

Accidental cameras

Bill Freeman, MIT and Google

Occluders, such as corners or plants, can create "accidental cameras". The penumbra of faint shadows of those occluders can be processed to reveal low-resolution images of scenes that may be out of view. In particular, the ubiquitous intersections of vertical walls with the ground plane create "corner cameras" that can reveal 1-d videos of the scene around the corner. Richer occluding structures, such as a plant, can be used to extract higher-dimensional imagery, even a lightfield, from their faint penumbra. I'll describe these and other accidental cameras.