What Google Glass means for the future of photography

TTI Vanguard [next] December 4, 2014



Marc Levoy
Computer Science Department
Stanford University

mostly retired from Stanford to work at...





(Google)

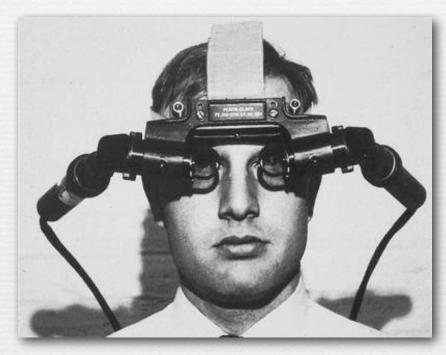
https://www.youtube.com/watch?v=5R1snVxGNVs



Outline

- → a bit of history
- technical specs
- ♦ What's different about taking a picture using Glass?
- writing apps for cameras
- superhero vision

Head-mounted displays are not new



Ivan Sutherland's "ultimate display" (1965)

- conferences:
 - International Symposium on Wearable Computers (ISWC)
 - Pervasive and Ubiquitous Computing (Ubicomp)

Head-mounted displays are not new



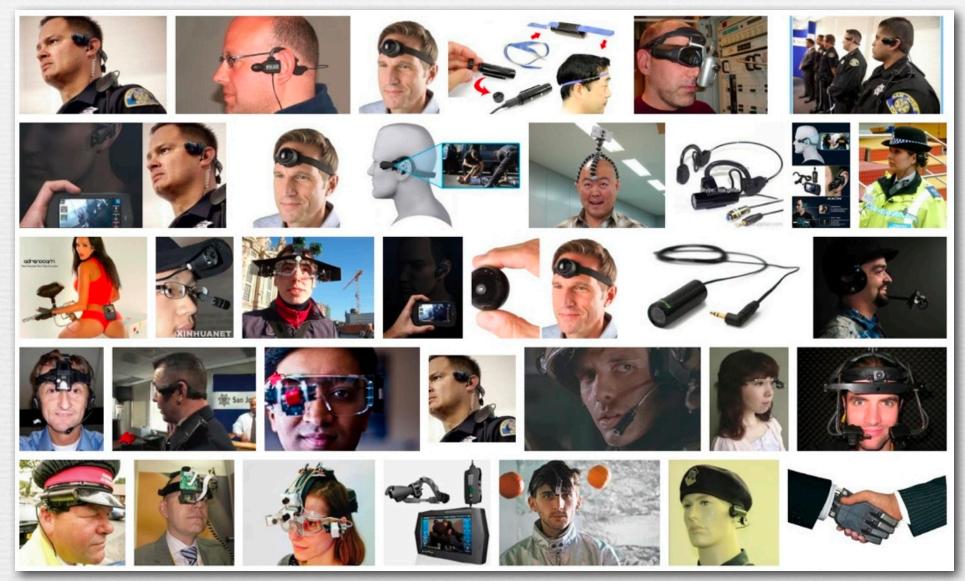
(Google image search results for "head mounted display")

Neither are head-mounted cameras



Steve Mann's Eyetap (1981)

Neither are head-mounted cameras



(Google image search results for "head mounted camera")

(GoPro trailer)



(gopro.com)

https://www.youtube.com/watch?v=A3PDXmYoF5U

(GoPro trailer)

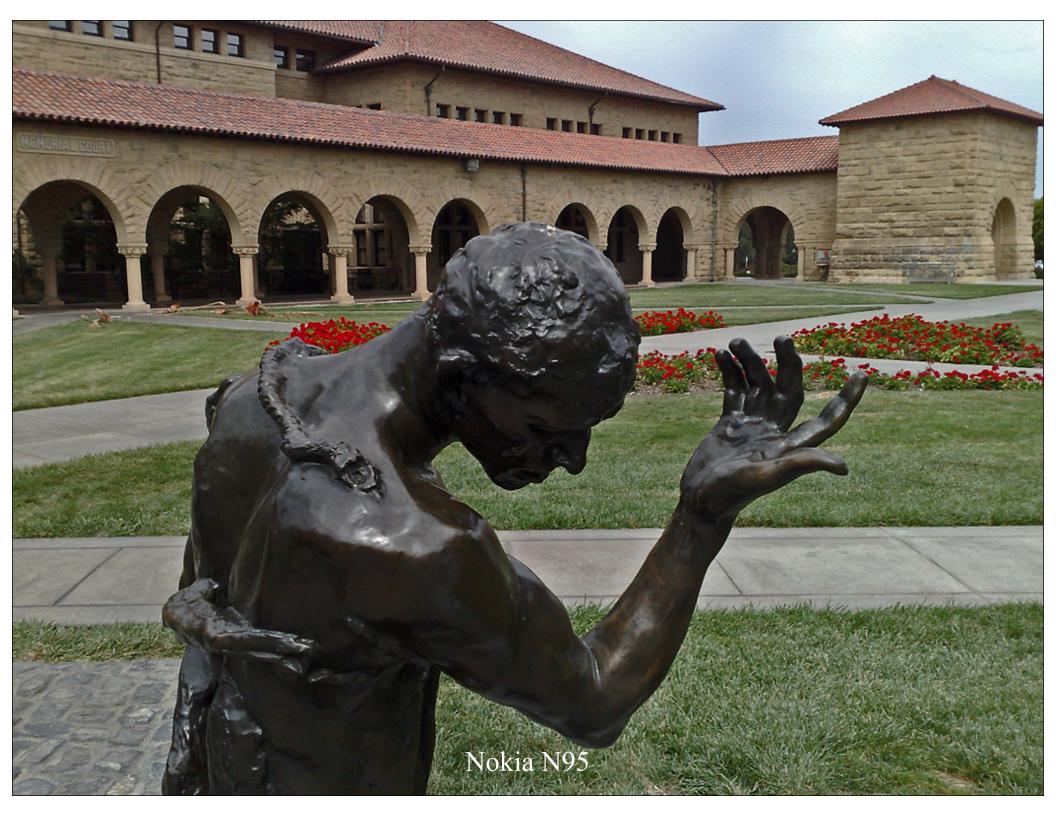


(gopro.com)

