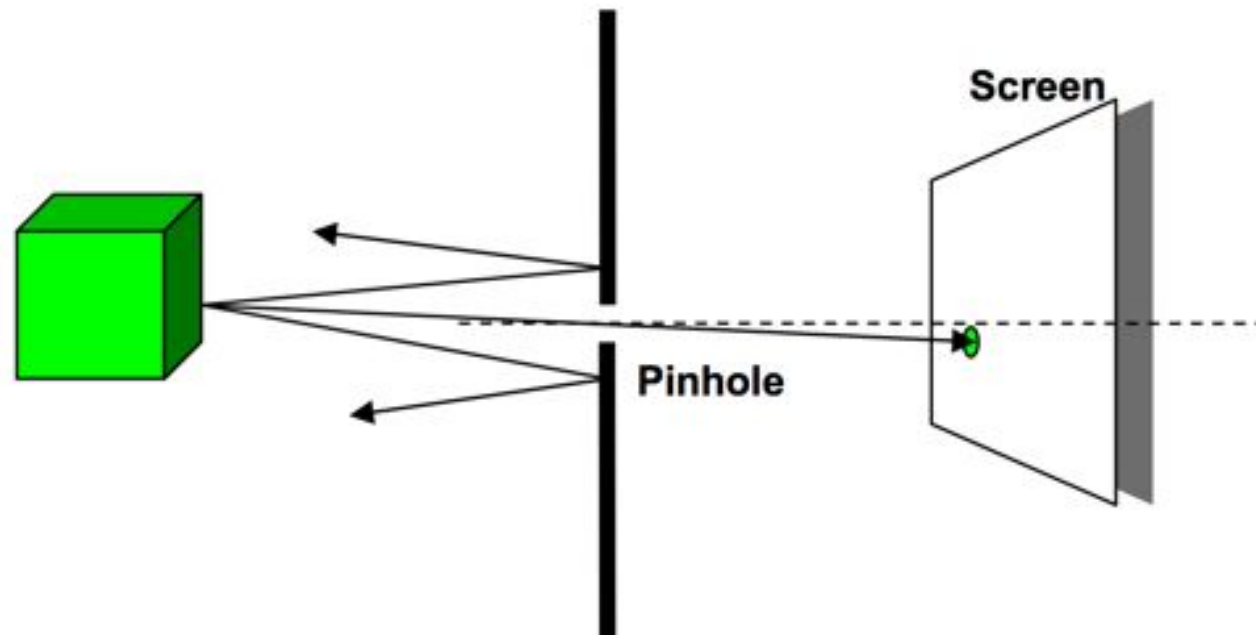


Głębina ostrości (ang. Depth-of-Field (DOF))

Model kamery otworkowy stosowany w grafice komputerowej nie pozwala na uzyskanie zjawiska głębi ostrości.

