

Motion blur removal with orthogonal parabolic exposures

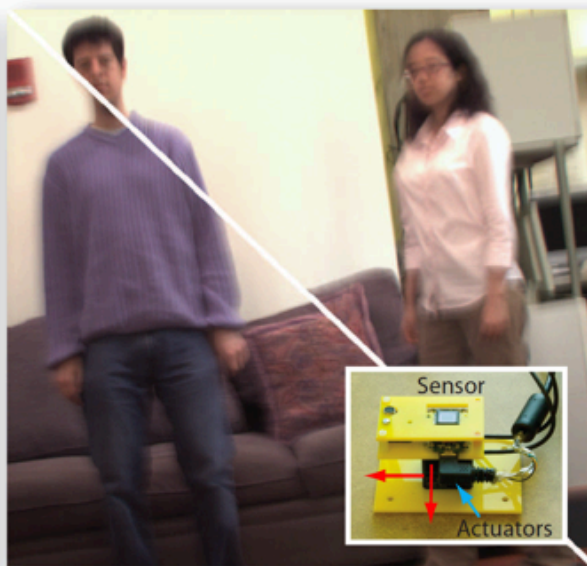
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[†] Massachusetts Institute of Technology

[‡] Weizmann Institute of Science



Static camera image

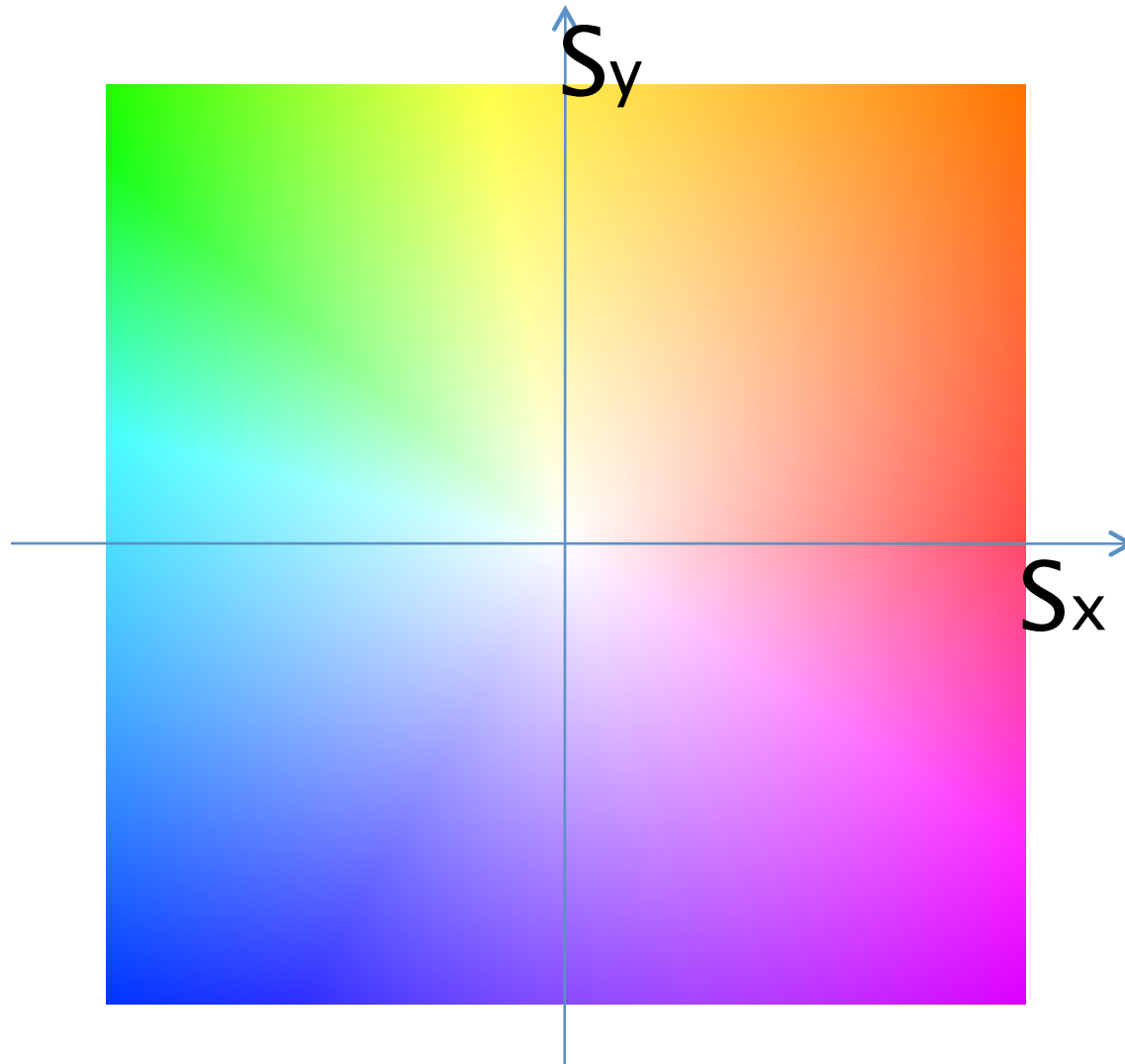


Orthogonal parabolic camera: input



Orthogonal parabolic camera: deblurred output