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Technical specs

- → camera
 - cell phone equivalent, 5Mpix still or 720p video, no flash









Technical specs

- → camera
 - cell phone equivalent, 5Mpix still or 720p video, no flash
- display
 - heads-up, color, 640×360 pixels, focused at a distance
- → sensors
 - accelerometer, gyro, compass, GPS
- * radios
 - bluetooth tethering through your phone or direct Wifi
 - no cellular modem (3G/4G)
- computing
 - cell phone equivalent processor (OMAP4), memory, and OS
 - SDKs are becoming available in stages

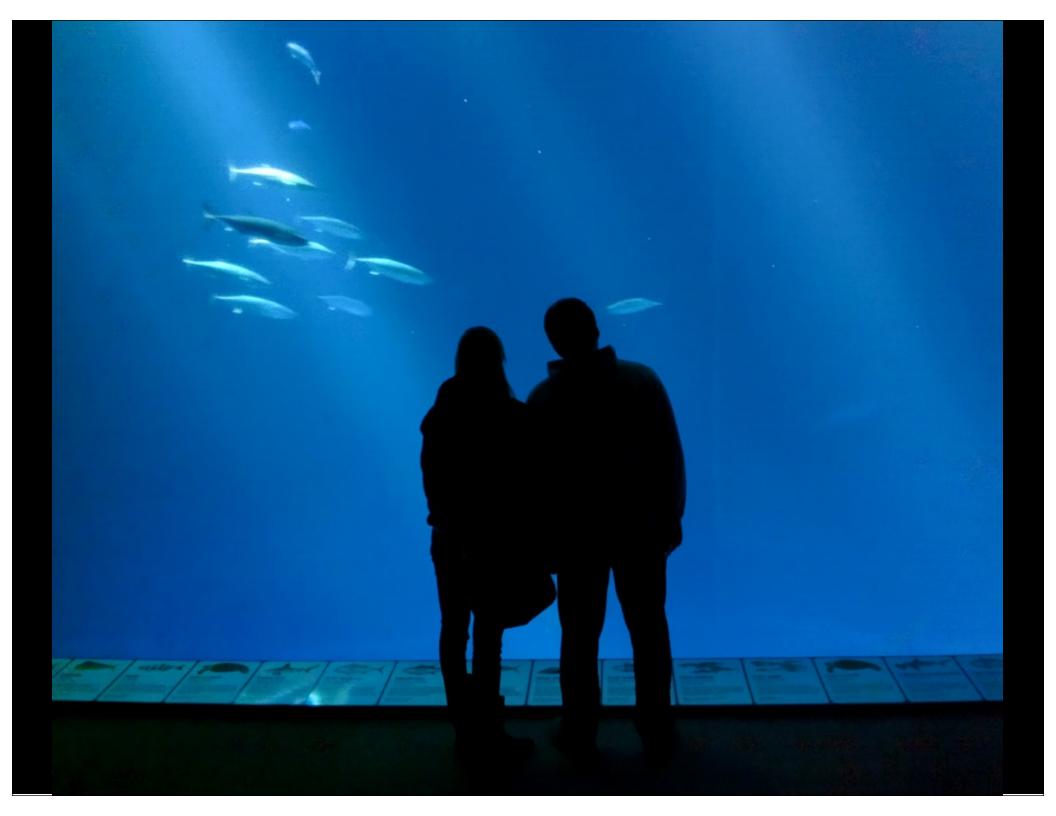
- ★ the capture experience
 - hands-free



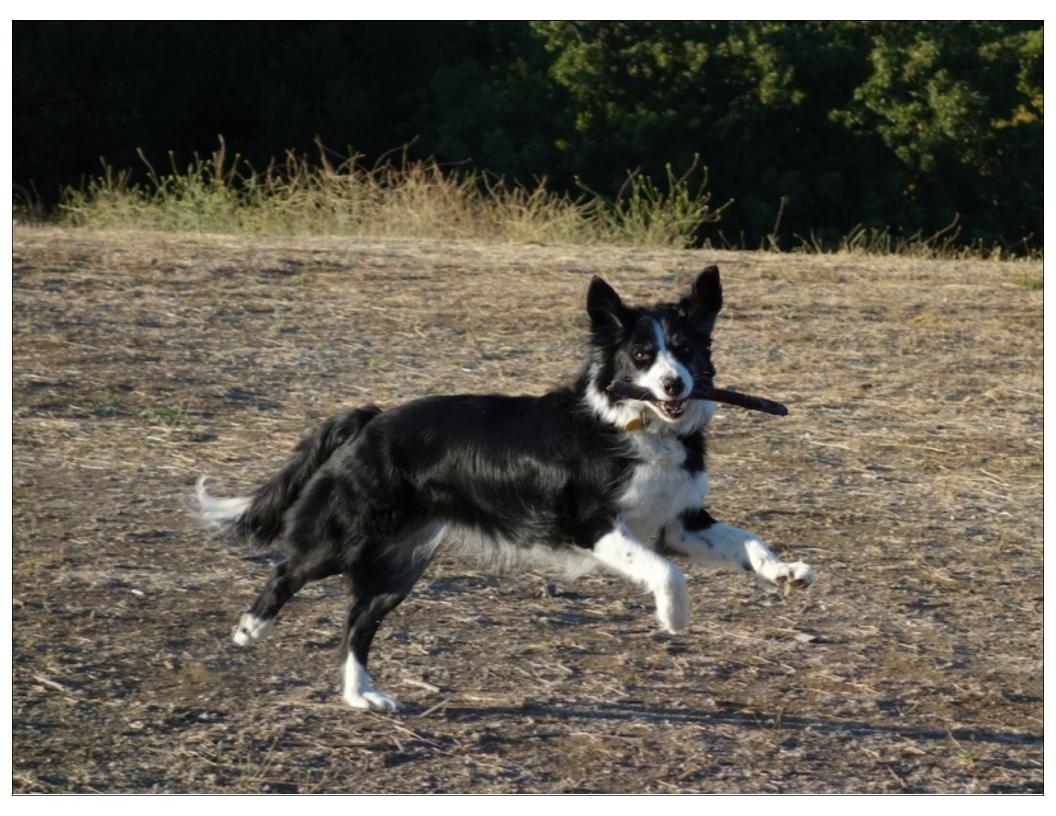
- → the capture experience
 - hands-free
 - point-of-view



