_f} = \frac{1}{s'}\left(1 + \frac{c}{a}\right) \qquad \frac{1}{z'_n} = \frac{1}{s'}\left(1 - \frac{c}{a}\right)$$



$$\frac{1}{z'_f} + \frac{1}{z'_n} = 2\frac{1}{s'}$$

$$\frac{1}{z'_f} - \frac{1}{z'_n} = \frac{2c}{a}\frac{1}{s'}$$

Depth of Field [Object Space]

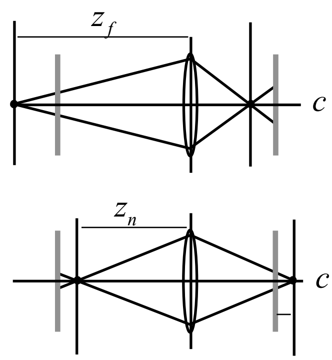
Depth of field ≡

Equal circles of confusion

$$\frac{1}{s'} = \frac{1}{s} + \frac{1}{f} \qquad \frac{1}{z'_n} = \frac{1}{z_n} + \frac{1}{f} \qquad \frac{1}{z'_f} = \frac{1}{z_f} + \frac{1}{f}$$

$$\frac{1}{z_n} + \frac{1}{z_f} = 2\frac{1}{s}$$

$$\frac{1}{z_n} - \frac{1}{z_f} = \frac{2c}{a}\left(\frac{1}{f} - \frac{1}{s}\right) \approx \frac{2c}{a}\frac{1}{f}$$

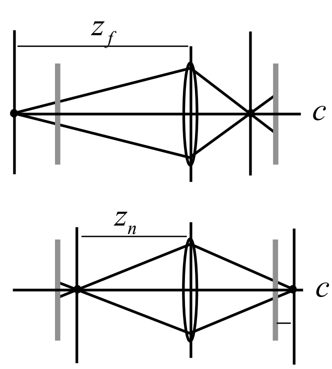


Hyperfocal Distance

$$\frac{1}{z_n} + \frac{1}{z_f} = 2\frac{1}{s}$$

$$N \equiv \frac{a}{f}$$

$$\frac{1}{z_n} - \frac{1}{z_f} = \frac{2c}{a}\frac{1}{f} = 2\frac{cN}{f^2} \equiv 2\frac{1}{H}$$

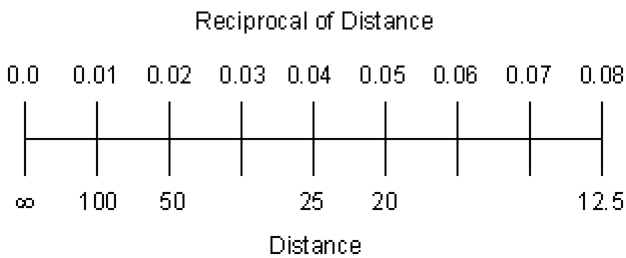


When

$$s \to H \Rightarrow z_n = \frac{H}{2}, z_f = \infty$$

H is the hyperfocal distance

Depth of Field Scale



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Factors Affecting DOF

From http://www.kodak.com/global/en/consumer/pictureTaking/cameraCare/cameCar6.shtml

$$\frac{1}{H} = \frac{cN}{f^2}$$

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Resolving Power

- **Diffraction limit**

$$c = 1.22\frac{f}{a}\lambda \quad [= 1.22 \times 64 \times .500\mu\text{m} = 0.040\,\text{mm}]$$

- **35mm film (Leica standard)**

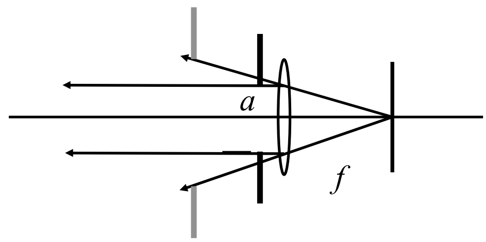
$$c = 0.025\,\text{mm}$$

- **CCD/CMOS pixel aperture**

$$c = 0.0116\,\text{mm (Nikon D1)}$$

Exposure

Image Irradiance



$$E = L\,\pi \sin^2\theta = L\,\frac{\pi}{4}\left(\frac{a}{f}\right)^2$$

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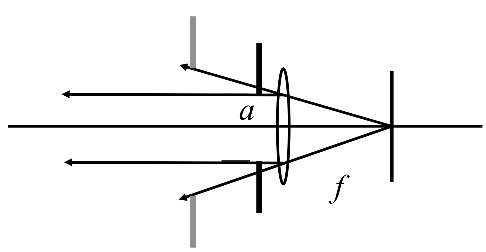
Relative Aperture or F-Stop