Motion color code



The motion maps are color coded according to this table.

2D constant velocity object motion deblurring examples

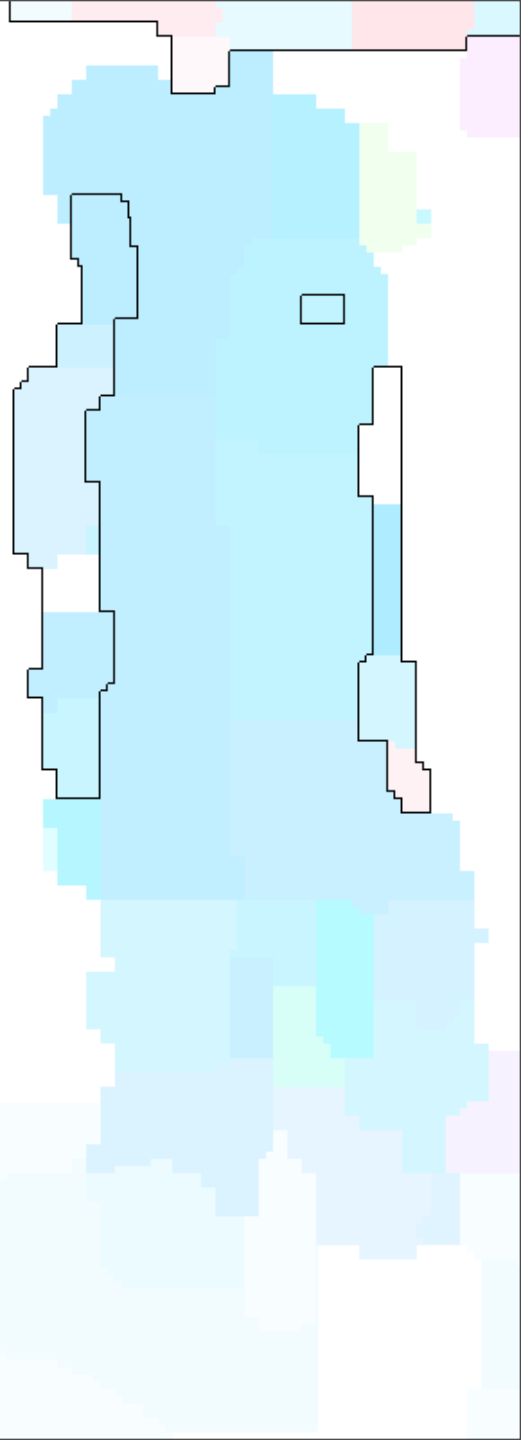
Image from
a static camera
- 500ms
exposure



Image from a
horizontal
parabolic
camera
- 200ms
exposure



Estimated
motion layer



Pixels within a black boundary are
pixels taken from images deblurred
with a single image