- → the capture experience
 - hands-free
 - point-of-view
 - always available



- → the capture experience
 - hands-free
 - point-of-view
 - always available
 - instantly triggerable



- → the capture experience
 - hands-free
 - point-of-view
 - always available
 - instantly triggerable
 - your eyes are unobstructed



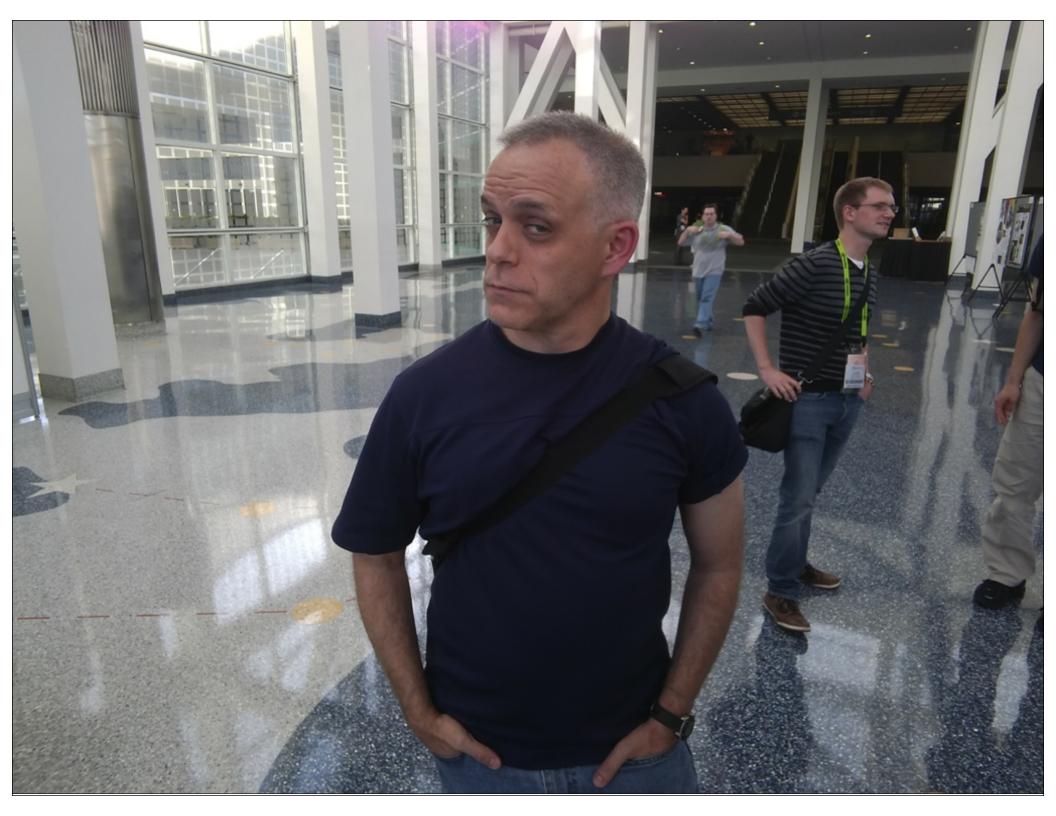


Madame & Bébé Gayno

(Google)

- → the capture experience
 - hands-free
 - point-of-view
 - always available
 - instantly triggerable
 - your eyes are unobstructed
- → new reasons to take pictures
 - people I've met