$$a = \frac{f}{N}$$

F-Number and exposure: $E = L\,\frac{\pi}{4}\frac{1}{N^2}$

Fstops: 1.4 2 2.8 4.0 5.6 8 11 16 22 32 45 64

1 stop doubles exposure

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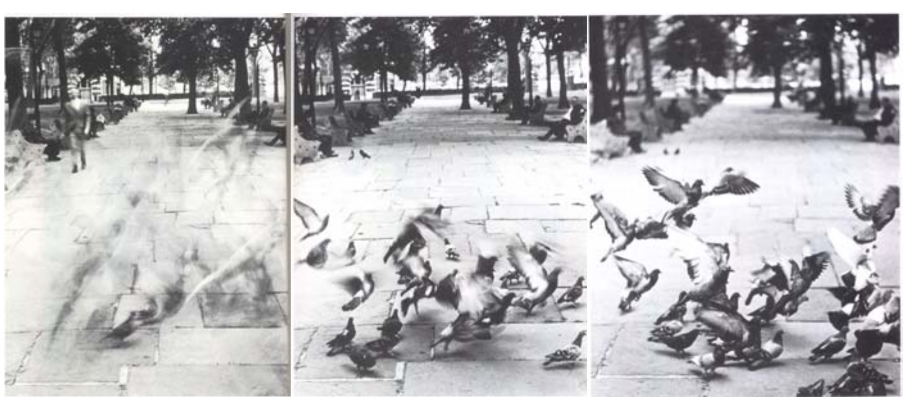
Camera Exposure

Exposure $H = E \times T$

Exposure overdetermined

- **Aperture: f-stop - 1 stop doubles *H***
  - **Decreases depth of field**
- **Shutter: Doubling the open time doubles *H***
  - **Increases motion blur**

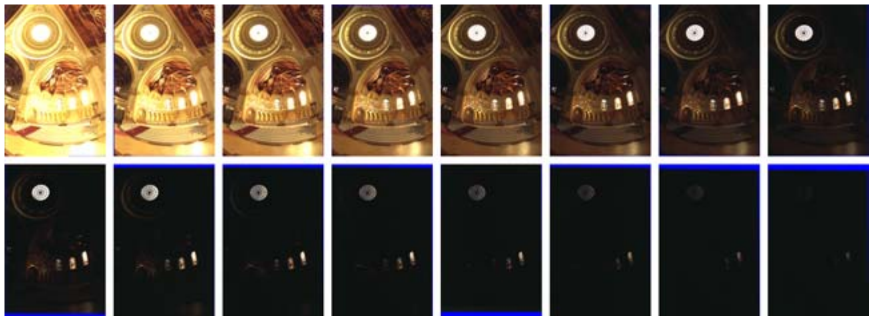
Aperture vs Shutter



f/16 1/8s | f/4 1/125s | f/2 1/500s

From London and Upton

High Dynamic Range



Sixteen photographs of the Stanford Memorial Church taken at 1-stop increments from 30s to 1/1000s.

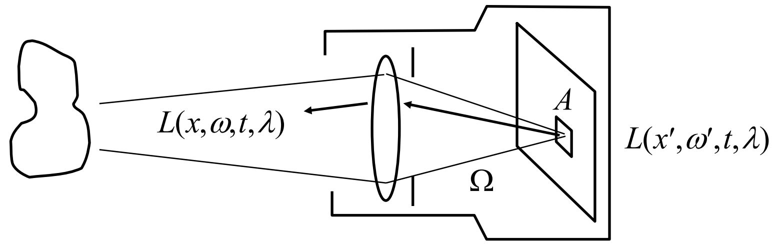
From Debevec and Malik, High dynamic range photographs.

Simulated Photograph

Adaptive histogram

With glare, contrast, blur

Camera Simulation



$$R = \int_A \int_\Omega \int_T \int_\Lambda P(x',\lambda) S(x',\omega',t) L(T(x',\omega',\lambda),t,\lambda)\, d\vec{A}(x') \bullet d\vec{\omega}'\, dt\, d\lambda$$

Sensor response	$P(x',\lambda)$
Lens	$(x,\omega) = T(x',\omega',\lambda)$
Shutter	$S(x',\omega',t)$
Scene radiance	$L(x,\omega,t,\lambda)$