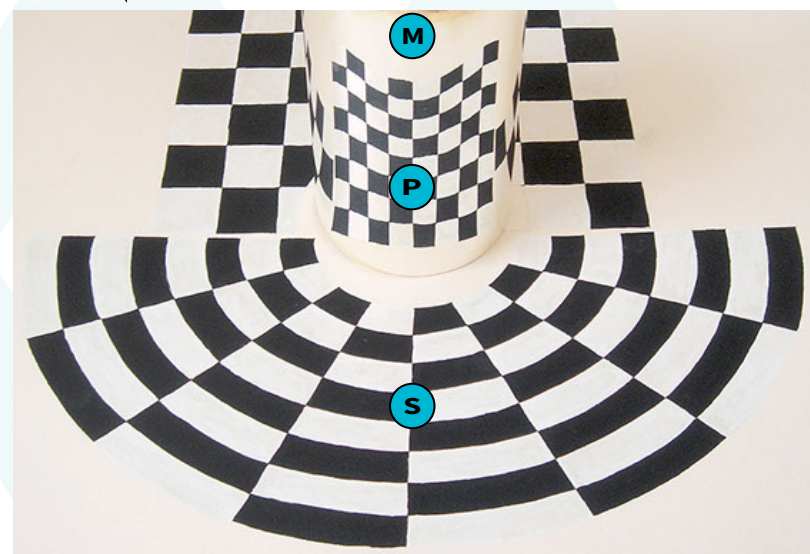


# Raytracing Mirror Anamorphosis

## Introduction

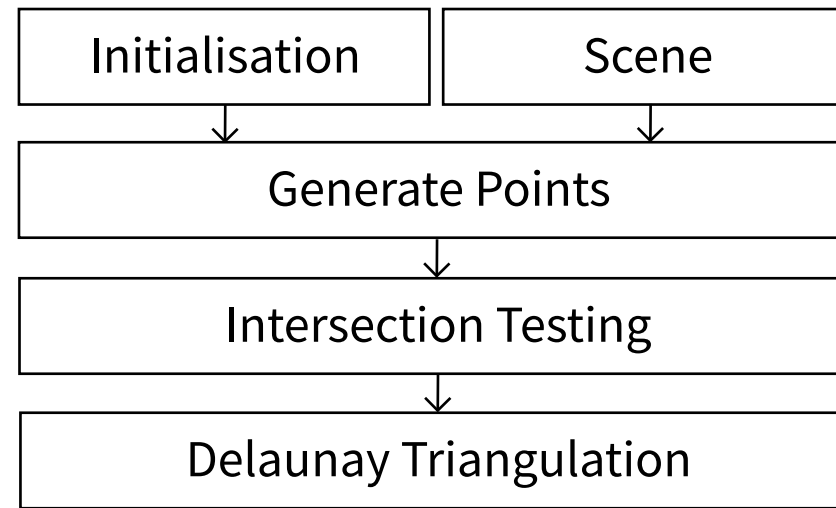
Ray cast through screen from Viewpoint



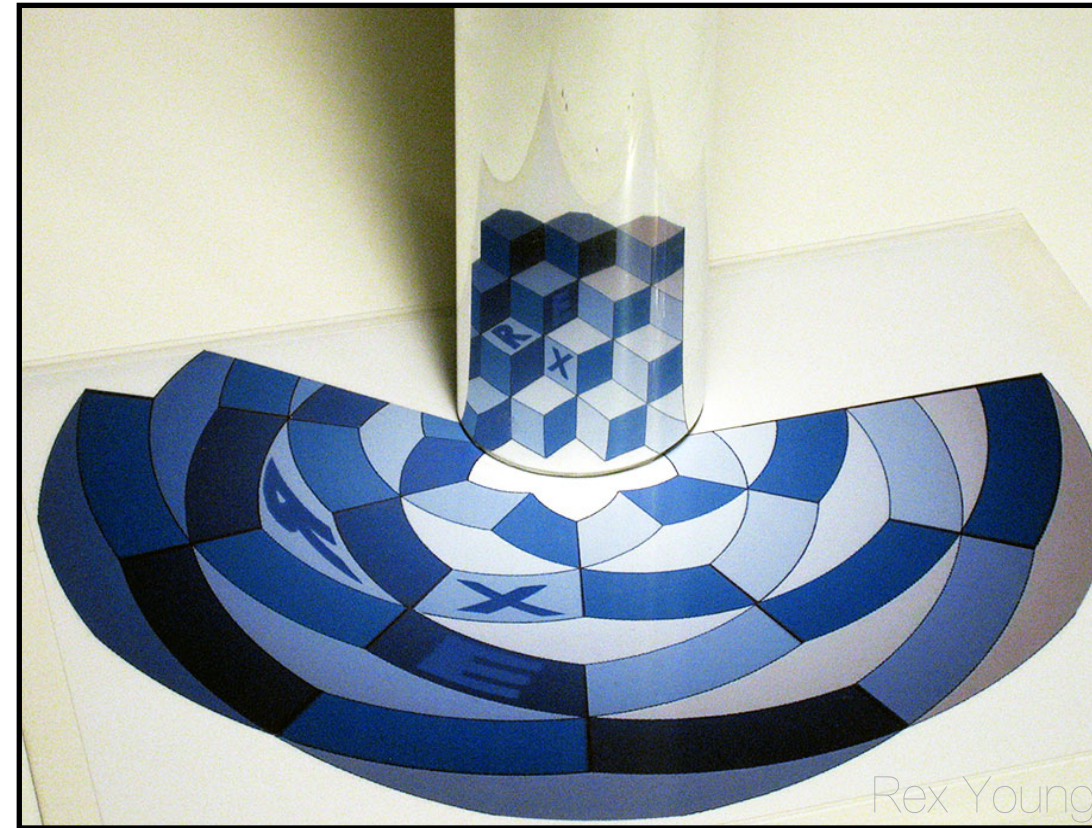
Mirror Object - Projected Image - Surface Image

