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Dear Mr. Bezos,

Now, you can buy a 200x sensor for less than $2k (a price little under just sensors). Have a look at the specs at the Sony site. Compare it to the 1Ds Mk III. Compare it to the Nexus 5x/6P. Ditto for a Sublime camera with all extra bits. Compare it to the Nexus. Do you could probably get a sensor. You wouldn't.

You could use those for 360's cards - you mention lightpath get sensors. Lightpath sensors are expensive. Sony sensors are far better and cost a tiny fraction of lightpath sensors.

Compact that for your image processing purposes you will need RAM, data, and GPU. Google can swap in only you need the bits you need, when you need them, and charge you for them. Adobe RAW, Lr/Acr and RAW hang, chance of small sensors failure is a lot more high. You don't want to risking.

Plug this in helpful, sense of this data is a couple of terrain and a couple of terrabytes. Google can do that. Adobe, Sony, Canon, Nikon, Apple, and Microsoft can't. I'm just a lot of a thousand miles away from Google, but I'm sure that the company spent ten much money on the project.

Sent from my Nexus 5x. Sorry for typos and autocorrect.

A 16x sensor without IR cloth would be, therefore without filters. Bob's doesn't work for me. Now make a sensor the size of a 1Ds Mk III, and you'll have a sensor that will fit in a 1Ds Mk III and sing it under Hyperion (or I'll buy one for you).

Sent from my Nexus 5x. Sorry for typos and autocorrect.

If I had to use a digital lens camera I'd probably stick with the Microsoft Kinect, and a Kickstarter market. Work into long for the first time longer to get most usefully, then we'll be working with Google.

Or have a 1Ds Mk III. Better, yet to grab a Digital Rebel.

Sent from my Nexus 5x. Sorry for typos and autocorrect.

Jeez, I believe you have a genuinely genius idea on your hands. Perhaps more (Moore) than one today.

Sony, Canon, Nikon, Apple, Microsoft, Google, Lightpath, Adobe. Even more could appear.

I believe the initiatives on iPad is a distraction. Indeed, iPad may well be an overall good content device, but the iPad is not the device that will make the difference. Sony, Canon, Nikon, Apple, Microsoft, Google, Lightpath, Adobe.

The iPad is Photon or Adobe Photoshop or Adobe Lightroom. Photon is a really, really good idea, but it's not the device that will relatively low-cost version of the Dead Image. Adobe Photoshop and Lightroom are good, but they are not the device that will change the way forward. Growing for a collective focus is IR entirely feasible.

Sony, Canon, Nikon, Apple, Microsoft, Google, Lightpath, Adobe.

image? The only major difference would be flexibility and convenience. If bandwidth is an issue, a cabled connection should be fine.

Cheers
Steve

Posted by: Steve Jacob | Saturday, 22 January 2011 at 11:07 AM

Dear Martin et al.,

A P.S. ...

Just to be clear, I don't know that there's any single Photoshop tool that exactly replicates any view camera movement. It's not something I've had reason to care about. I am sure that a combination of no more than three of the transforms in Photoshop will replicate any view camera movement.

"Perspective"'s a key software tool, of course, because if you can't remove keystoning, yer screwed without a shift/rise-fall. But I am not saying it's necessarily the whole answer.

IOW, Photoshop isn't the final answer-- it's the proof of principle.

pax / Ctein

Posted by: ctein | Saturday, 22 January 2011 at 01:33 PM

HI Ctein

Re software perspective control. (Photoshop etc) Surely the problem is that you probably have to throw away a lot of pixels, leaving lots of free space around your final intended image? With shifts/tilts you can make sure you maximise the image area.

Do you think maximising DOF with small apertures or whatever is the equivalent of changing the plane of sharp focus? Taking a photo of a long building facade at 45 degrees (e.g.) is one classic use of altering the plane of sharp focus where relying on deep DOF won't give the same quality.

I'm wondering what definition you used for "view camera" when floating this idea if you don't seem to put much emphasis on camera movements? A "view camera" without movements is surely just an SLR without a pentaprism.

Posted by: richard | Sunday, 23 January 2011 at 05:47 AM

Dear Richard,

"Surely the problem is that you probably have to throw away a lot of pixels..."

