

(a) Buddha.

*Input images:* RenderMan renderings from an irregular polygon mesh model.

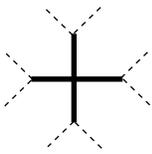
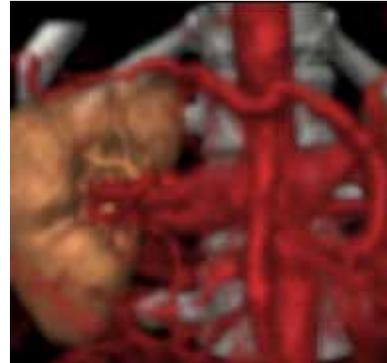
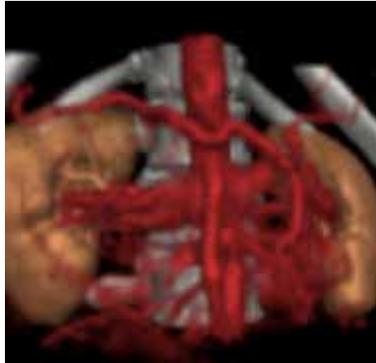
*Light field:* one slab, shown above in plan view. See also figure 3a.



(b) Kidney.

*Input images:* volume renderings from computed tomography data.

*Light field:* one slab, shown above. See also figure 4c.



(c) Hallway.

*Input images:* SGI RealityEngine renderings from a polygon model.

*Light field:* four slabs like figure 4c, arranged in a cross.



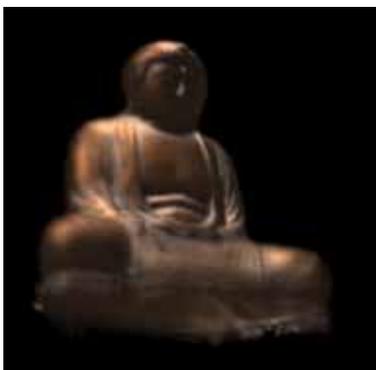
(d) Lion.

*Input images:* digitized video from a computer-controlled camera

*Light field:* four slabs arranged in a box. See also figure 3c.



**Figure 14:** Example images from four light fields, extracted during a typical interactive viewing session.



(a) Buddha. *Vector dimension:* 12  
*Compression:* 45:1

(b) Lion. *Vector dimension:* 48  
*Compression:* 118:1

**Figure 15:** Images extracted from compressed light fields.