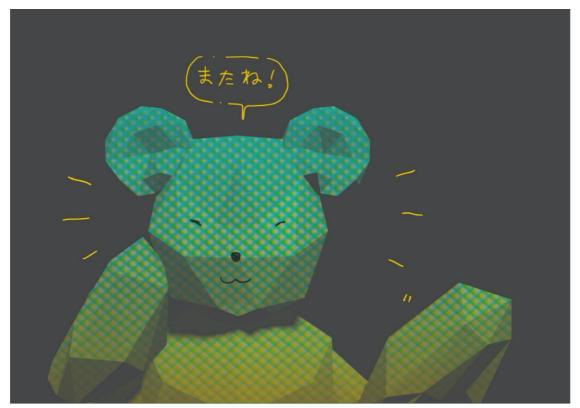
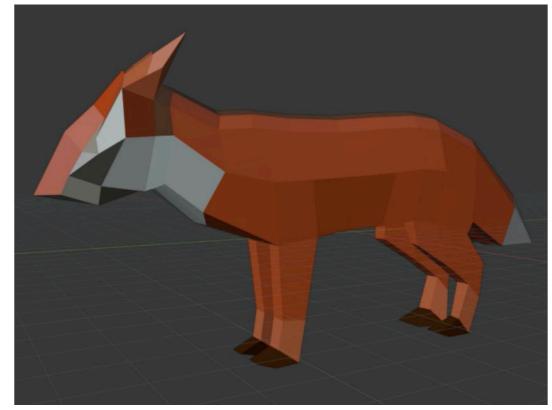
### Cameras and Lenses

Computer Graphics and Imaging UC Berkeley CS184
Summer 2020

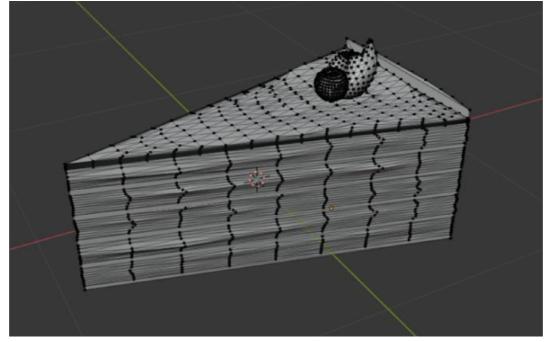
## Mesh (Art)



**Eunice Chan** 



Yifei Li



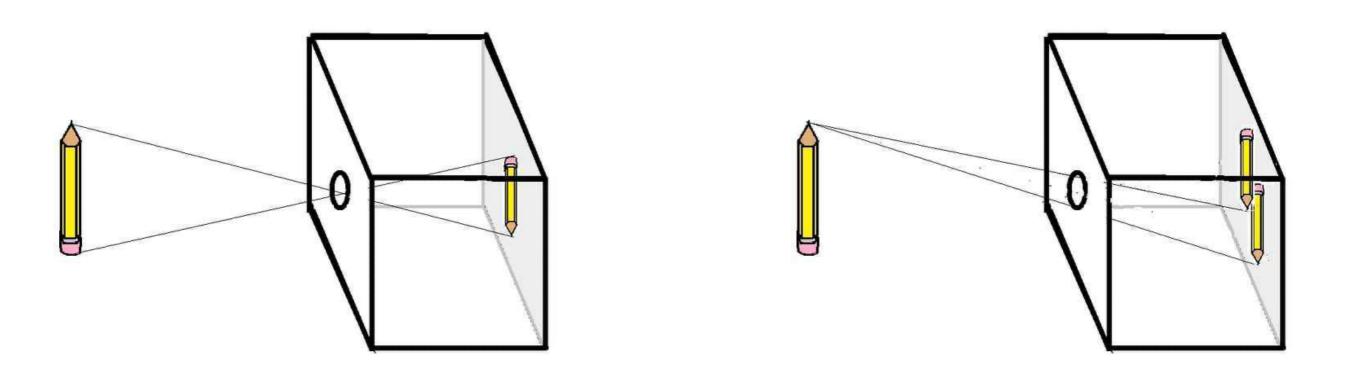
**Apollo Thomopoulos** 

## Agenda

- Cameras
  - Aperture, focal length, sensor, shutter, ISO
  - Field of view, depth of field
- Thin lens model
  - Ray Geometry
  - Circle of Confusion
  - Depth of field / depth of focus
- Lens Tracing
- Demo