Deblurred
image



Cropped from
the image from
a static camera
- 500ms
exposure



Cropped from
the image from
a horizontal
parabolic
camera
- 200ms
exposure



Cropped from
the deblurred
image



Image from
a static camera
- 500ms
exposure

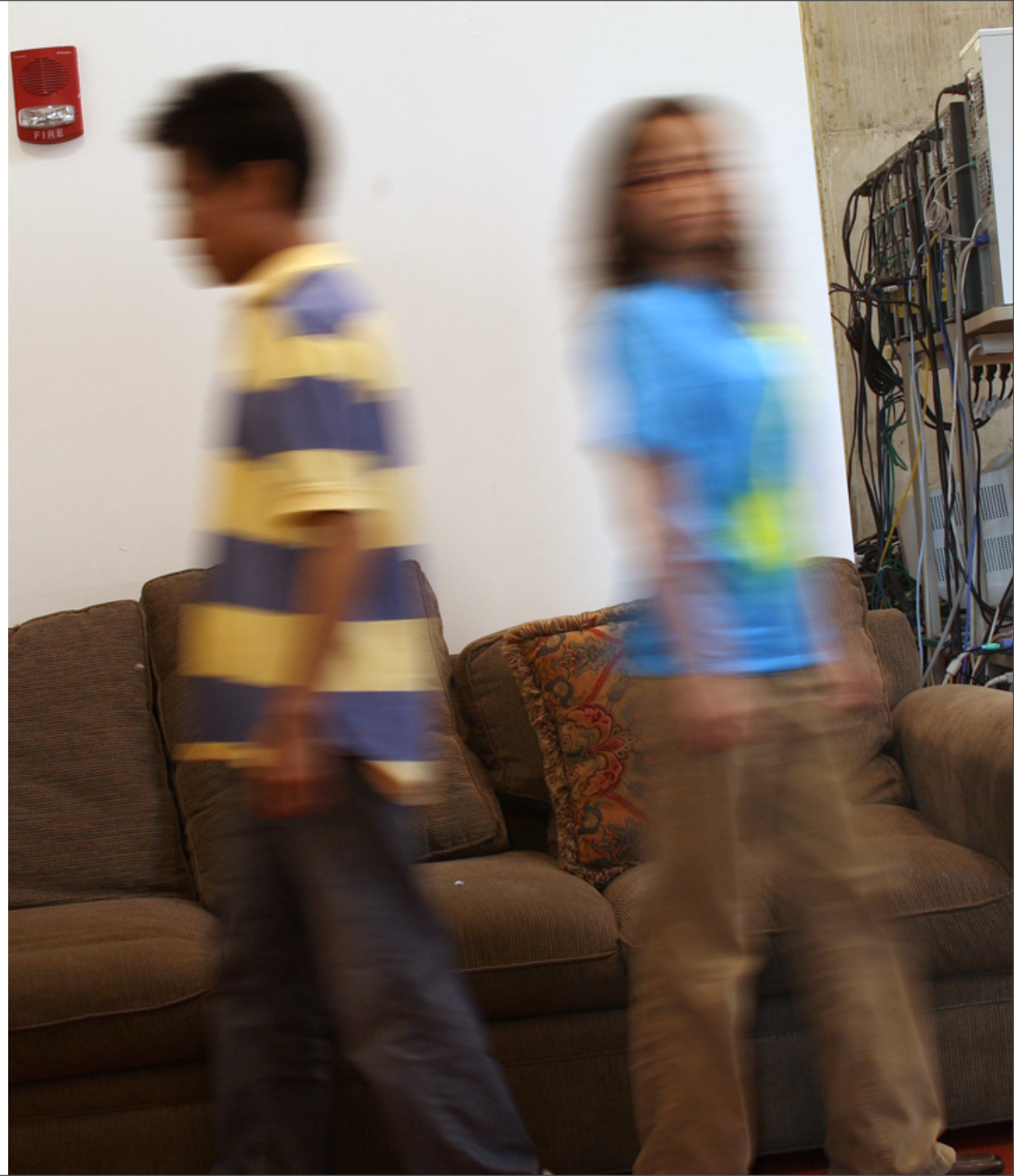
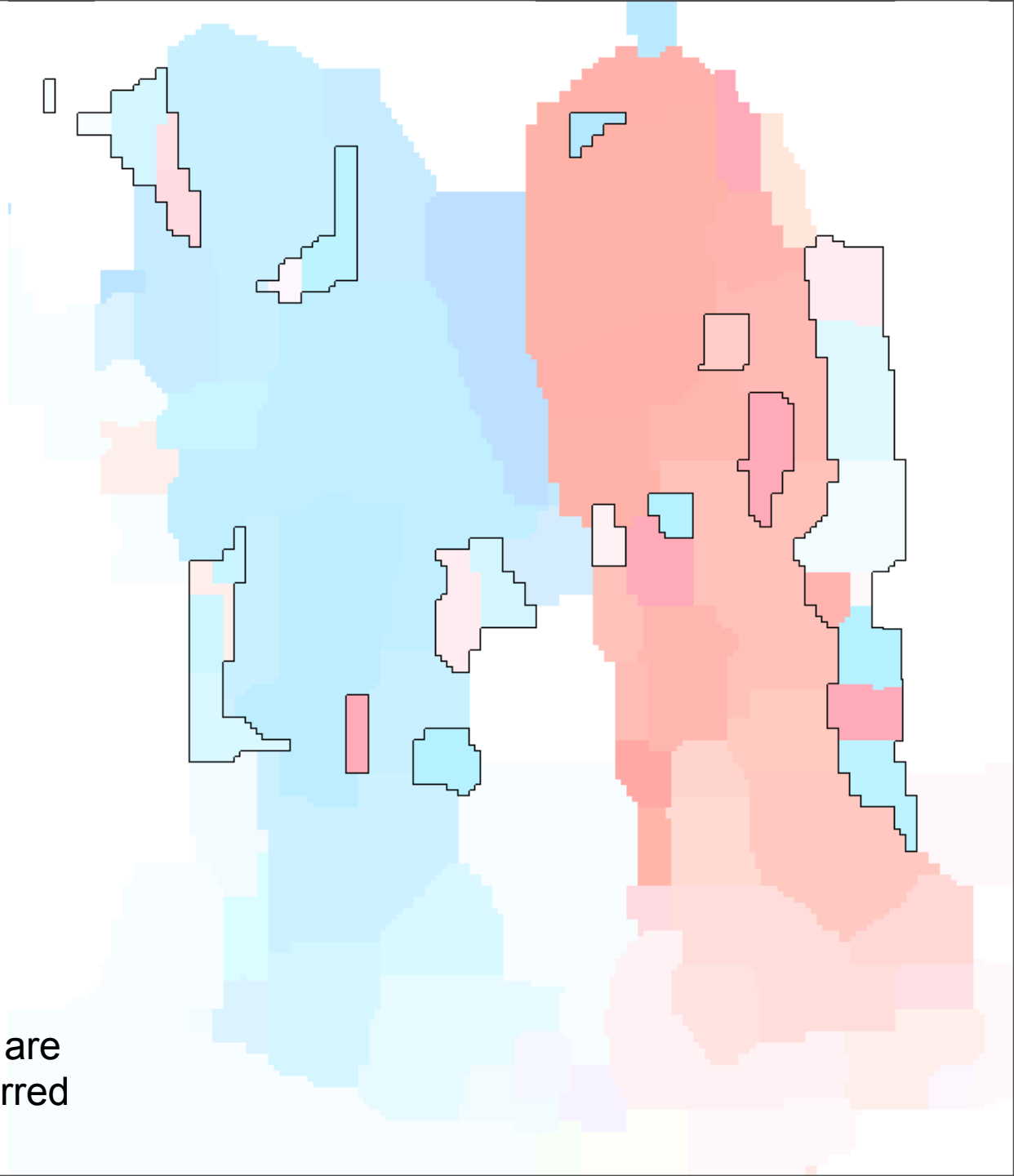