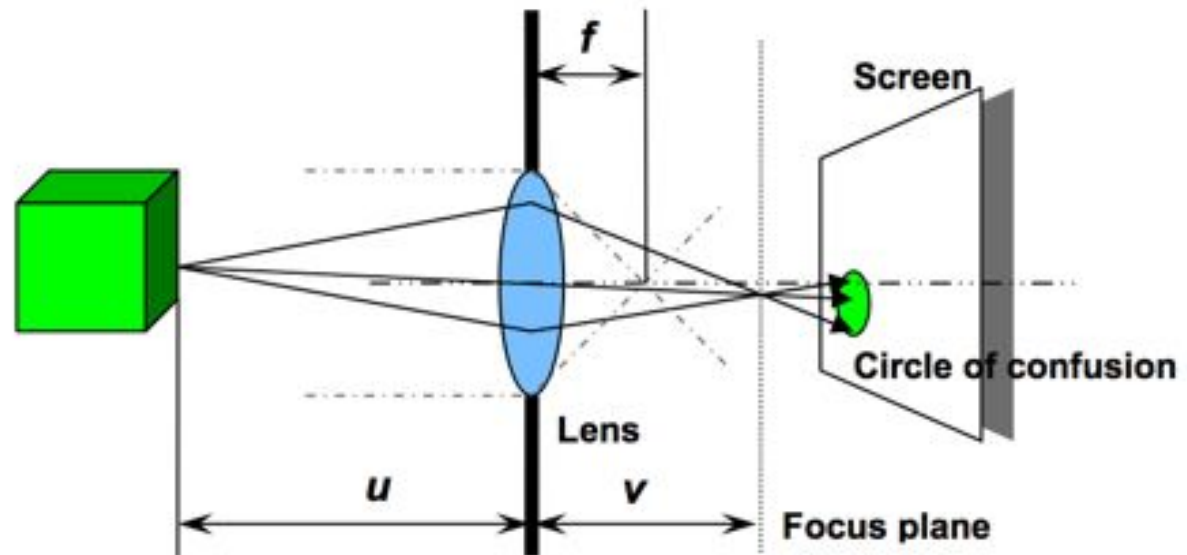


DOF: model dla cienkich soczewek

Promienie skupione są tylko w jednym punkcie: ogniskowej soczewki.

$$\frac{1}{u} + \frac{1}{v} = \frac{1}{f}$$

focal length

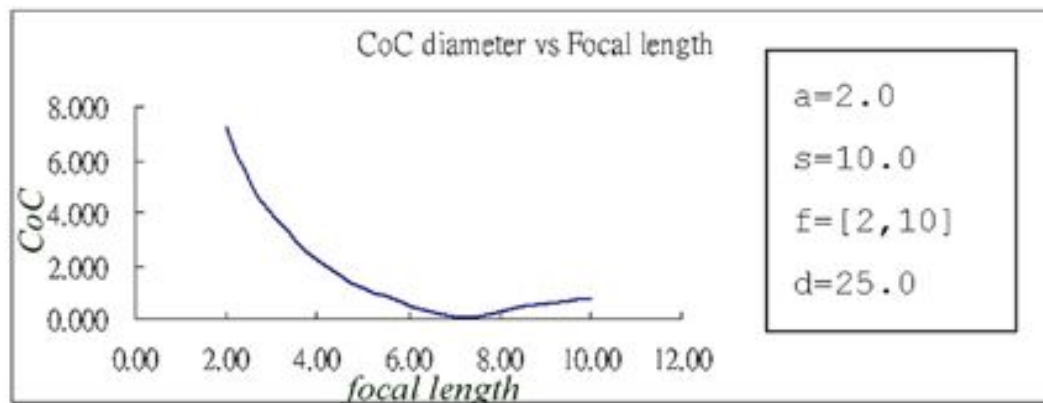
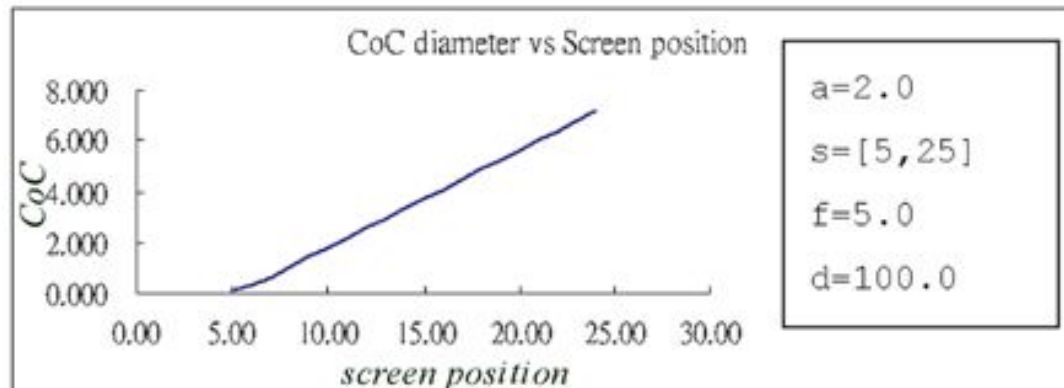
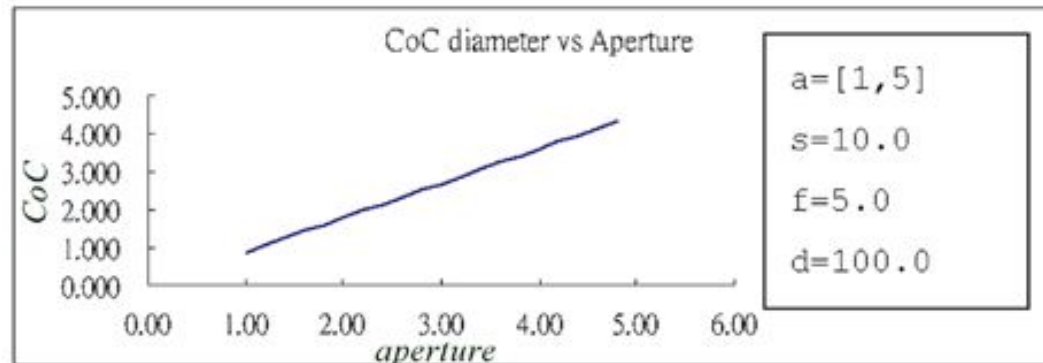