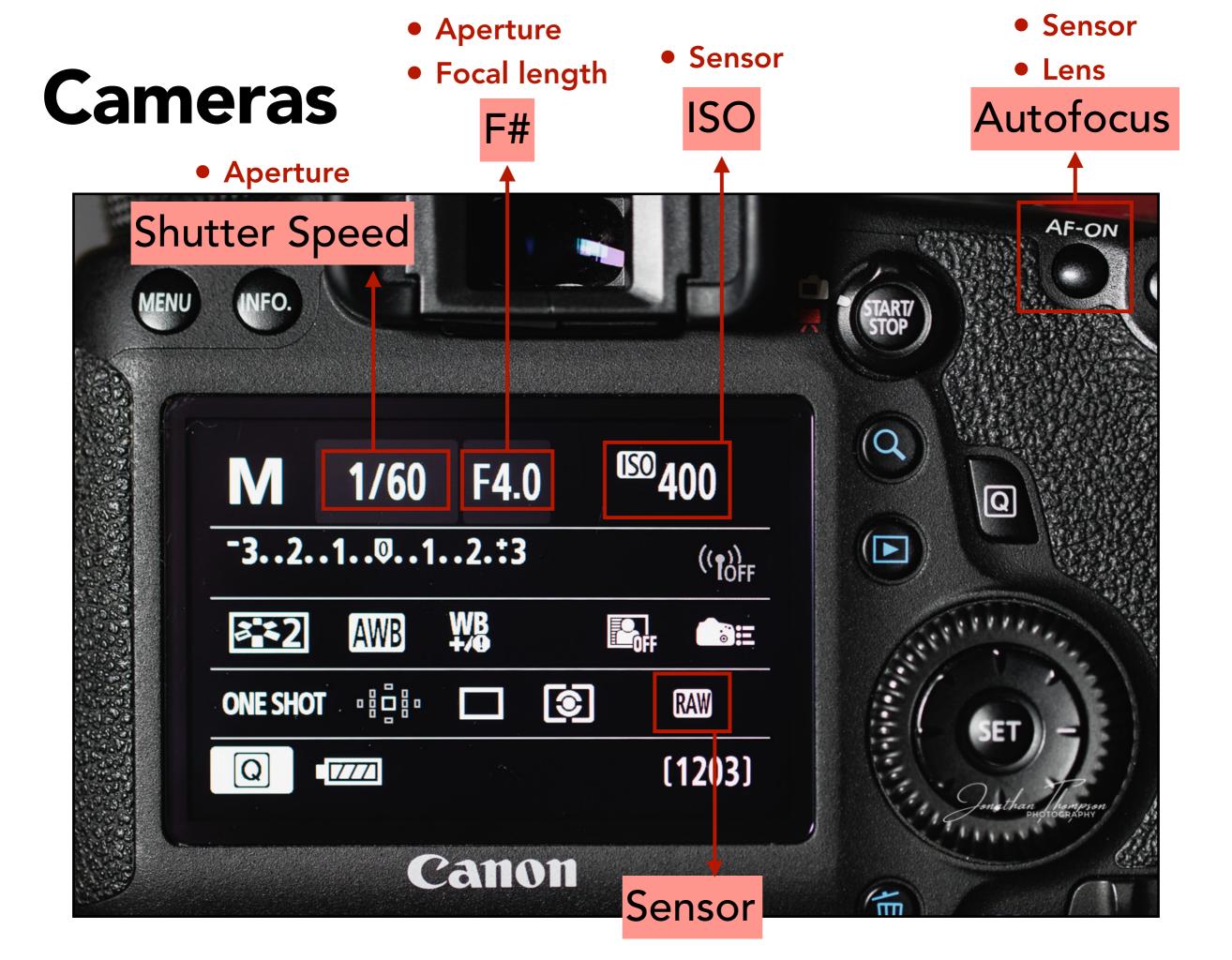
#### From Pinhole to Thin Lens

What's the problem with pinhole model?

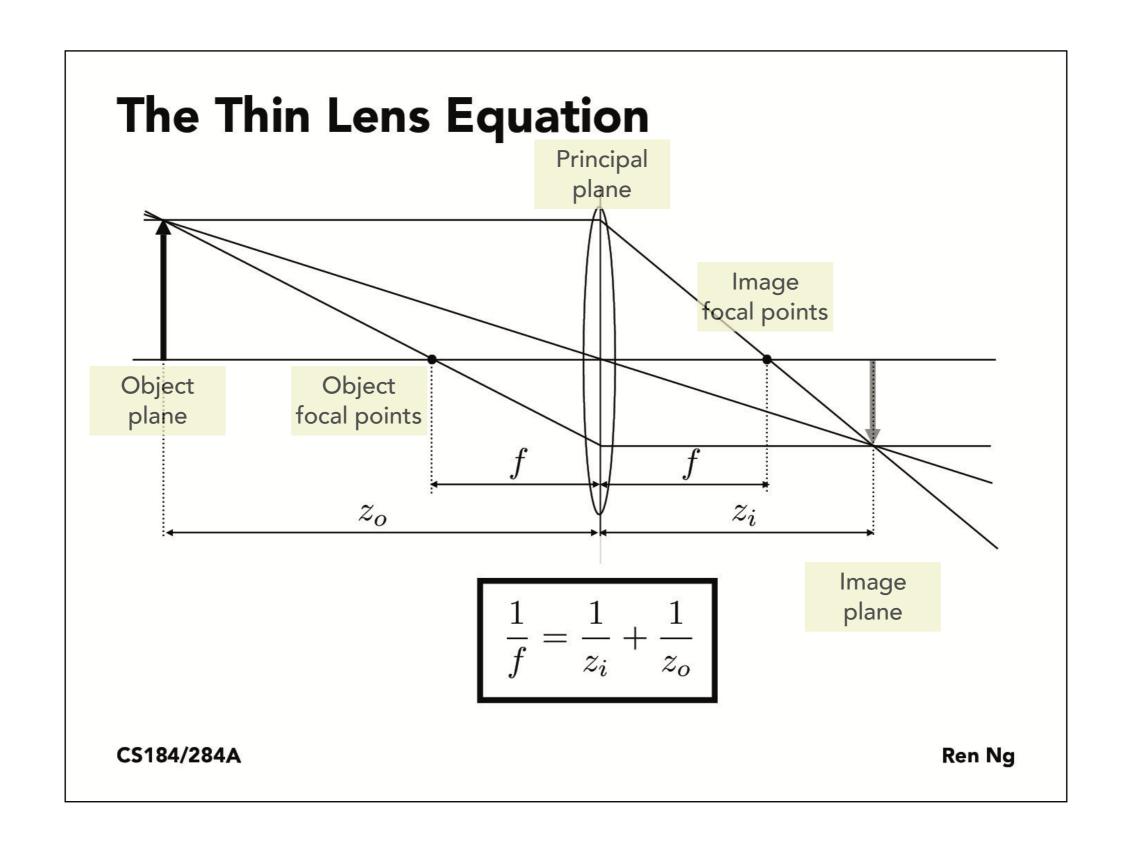


What are introduced by a thin lens model?

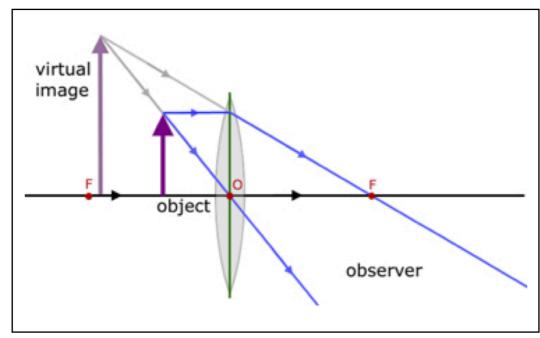
Cameras ISO Autofocus F# Shutter Speed AF-ON 400 1/60 F4.0 -3..2..1..Q..1..2.t3 ((1)) (OFF WB +/0 OFF **AWB** ·: ] ONE SHOT RAW [1203] Q 777 Canon Sensor



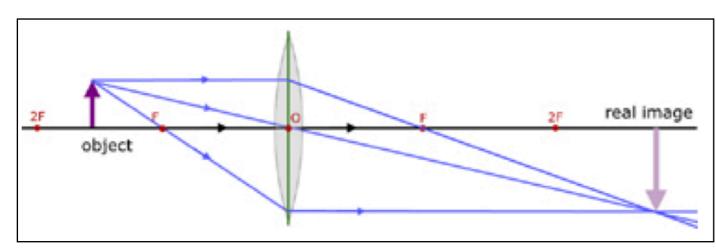
### Thin Lens Model



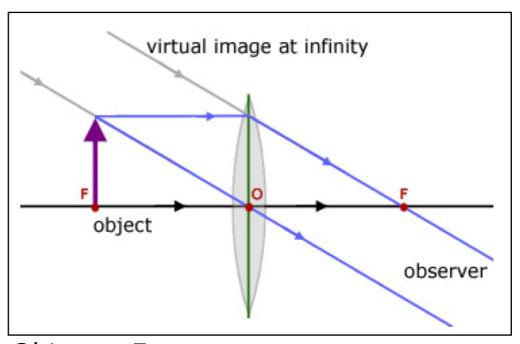
#### Thin Lens Model — different scenarios



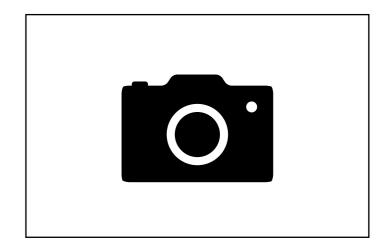
Object between F and the lens; virtual, upright, magnified