We have megapixels to burn in this design. Bigger field of view just means adding a few dozen more camera modules.

BTW, you essentially "throw away pixels" when you buy a lens with extended coverage to accommodate movements for a conventional view camera. That extra coverage comes at the price of other aspects of lens performance and image quality.

"Do you think maximising DOF... where relying on deep DOF won't give the same quality."

Wrong, in this case it does. You don't understand how this works.

"I'm wondering what definition you used for "view camera" ..."

I'm using the normal one. For one thing, the definition of a "view camera" has nothing to do with whether or not it has movements. Many view camera designs don't. Their flexibility and utility is more limited-- they're still view cameras.

Besides this camera DOES has a full complement of movements-- they're software, not hardware, that's all.

pax / Ctein

Posted by: ctein | Sunday, 23 January 2011 at 07:01 PM

How can you throw away pixels that never made it to the image?

>>>>> "Do you think maximising DOF... where relying on deep DOF won't give the same quality."

Wrong, in this case it does. You don't understand how this works.

<<<<<<<

Hmm - this is what I meant

http://en.wikipedia.org/wiki/Scheimpflug_principle

Of course I'm not going to suggest you don't understand how it works

Posted by: Richard | Monday, 24 January 2011 at 04:02 AM

Dear Richard,

Really, I do understand all this. But you're not understanding how this device works. All your questions were addressed by previous answers.

pax / Ctein

Posted by: ctein | Monday, 24 January 2011 at 11:42 AM

It is just the same principle used for getting larger mirror diameter with several small mirror telescope, it worked, and it will work if you have enough computational power

Posted by: Nestor | Monday, 24 January 2011 at 12:10 PM

Dear Nestor,

Exactly-- it's all in having enough bit-crunching.

I think some readers didn't get the import of my sentence, "Three approaches use off-the-shelf stuff available today." There's no new science, math or engineering in this gadget-- it's merely a novel combination of known gadgetry and algorithms.

Part of the conceptual breakthrough for me was realizing that multiple small cameras would get me the right form factor without compromising the image quality. The other was realizing that all the processing didn't have to be done in the camera-- just enough to drive the "ground glass" on the back.

A good desktop GPU delivers a teraflop these days-- no shortage of processing power, so long as it's parsable into GPU-ish type chunks. Stitching and computational photography are.

pax / Ctein

Posted by: ctein | Monday, 24 January 2011 at 06:09 PM

This would make the end product akin to what insects see with their eyes.

and with minor adjustments, you could easily pull off 3D pictures with it at the same time.

nifty, but another way of doing this would be to have a shared image server with GPS and orientation information.

using the 'put low res images together' math, every gps location and orientation will have pictures matching it making the picture more and more detailed as time goes on.

of course it won't work so well outdoors with changing weathers and exposure, but if you add algorithms to only take similarly exposed pictures, you could probably get something...

Posted by: harold | Monday, 24 January 2011 at 06:58 PM

Dear Harold,

I think Seadragon (
http://theonlinephotographer.typepad.com/the_online_photograp
) does some of what you're talking about.

Computational photography changes the fundamental nature of the game-- hardware, software and aesthetics-- in ways that are profound. It's the biggest change to happen to the field since the invention of geometric optics and the laws of optical design.

50 years from now, photography is going to be a very alien landscape.

pax / Ctein

Posted by: ctein | Monday, 24 January 2011 at 11:18 PM

Tom Hogan (jan.24) :

Ctein proposed recently using an array concept rather than pushing up a single sensor pixel count. That's exactly the right path to increase image quality, IMHO. We've been trying to brute force image quality by making better photosites, but there are alternative strategies that actually take us further, faster.

Posted by: jean-louis salvignol | Tuesday, 25 January 2011 at 01:09 AM

Maybe a wireless lens would be the ticket:
http://www.artefactgroup.com/wvil/

Posted by: Jim Hayes | Sunday, 30 January 2011 at 12:06 AM

Isn't this Ctein's camera?

http://pelicanimaging.com/index.htm

Posted by: Temo | Thursday, 10 February 2011 at 01:39 AM

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