Circle-of-Confusion

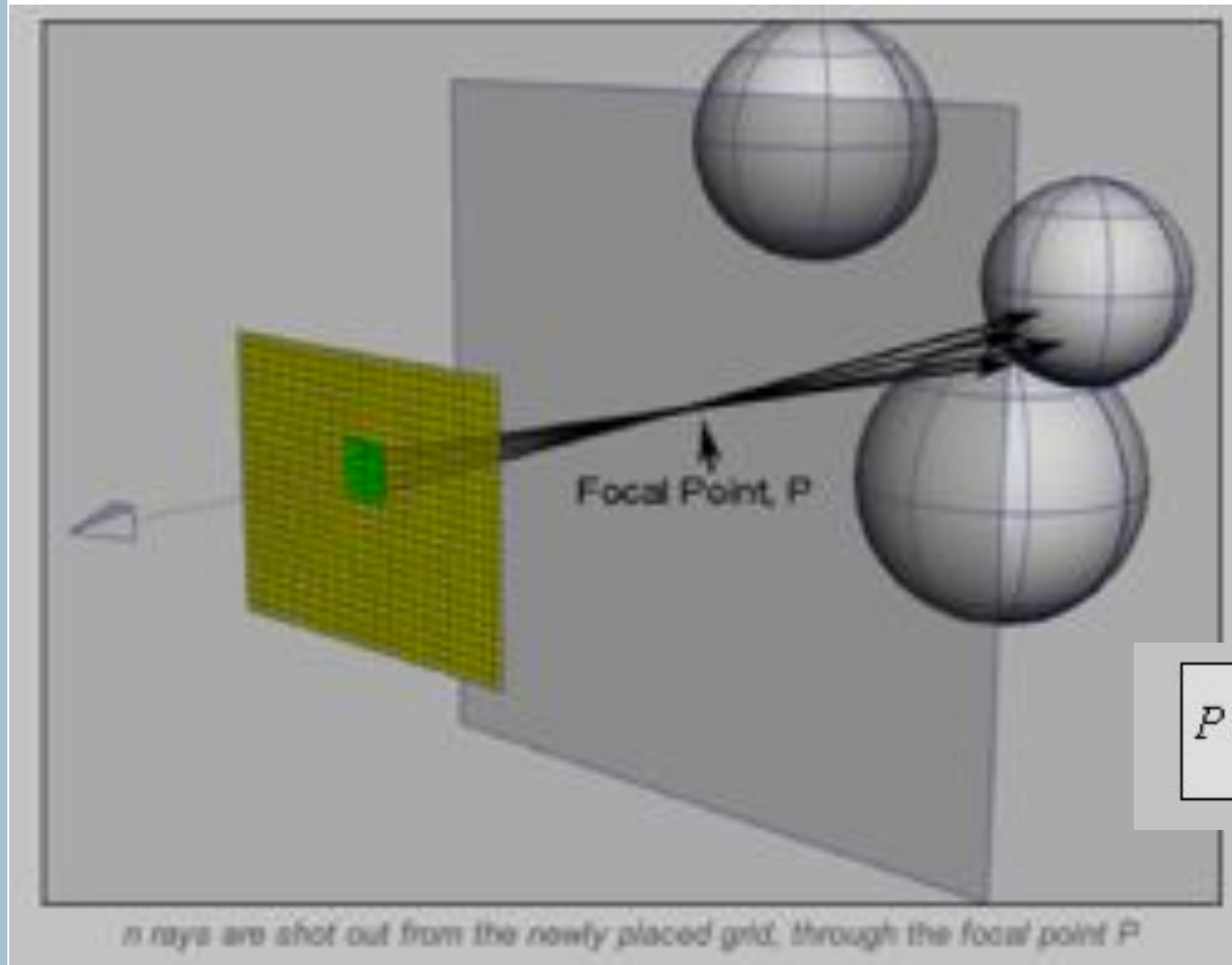
$$b = \left| \frac{D \cdot f (z_{focus} - z)}{z_{focus} (z - f)} \right|, \text{ where } D \text{ is a lens diameter}$$