Object between F and 2F

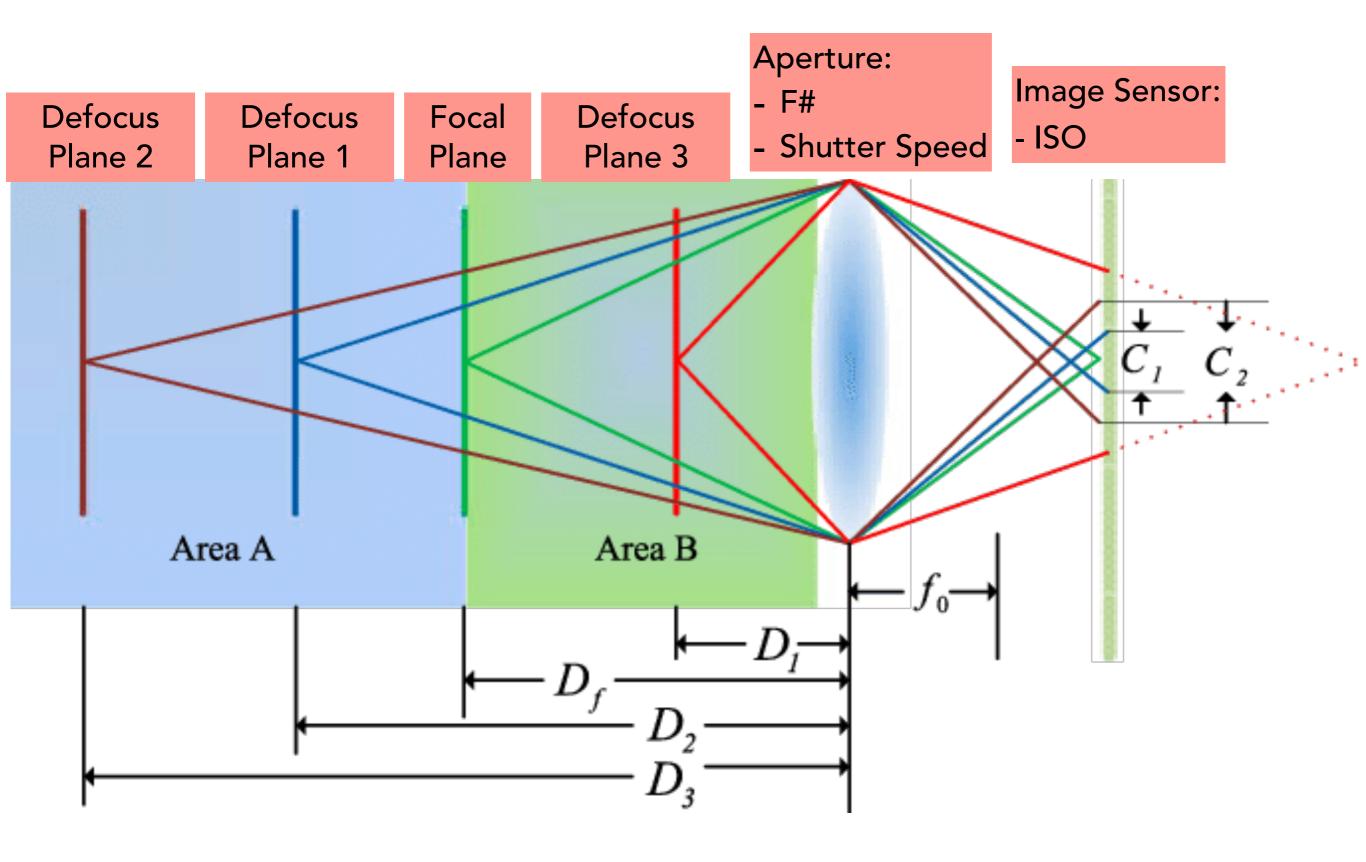


Object at F; parallel rays, image at infinity = no image

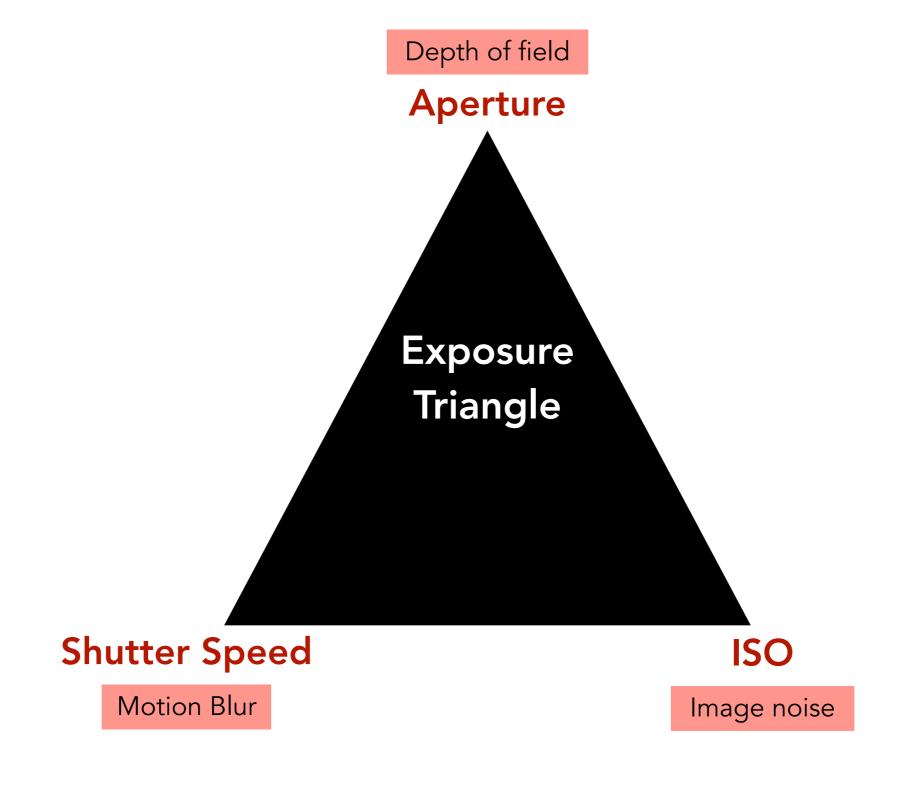


Distance to the object > 2F, usually » F Normal lens, wide-angle lens, telephoto lens.

### Camera as a Thin Lens

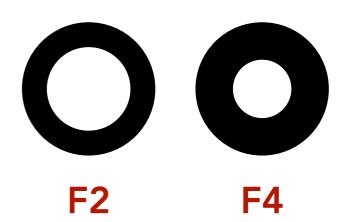


### Camera Exposure



### Camera Exposure

• How should I adjust the shutter speed?



Does aperture change the field of view?

- To reduce shutter speed (e.g. moving object), you can \_\_\_\_
   aperture or \_\_\_\_ ISO
  - What are the trade-offs?