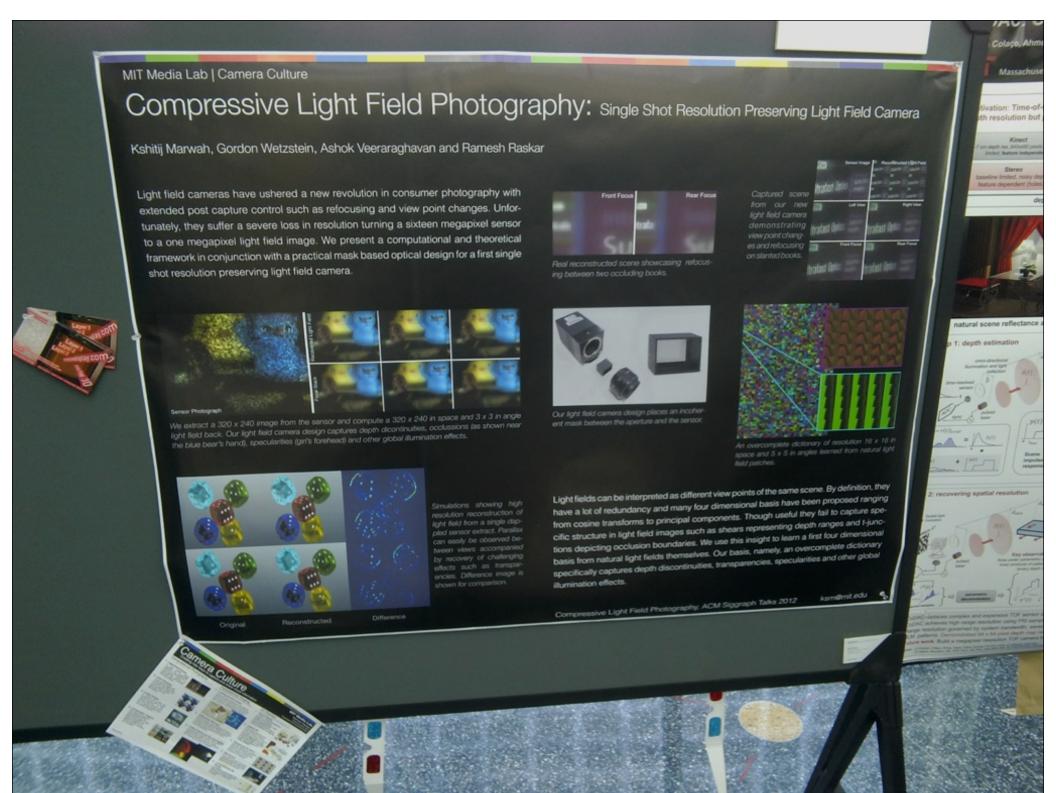




- → the capture experience
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What's different about taking a picture using Glass?

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Glass also takes nice photographs







straight video



(video not available)

- ◆ straight video
- ◆ slo-mo and timelapse



(video not available)

- straight video
- → slo-mo and timelapse
- video hangouts and eye swapping



- straight video
- → slo-mo and timelapse
- video hangouts and eye swapping
- every photograph is a cliplet

Cliplets

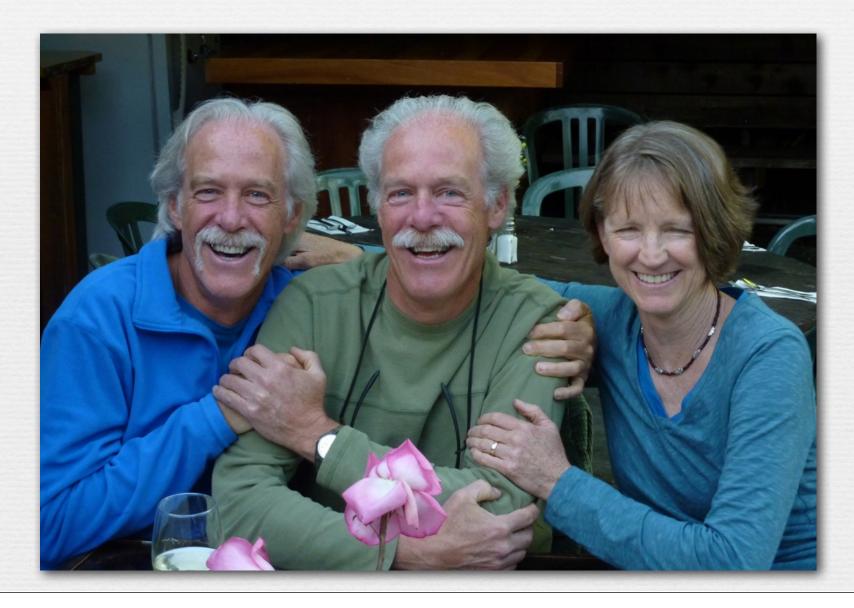


Nikon V1 Motion Snapshot

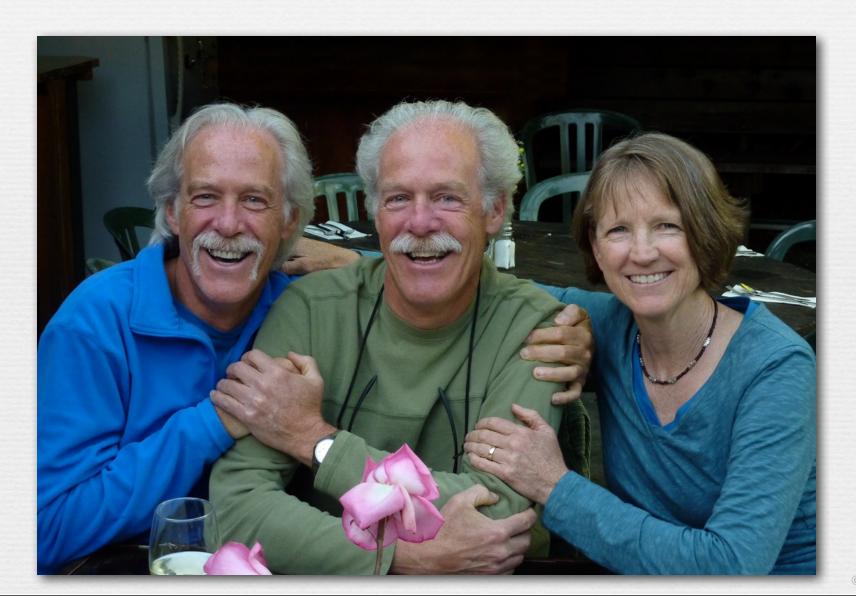
(60fps for 1 second, slowed 2.5×, cross-dissolve to still, played with music)



Photomontage from bursts



Photomontage from bursts



Multiplicity



- straight video
- → slo-mo and timelapse
- video hangouts and eye swapping
- every photograph is a cliplet
- + cinemagraphs

Cinemagraphs: between photography and video



(cinemagraphs.com)





- straight video
- → slo-mo and timelapse
- video hangouts and eye swapping
- every photograph is a cliplet
- cinemagraphs
- ◆ other games with video...