Image from a
horizontal
parabolic
camera
- 200ms
exposure



Estimated
motion layer



Pixels within a black boundary are
pixels taken from images deblurred
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Deblurred
image



Cropped from
the image from
a static camera
- 500ms
exposure



Cropped from
the image from
a horizontal
parabolic
camera
- 200ms
exposure



Cropped from
the deblurred
image



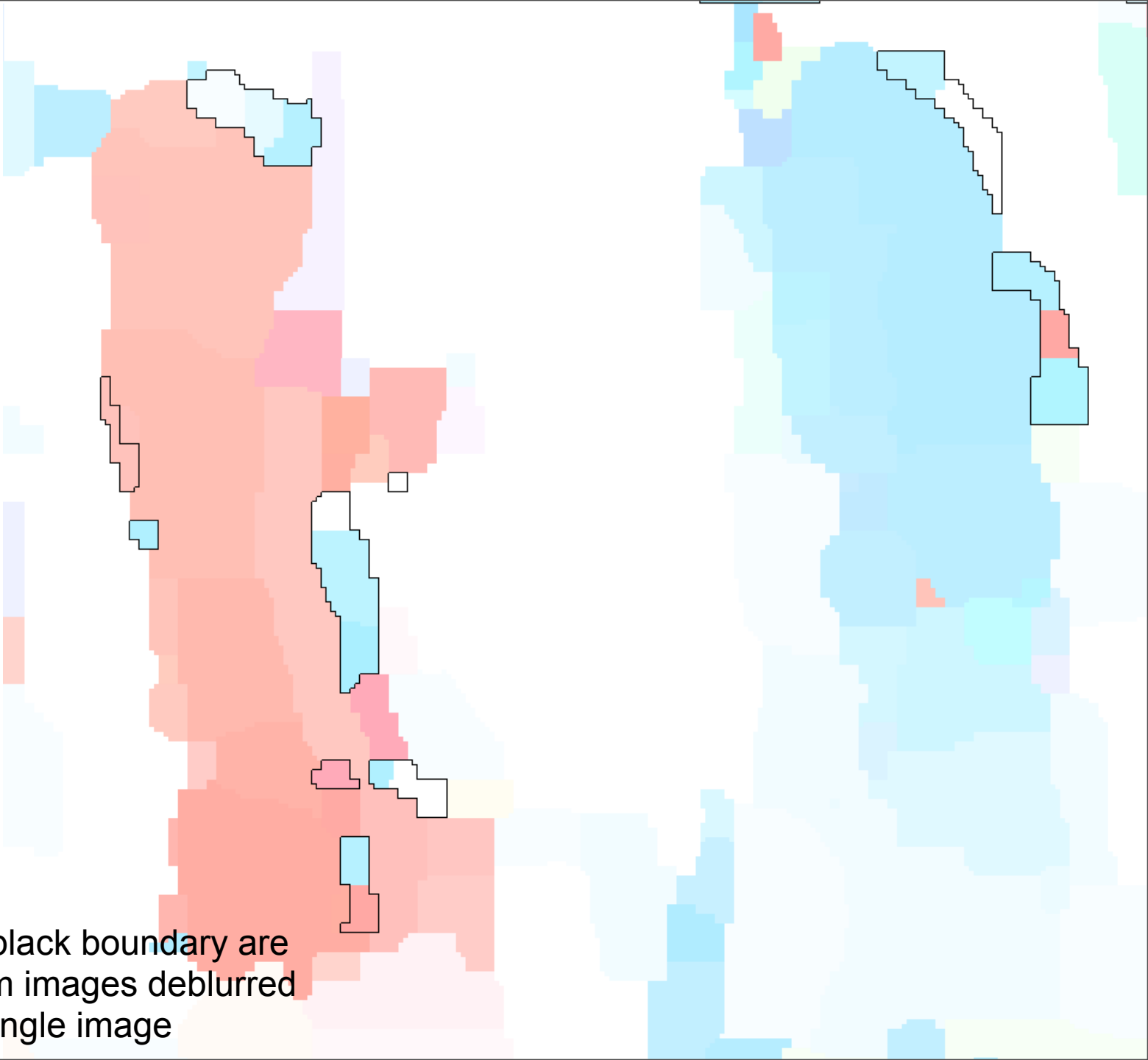
Image from
a static camera
- 500ms
exposure



Image from a
horizontal
parabolic
camera
- 200ms
exposure



Estimated
motion layer



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Deblurred
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Cropped from
the image from
a static camera
- 500ms
exposure