## Points

Input width, height, samplecount, camera, objects

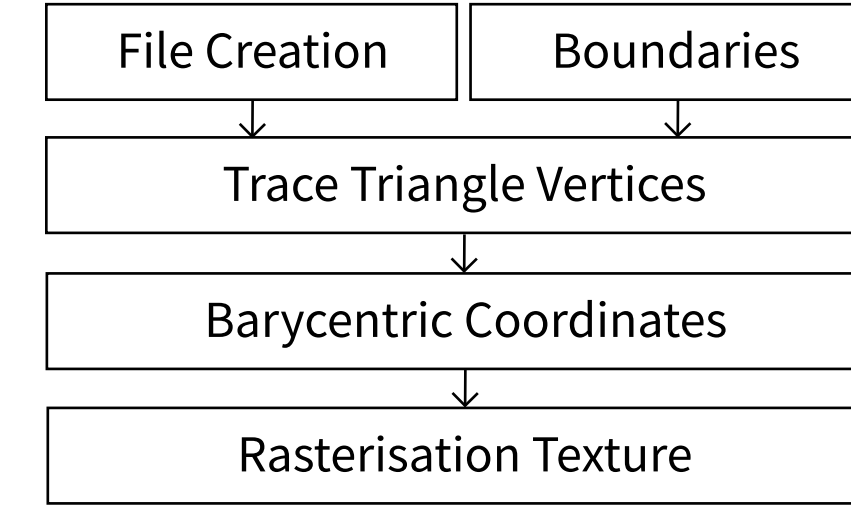


Output trimmed point set, triangle set



## Mapping

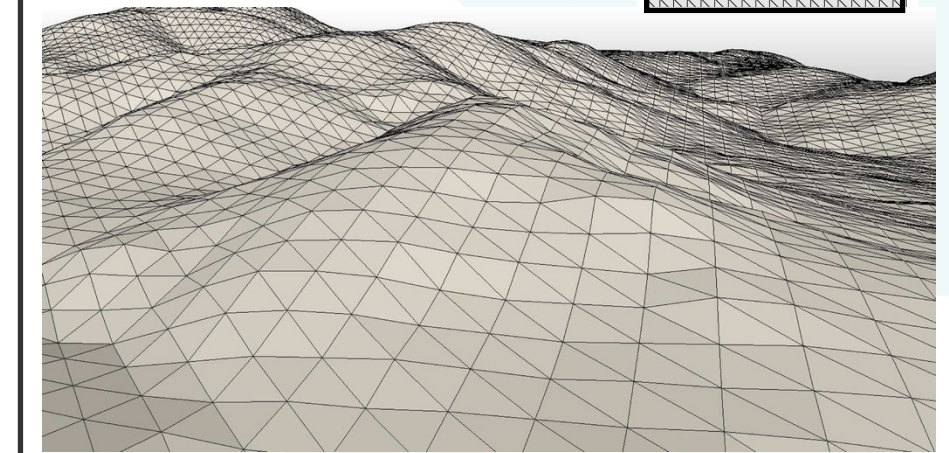
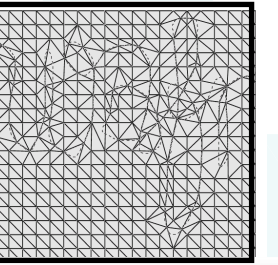
Input width, height, triangles, files, textures