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

DOF: implementacja



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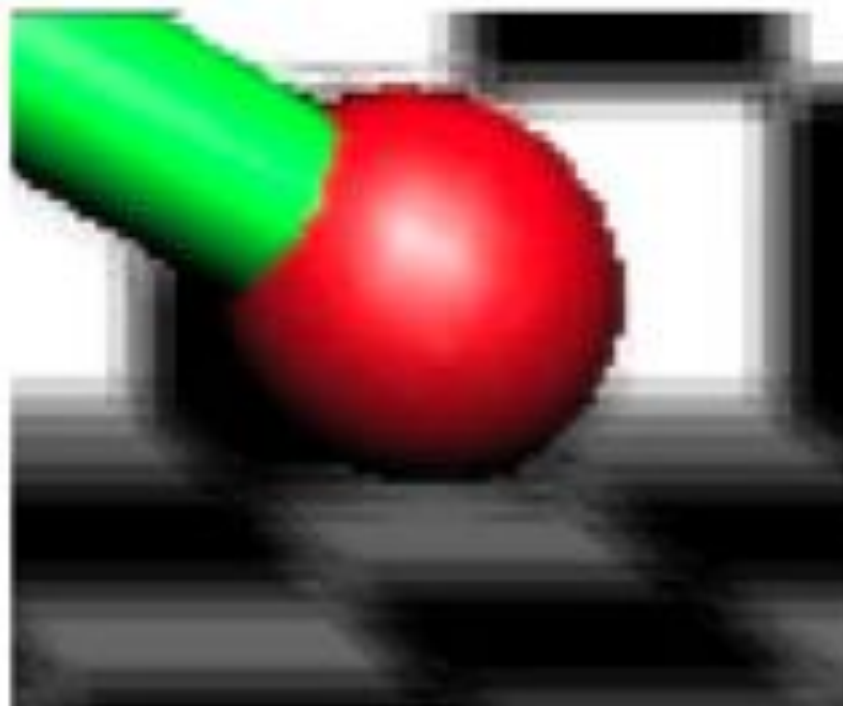


$$P = e + \frac{d'}{d(d+f)}v$$

DOF: color leaking



Leaking of sharp objects



Sharp objects without color leaking

DOF: bokeh