Cropped from
the image from
a horizontal
parabolic
camera
- 200ms
exposure



Cropped from
the deblurred
image



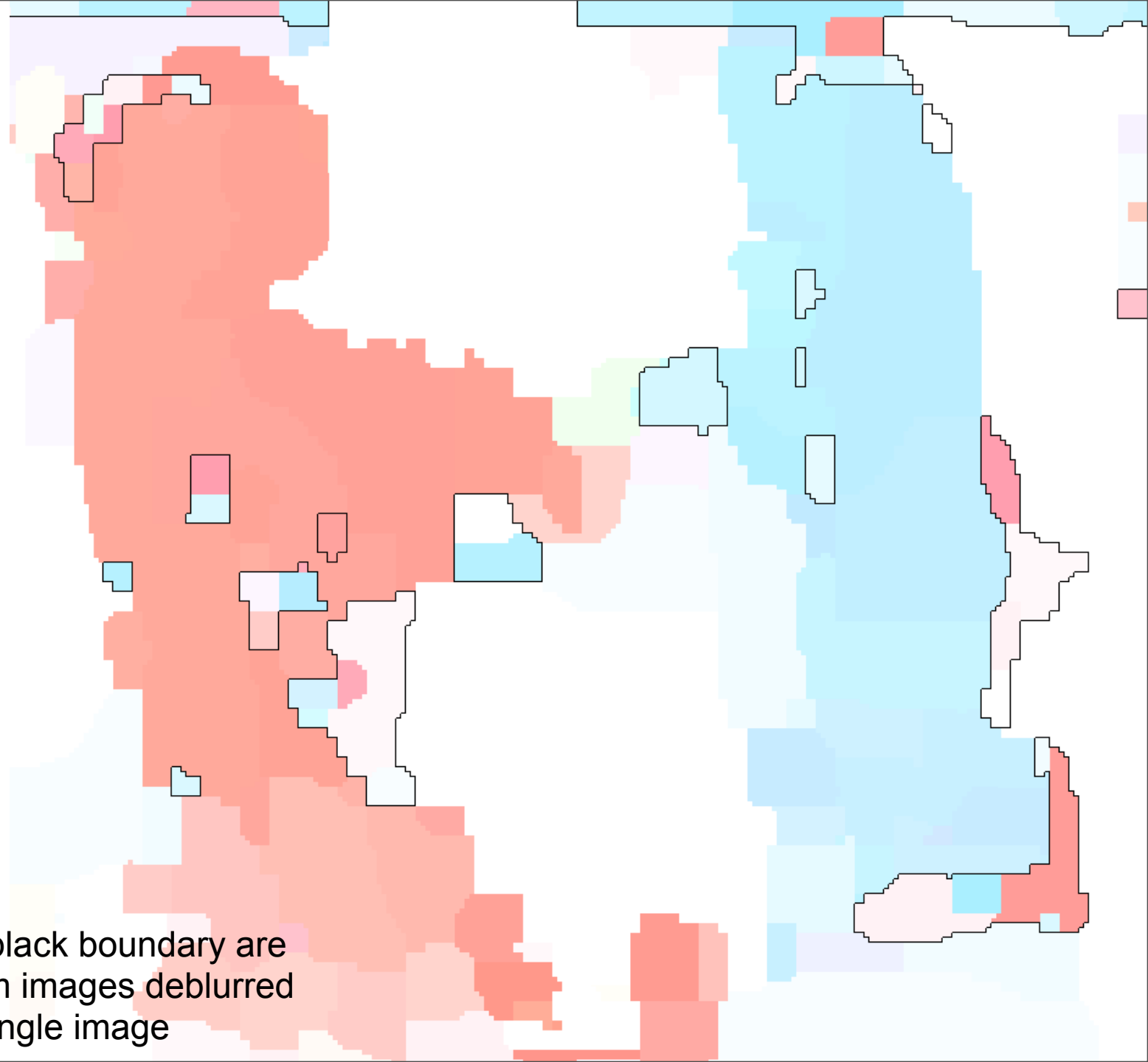
Image from
a static camera
- 500ms
exposure