### Camera Exposure

1975



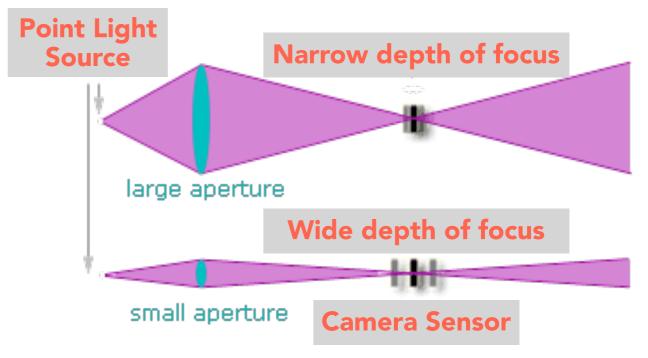
**Zeiss 50mm f/0.7** 

### Depth of Field / Focus

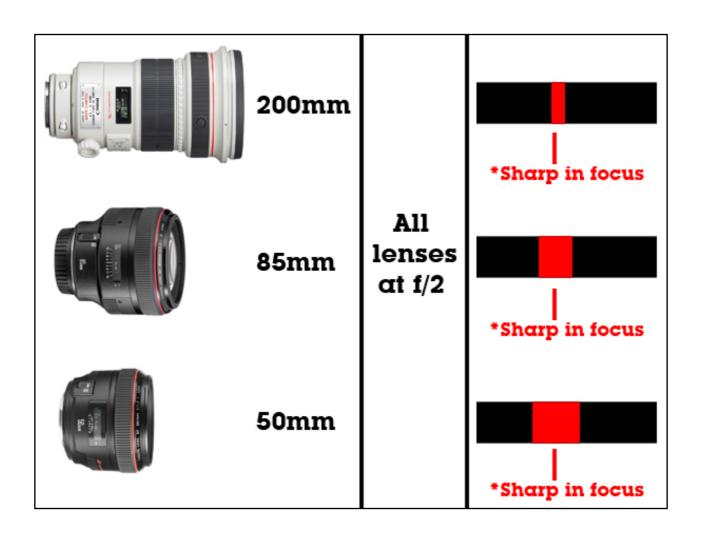
- Aperture
- Focusing distance
  - Not focal length!

Geometry



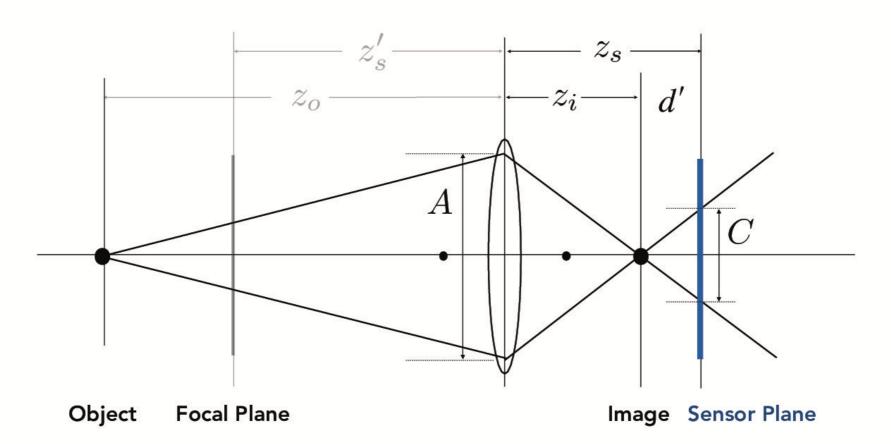


### Depth of Field / Focus & Focal Length



- Focal length is technically not influencing DOF
  - The DOF effect is mainly due to magnification

#### Computing Circle of Confusion Diameter (C)



Circle of confusion is proportional to the size of the aperture  $\frac{C}{A} = \frac{d'}{z_i} = \frac{|z_s - z_i|}{z_i}$ 

$$\frac{C}{A} = \frac{d'}{z_i} = \frac{|z_s - z_i|}{z_i}$$

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### Circle of Confusion

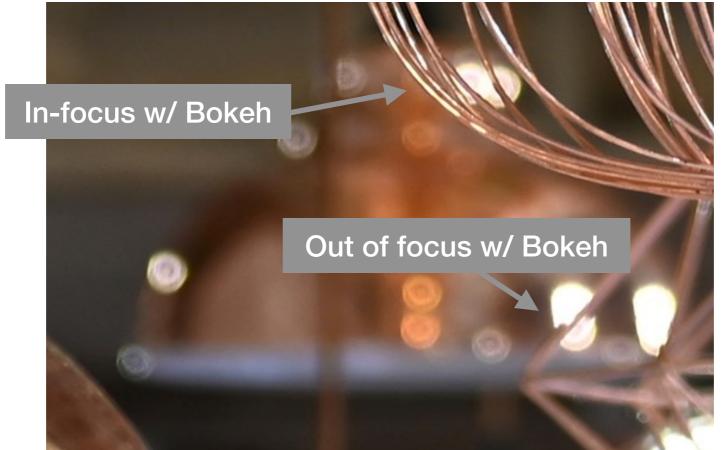
- Circle of Confusion
  - Describes the max DOF
  - Out-of-focus shape?