Video synopsis

[Pritch et al.]



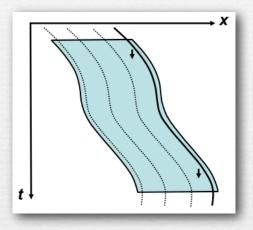


http://www.cs.huji.ac.il/~yaelpri/demos.php

Dynamosaicing

[Rav-Acha, Pritch, et al. 2007]







http://www.cs.huji.ac.il/~yaelpri/demos.php

What's hard about computational video?

- finding effects that are fun, useful, and not creepy
- making these effects easy for consumers to author
- making them robust enough to work most of the time
- * making them efficient enough to compute on the device

The future of digital cameras

- ♦ the megapixel wars are over (long overdue)
- computational photography is the next battleground in the camera industry (it's already starting)

nope cell phone maging in the market place

battleground right now

The future of digital cameras

- ♦ the megapixel wars are over (long overdue)
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Casio EX ZR1000

- burst mode low-light
- auto-HDR
- all-focus
- background defocus

captures a burst of 40 shots at 30fps and auto-selects the best 5

Nikon 1 V2



The future of digital cameras

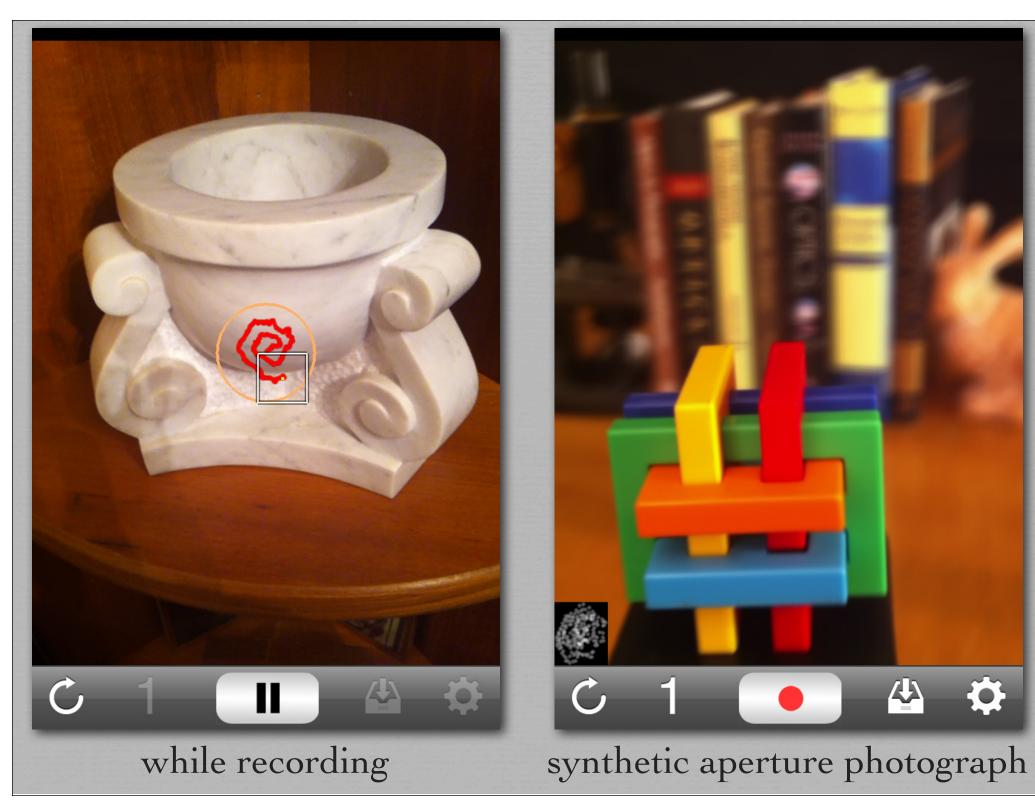
- → the megapixel wars are over (long overdue)
- computational photography is the next battleground in the camera industry (it's already starting)

- ♦ how will these features appear to consumers?
 - standard and invisible
 - standard and visible (and disable-able)
 - aftermarket plugins and apps for your camera

Example computational photography app: SynthCam for the iPhone





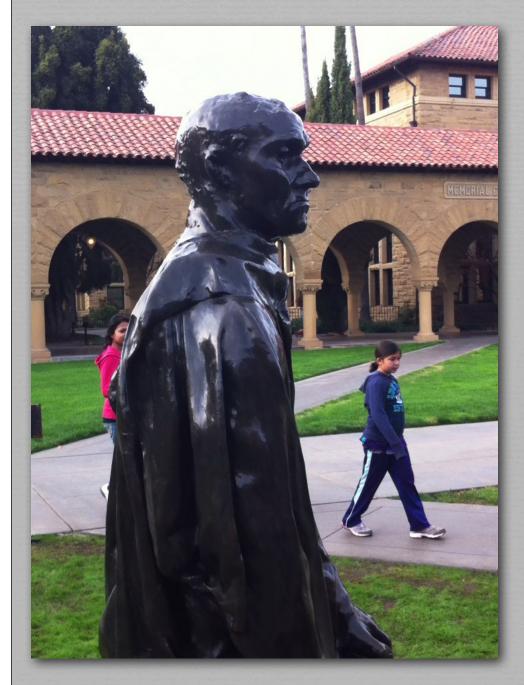




single frame



synthetic aperture photograph



single frame



synthetic aperture photograph



strong defocus



subtle defocus



tilt-shift "miniature-model" effect



(Hector Garcia-Molina)

seeing in the dark

Digital photography can easily exceed human vision



(Jesse Levinson Canon 10D, 28mm f/4, 3 min, ISO 100, 4 image pano)

