

## **A DETAILED ANALYSIS OF LAYERED DEPTH IMAGES**

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### **ABSTRACT**

Here we implemented a novel rendering method based on images converted from frames. Compared to other techniques, first method warps sprites with smooth surfaces which represent depth without gaps. Another method performs warping for more general scenes depending upon the halfway representation named LDI. LDI sight depends on single input camera view, but depends on multiple pixels in line of sight. Depends on depth complexity, size of portrayal changes. McMillan's warp ordering algorithm can be implemented because of single image coordinate system of LDI, resulting back to front order of pixels drawn in output image. Alpha compositing can be done effectively without depth sorting and no usage of z-buffer, so splitting becomes best solution for re-sampling problem.

**KEYWORDS:** Plane Filtered, 3D Mapping, Depth Images, FSPF