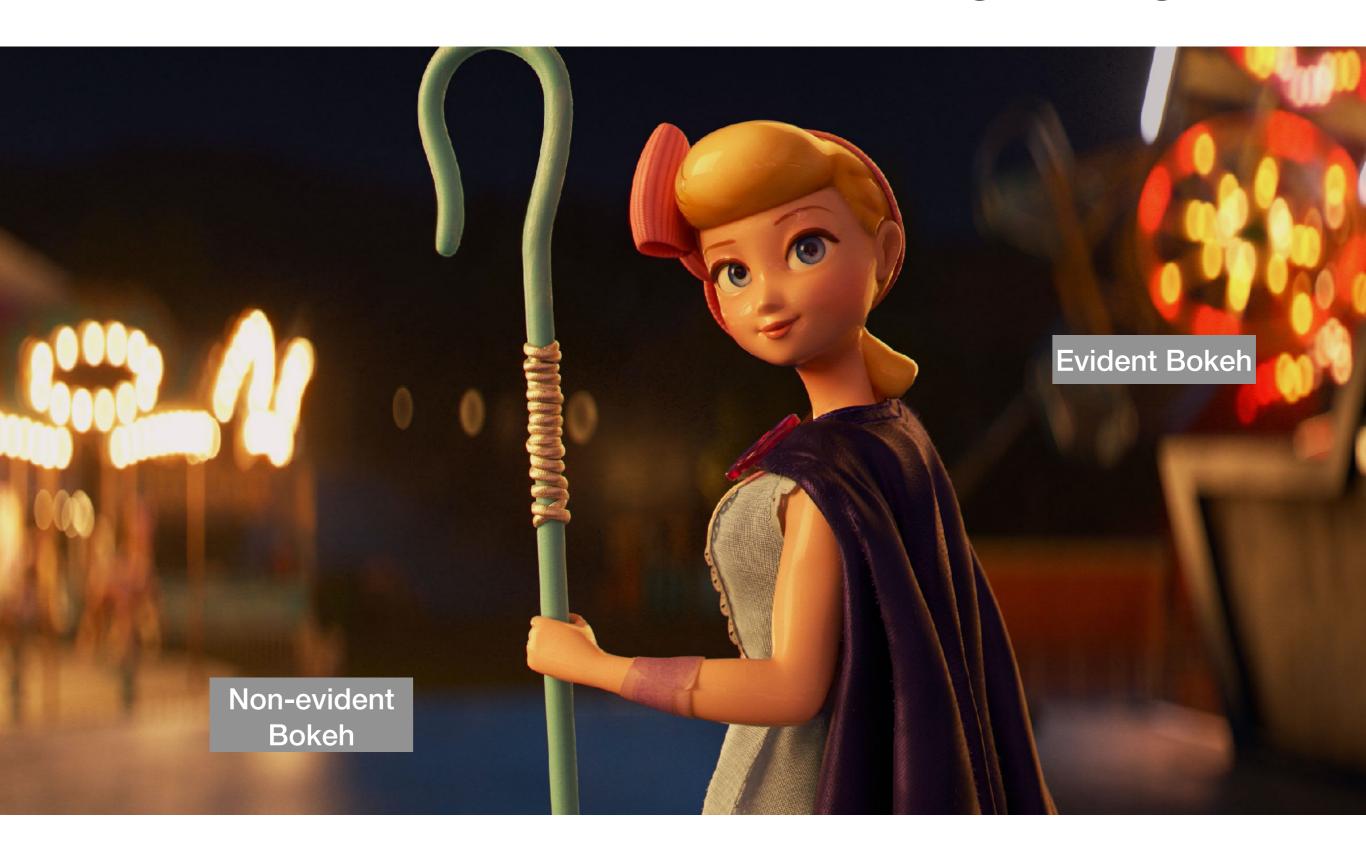
Regular lens

**Anamorphic lens** 

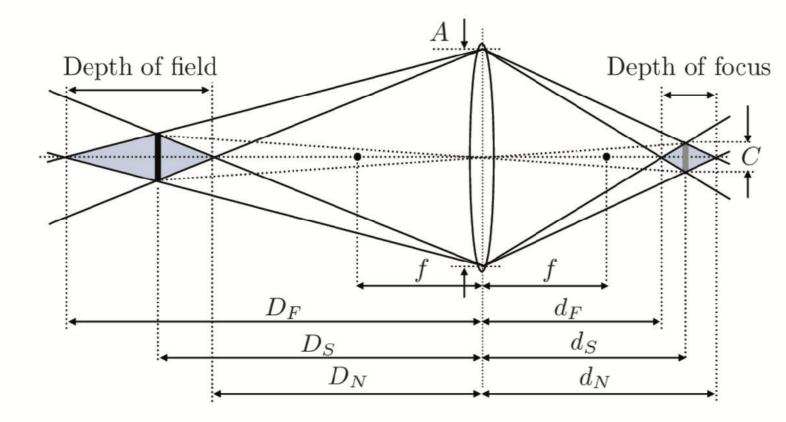


**Geometry of Bokeh** 

### Virtual Anamorphic Lens in Toy Story 4



#### **Depth of Field**



th of focus 
$$\frac{d_N - d_S}{d_N} = \frac{C}{A}$$

$$\frac{d_S - d_F}{d_F} = \frac{C}{A}$$

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

$$\frac{1}{D_F} + \frac{1}{d_F} = \frac{1}{f}$$

$$\frac{1}{D_S} + \frac{1}{d_S} = \frac{1}{f}$$

$$\frac{1}{D_N} + \frac{1}{d_N} = \frac{1}{f}$$

$$DOF = D_F - D_N$$

$$D_F = \frac{D_S f^2}{f^2 - NC(D_S - f)} \qquad D_N = \frac{D_S f^2}{f^2 + NC(D_S - f)}$$

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$$DOF = \frac{2NCD_{s}^{2}f^{2}}{f^{4} - N^{2}C^{2}D_{s}^{2}}$$

- N F-number of lens
- C is Circle of Confusion (on image)
- $D_s$  is distance to in-focus plane (in object space)
- f is focal length of lens
- $N^2C^2D_s^2$  can be ignored if CoC is small relative to Aperture

$$DOF \approx \frac{2NCD_s^2}{f^2}$$

- Recall Dolly Zoom
  - If we zoom in (change f) and stand further away (change  $D_{\rm s}$ ) by the same factor
  - Then ...?