- required a tripod
- → can't currently do this using a cell phone, but it's not impossible
 - dark current (if one shot) or read noise (if a burst) must be very low

Low-light imaging using burst-mode computational photography



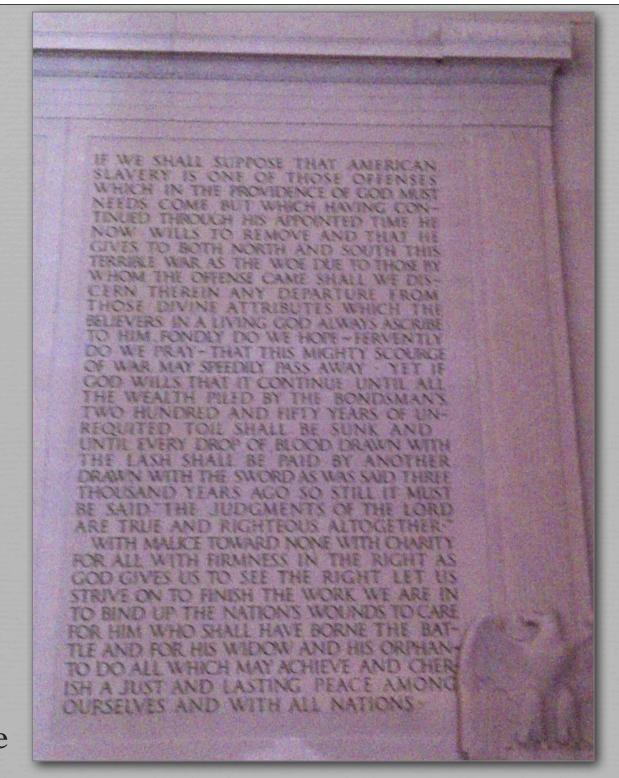
single frame (iPhone 4)

Low-light imaging using burst-mode computational photography

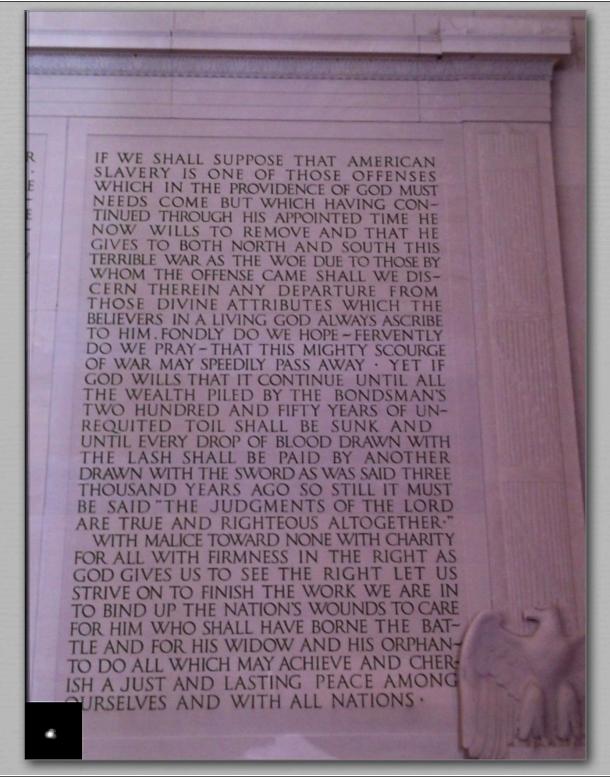
SNR increases as sqrt(# of frames)

average of ~30 frames (SynthCam)