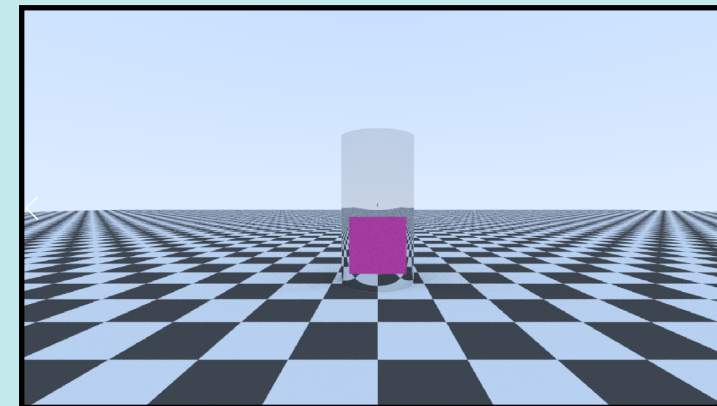
Output projection map, surface image

## Future Work

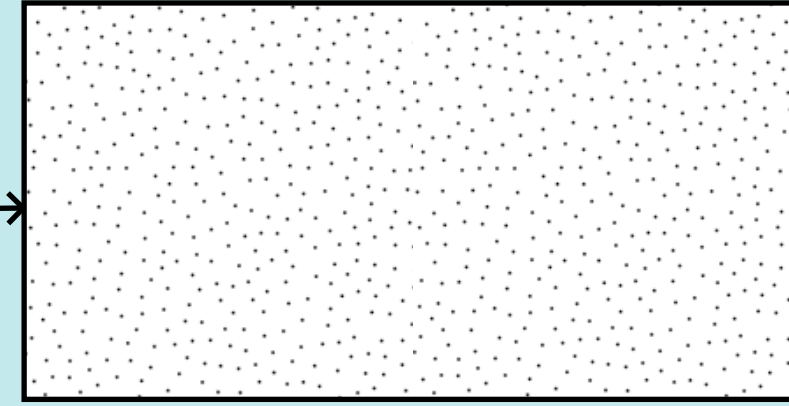
Adaptive Strategies  
Nested Level of Detail



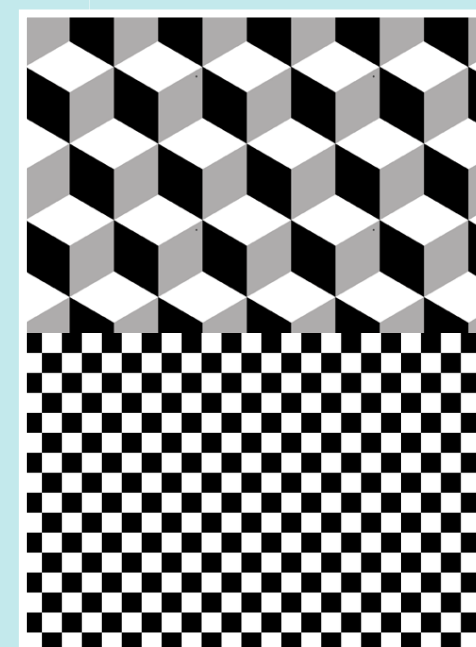
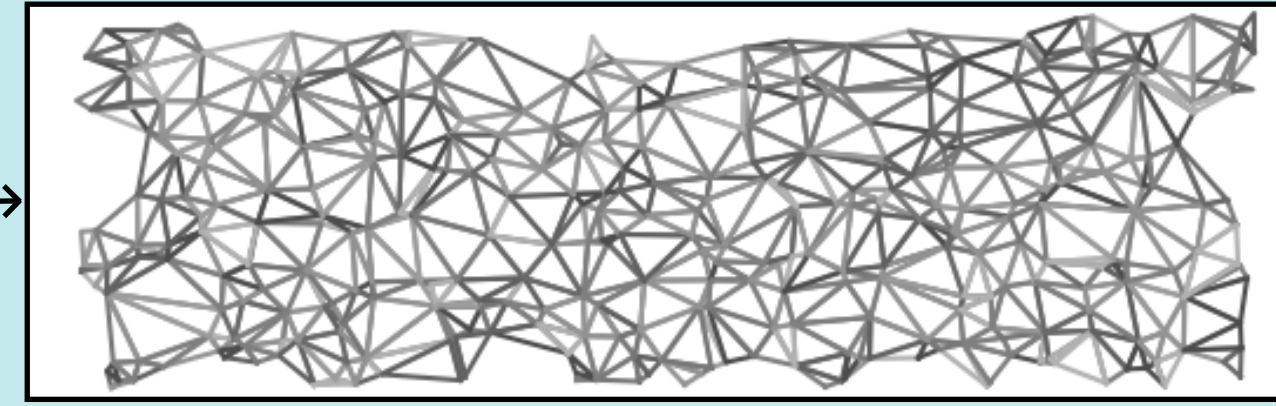
## Scene Overview