$$DOF \approx \frac{2NCD_s^2}{f^2}$$

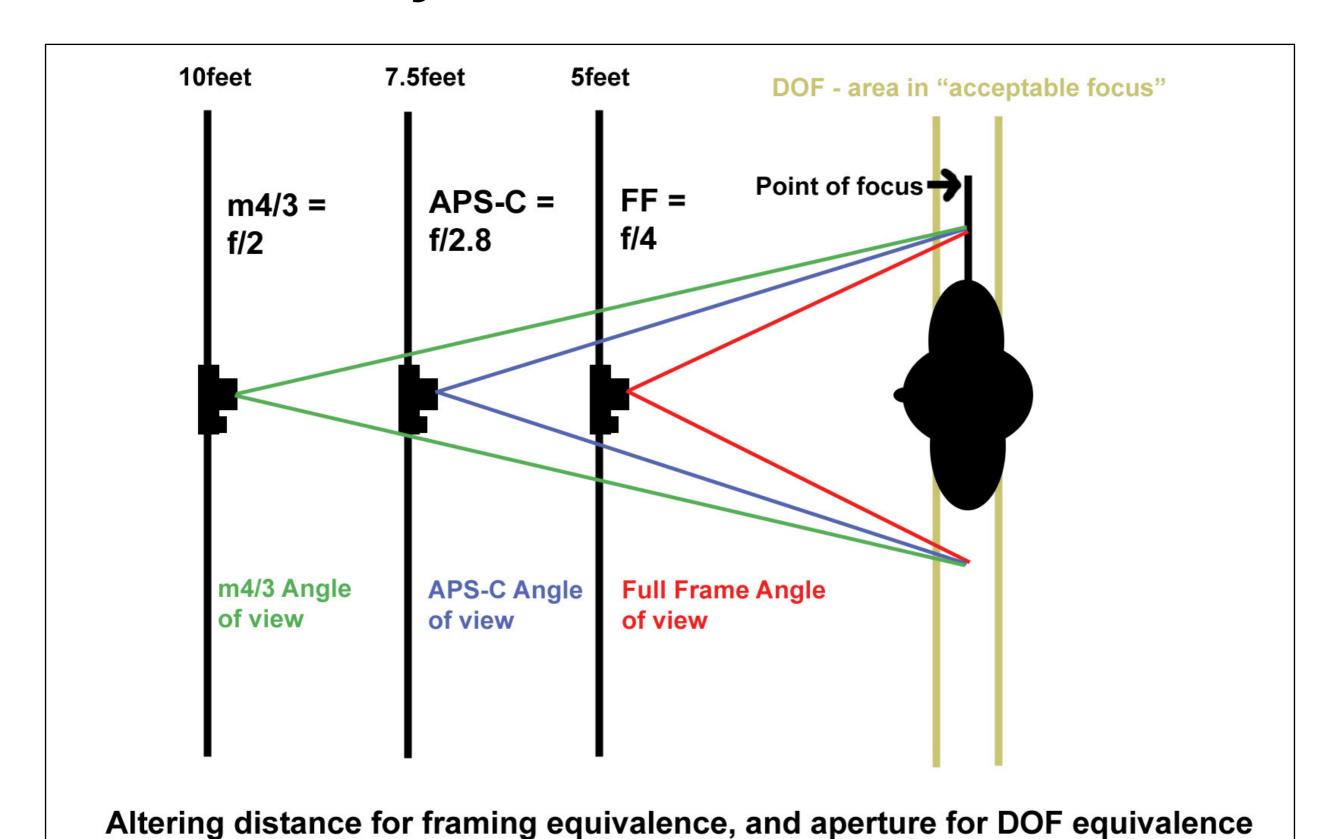




50mm f/4.8

200mm f/4.8 (move back 4X)

### Make the Objective Clear

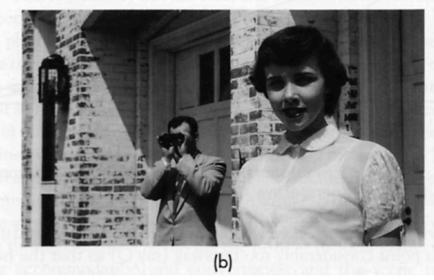


using a 50mm lens (for example).

#### Make the Objective Clear

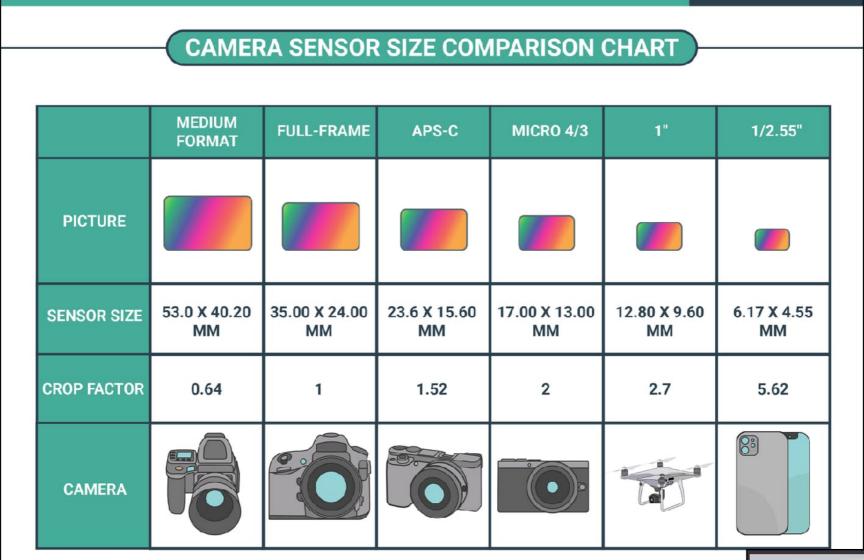
- Which one longer focal length?
- Position from A + Lens from C?
- Position from C + Lens from A?







## Sensor Size, Focal Length, FOV



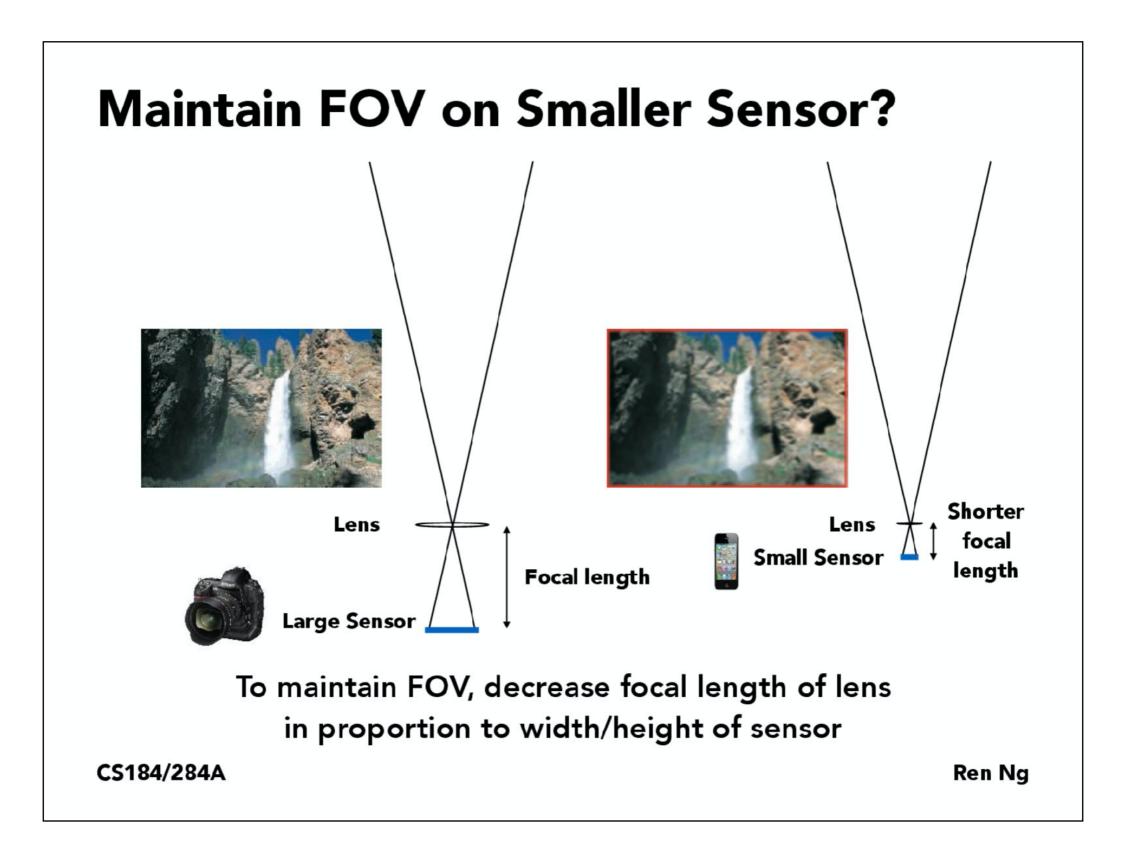
capturetheatlas.com





35 mm Full Frame Angle of View

## Sensor Size, Focal Length, FOV



## Sensor Size, Focal Length, FOV

- A has a focal length, sensor width and height 4X of both cameras have the same f#. The has 4X as many pixels.
  - Each pixel in the O receives? times more light