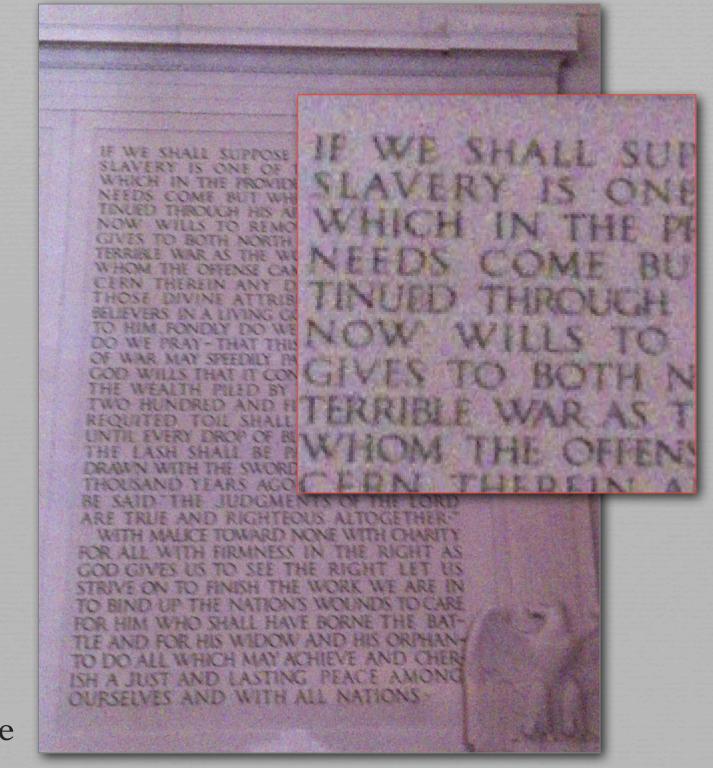




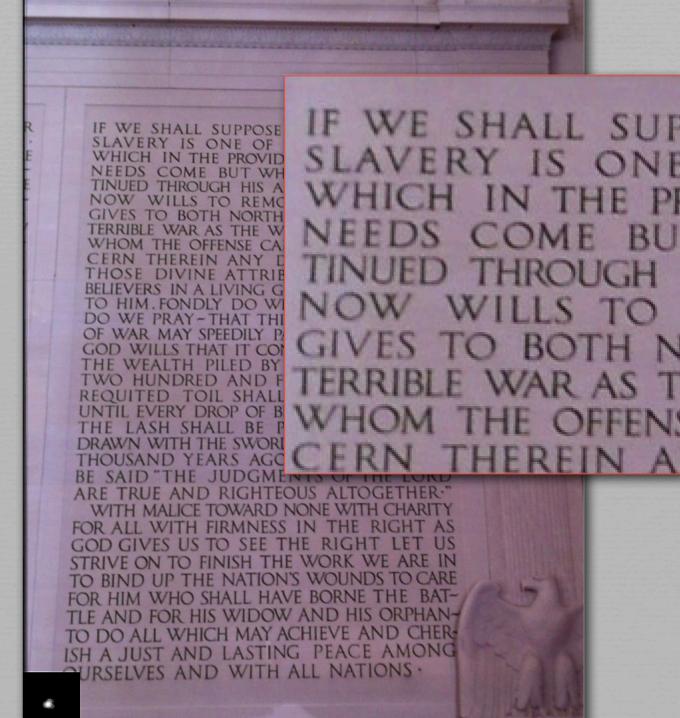
single frame



average of ~30 frames



single frame



average of ~30 frames

- seeing in the dark
- seeing through objects

Removing foreground objects by translating the camera

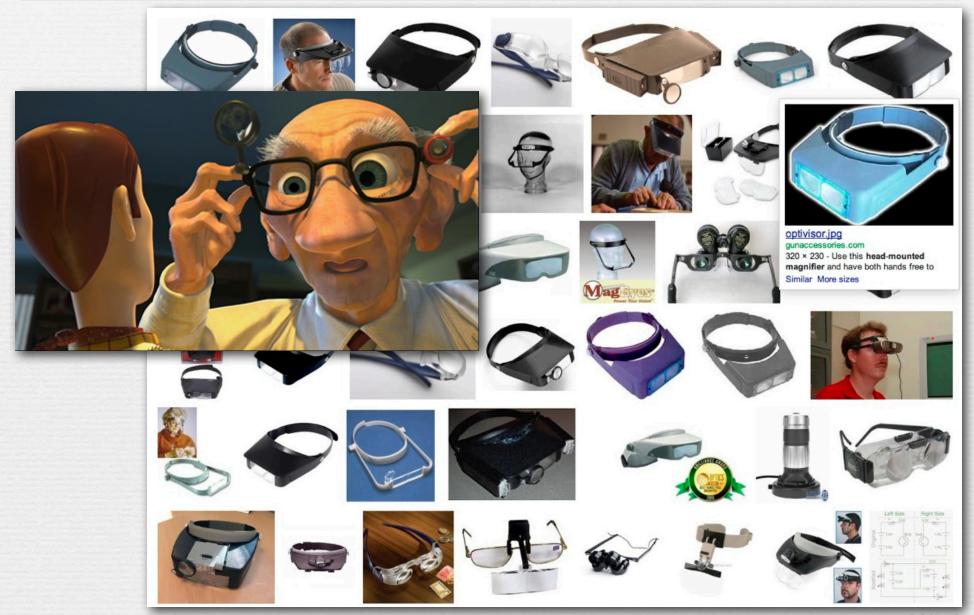




- align the shots
- match histograms
- → apply median filter

- seeing in the dark
- seeing through objects
- → magnifying glass, telescopic vision

Head-mounted magnifiers



Camera-based magnifiers

- → optical zoom
 - requires a long optical path



- digital zoom (cropping)
 - requires a high pixel count, hence a thick camera



Nokia 808

- → super-resolution
 - results typically look oversharpened

Beyond SLRs: Superhero vision

- * seeing in the dark
- seeing through objects
- → magnifying glass, telescopic vision
- slowing down motion



(Dogs in Slow Motion, Devin Graham)

https://www.youtube.com/watch?v=7ZIjkvdz4Ko

- * seeing in the dark
- seeing through objects
- → magnifying glass, telescopic vision
- slowing down motion
- → motion magnification, change magnification

Motion magnification

[Liu, SIGGRAPH 2005]





- + can this be done using a (shaky) handheld camera?
- → can it be computed on a (slow) mobile device?

Change magnification

[Wu, SIGGRAPH 2012]



- ♦ how much SNR is needed to detect this signal?
- → is it socially acceptable to run this on Glass?

- * seeing in the dark
- seeing through objects
- → magnifying glass, telescopic vision
- slowing down motion
- → motion magnification, change magnification
- → language translation

Word Lens

(app for iOS and Android)



- → mediocre translation, but clever user interface
- * recently bought by Google, runs on Glass

- * seeing in the dark
- seeing through objects
- → magnifying glass, telescopic vision
- slowing down motion
- → motion magnification, change magnification
- → language translation
- ◆ face recognition

If you met this man at a party...