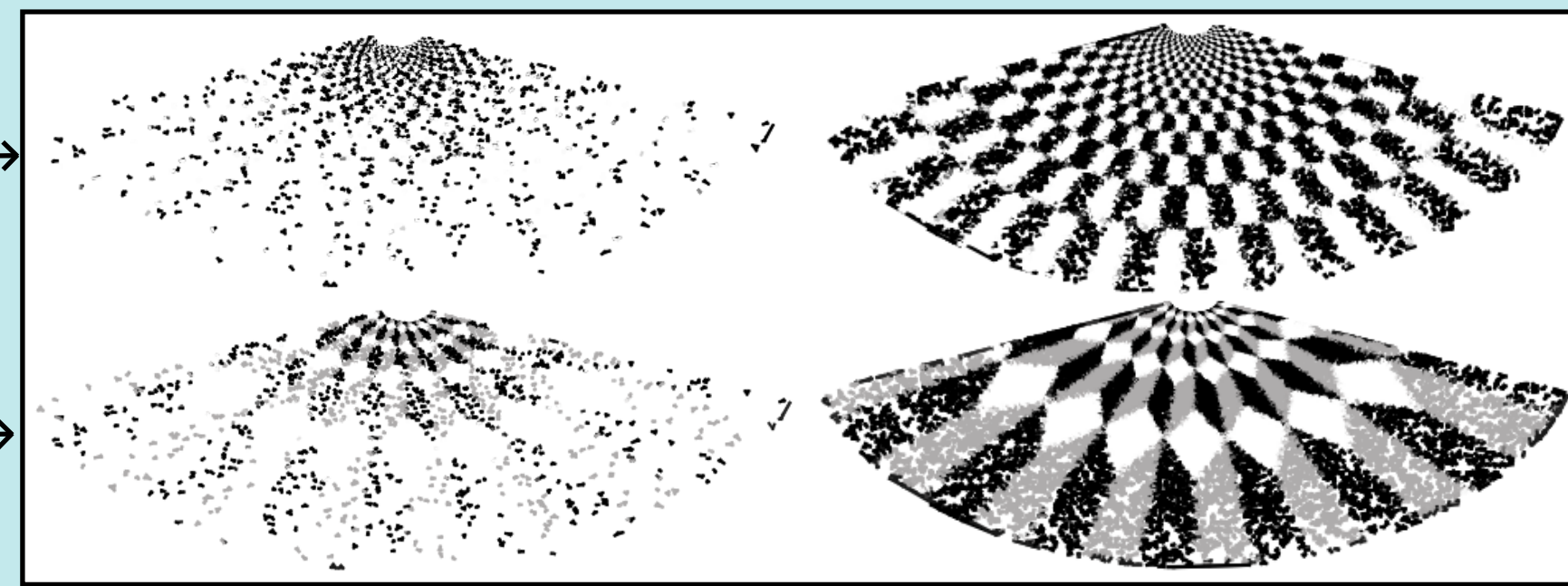
## Point Generation



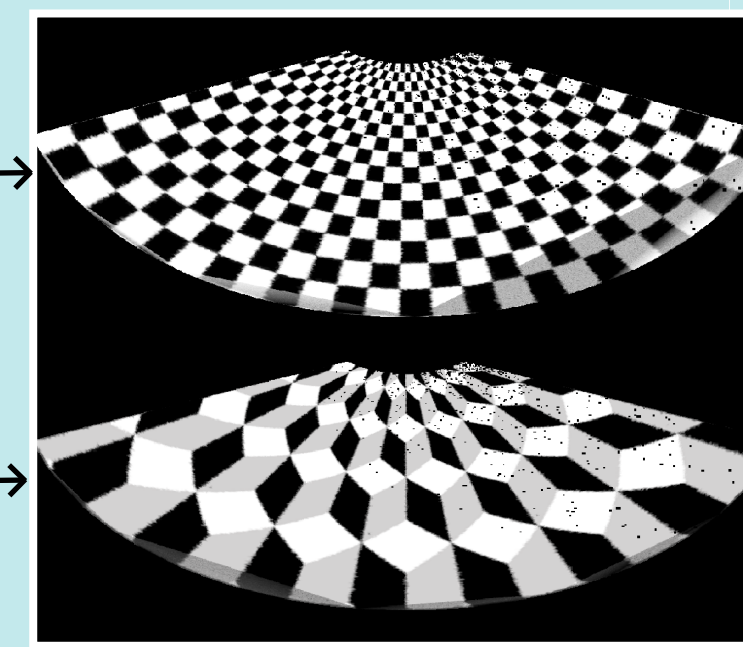
## Delaunay Triangulation



Source Image



Various Triangle Counts Post-Triangulation



Texture Mapping