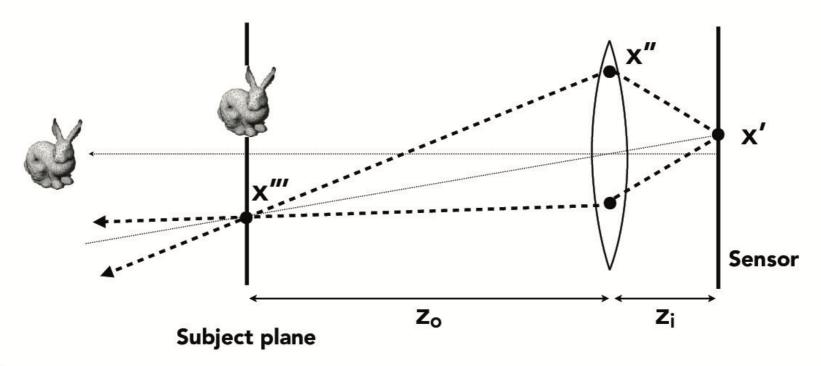
- iPhone X has a focal length of 4.25mm, which is a 26mm equivalent — 35mm equivalent focal length
  - Why 26mm?

#### Basic Lens and Depth of Field equations.

$\frac{1}{s} + \frac{1}{d} = \frac{1}{f}$	f = focal length— the lens's most important parameter. s = lens-to-object distance. d = lens-to-film plane distance. If object $s$ is located an infinite distance from the lens ( $s$ >> $f$ ), the image is focused at a distance $f$ from the lens, i.e., $d$ = $f$ .
$N = \text{f-stop} = \text{f-number} = \frac{f}{a}$	a = aperture diameter.
$C_f = a \left  \frac{(d_f - d)}{d_f} \right $	Circle of confusion at the film plane ( <i>d</i> ) for object located at $S_f$ (closer than <i>s</i> ), which focuses on $d_f$ . Derived from simple geometry using $1/s_f + 1/d_f = 1/f$ .
$C_r = a \left  \frac{(d - d_r)}{d_r} \right $	Circle of confusion at the film plane (d) for object located at $S_r$ (behind s), which focuses on $d_r$ . Derived from simple geometry using $1/s_r + 1/d_r = 1/f$ .
$M = \frac{d}{s} = \frac{f}{s - f}$	Magnification
	$D_f$ (front depth of field limit relative to $s$ ) derived from (1) and (3) using $D_f = s - s_f$ ; $N = f$ -stop = $f/a$ $s_f = s - D_f$ ; Lens to front DOF limit.
$D_{f} = \frac{1}{\frac{1}{f} - \frac{1 + \frac{C}{a}}{d}} - s = \frac{sCN(s - f)}{f^{2} - CN(s - f)}$	$D_r$ (rear depth of field limit relative to s) derived from (1) and (4) using $D_r = s_r - s$ . $D_r = \text{infinity when demoninator } fa-c(s-f) <= 0 \ (f^2-CN(s-f) <= 0)$ . $s_r = s + D_r$ ; Lens to rear DOF limit.

## Camera in Ray Tracing

#### Ray Tracing for Defocus Blur (Thin Lens)



#### Setup:

- Choose sensor size, lens focal length and aperture size
- Choose depth of subject of interest z<sub>o</sub>
  - Calculate corresponding depth of sensor z<sub>i</sub> from thin lens equation (focusing)

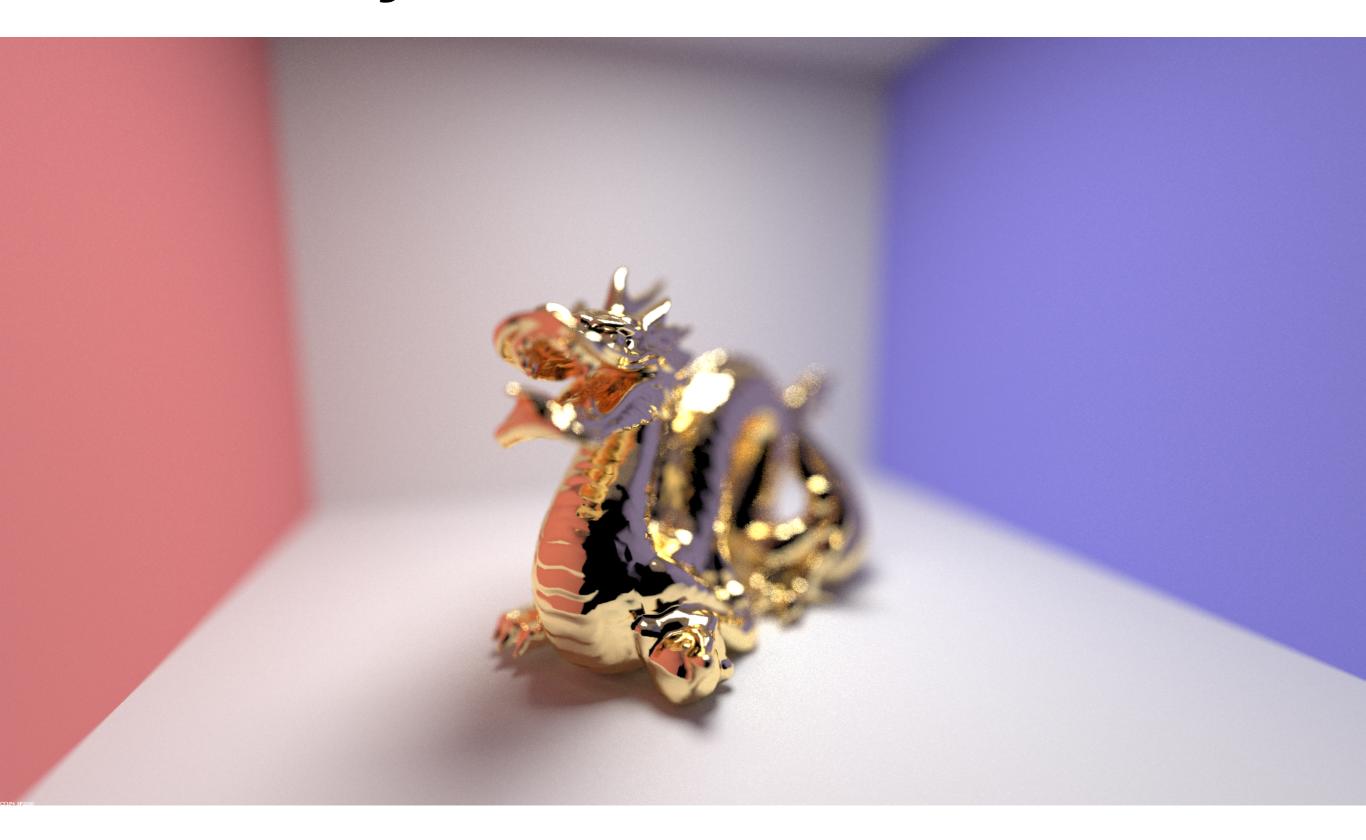
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## Camera in Ray Tracing