• name: Jack Sparrow

• address: Black Pearl

• profession: pirate

• net worth: zero

• spouse: many

• criminal record: long

Face recognition

- → recognition from uncontrolled photos is still sci-fi
- → Google has pro-actively prohibited it on Glass
- it could eventually work
- → if it does, someone will build a device to do it
- → giving up anonymity ≠ giving up privacy

Parting thought: new business models

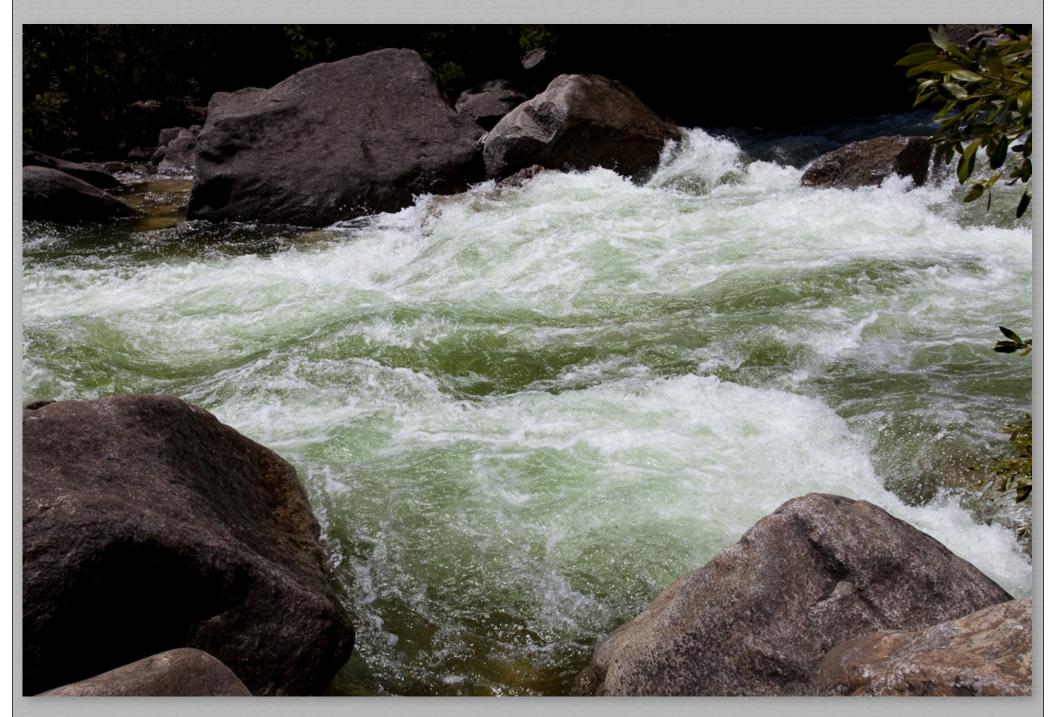
- → remote medical diagnosis
 - or agricultural, or mechanical
- pay or be paid for every picture you take
 - posting pictures of empty parking spaces
- instantly available cameras improve safety and security
 - "ok glass, report that unsafe driver!"
 - personal safety in bad neighborhoods

Parting thought: new aesthetics

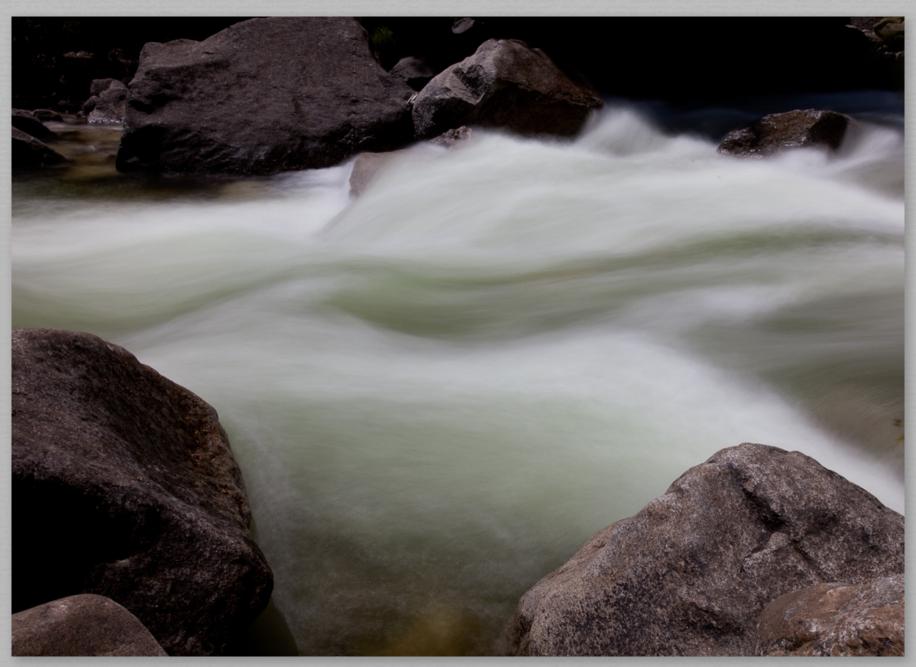
new technologies begin by mimicing old technologies,
 but eventually develop their own idioms



Georges Méliès, 20,000 Leagues Under the Sea (1907)



Canon 5DII, 1/400 sec



Canon 5DII, average of 15 shots of 1/6 sec