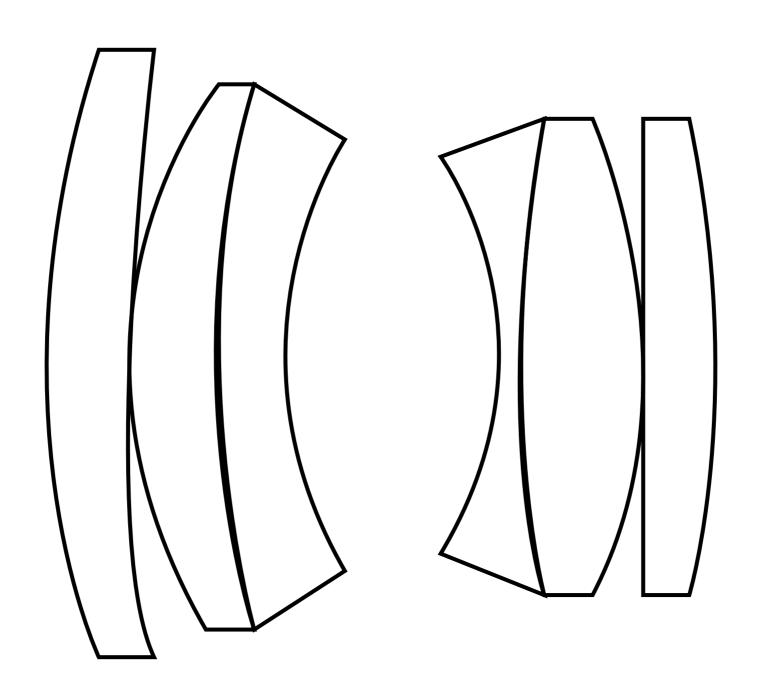
- Sampling from a thin lens
  - Lens is a ~disk shape
  - Recall uniform disk sampling



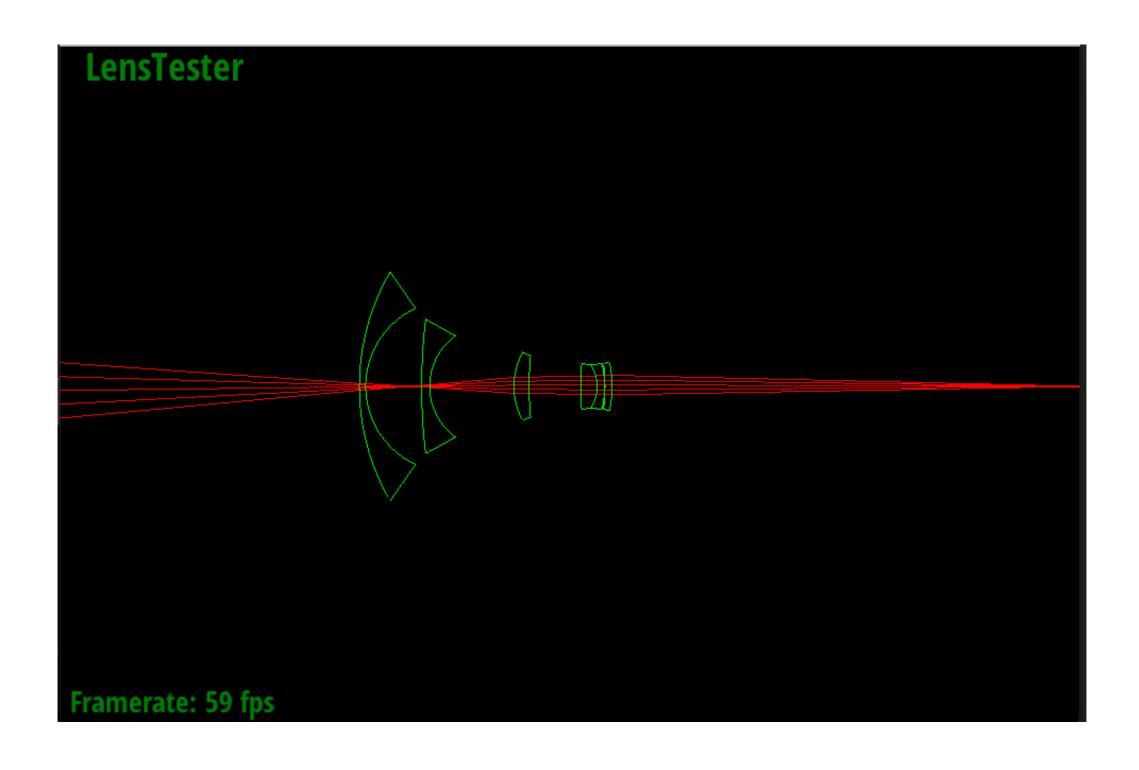
# Your Proj 3-2



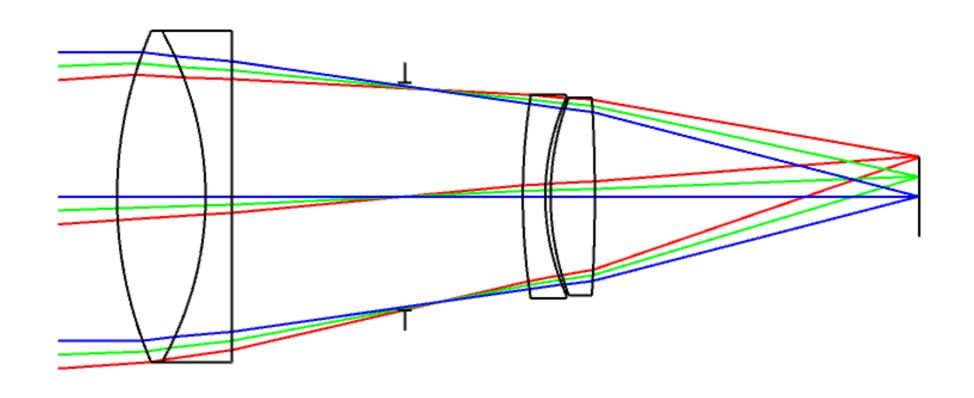
### Demo Preview — Compound Lens

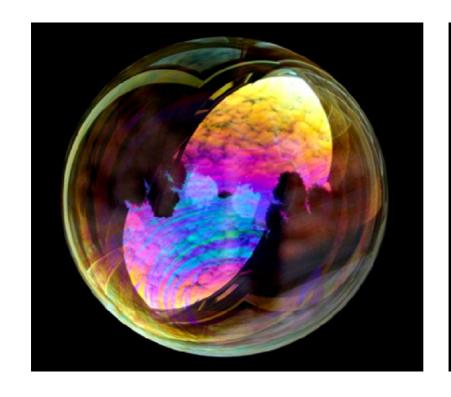


### Demo Preview — Compound Lens



### Demo Preview — Spectral Ray Tracer









### Demo