Image from a
horizontal
parabolic
camera
- 200ms
exposure



Estimated
motion layer

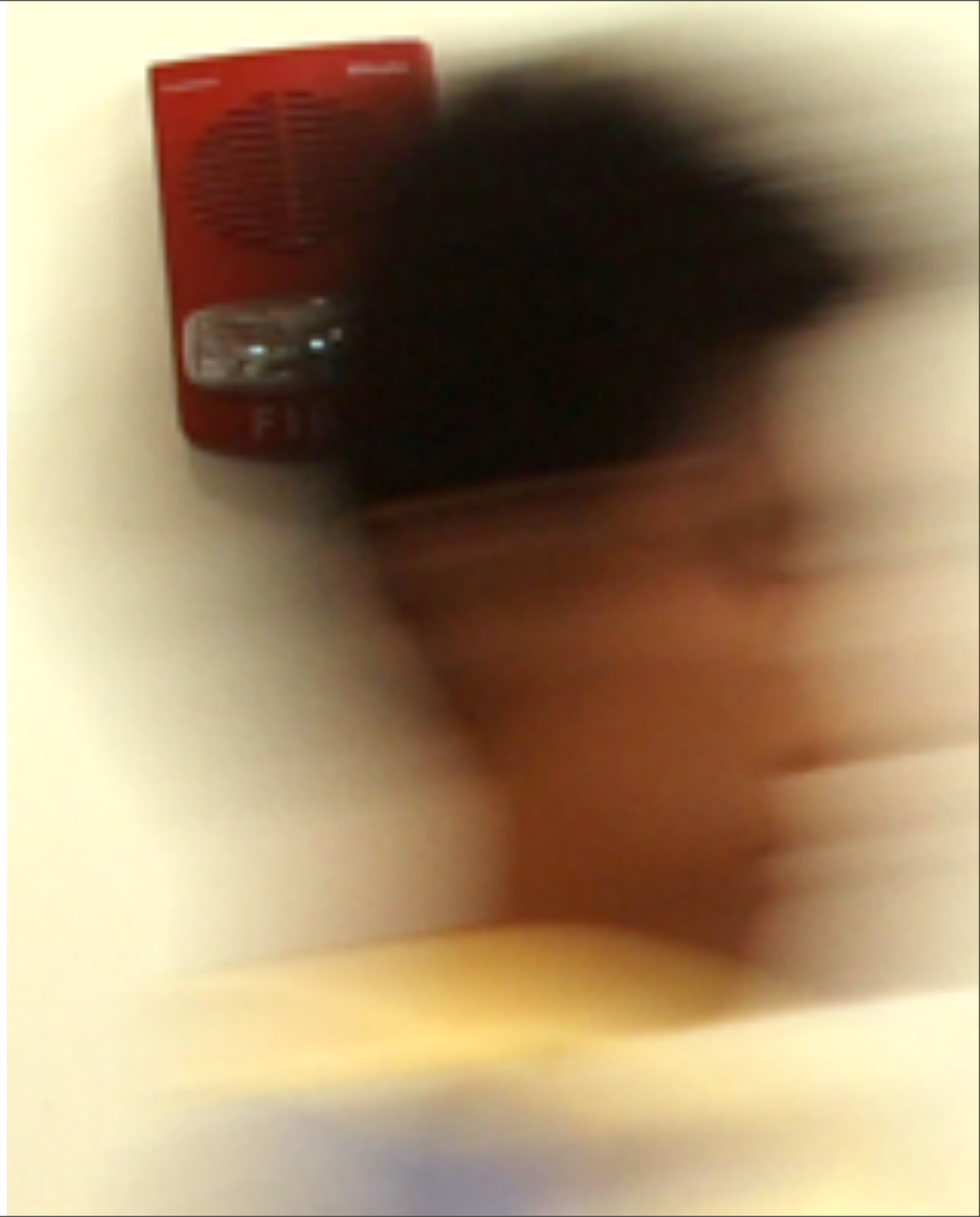


Pixels within a black boundary are
pixels taken from images deblurred
with a single image

Deblurred
image



Cropped from
the image from
a static camera
- 500ms
exposure



Cropped from
the image from
a horizontal
parabolic
camera
- 200ms
exposure



Cropped from
the deblurred
image



Image from
a static camera
- 500ms
exposure

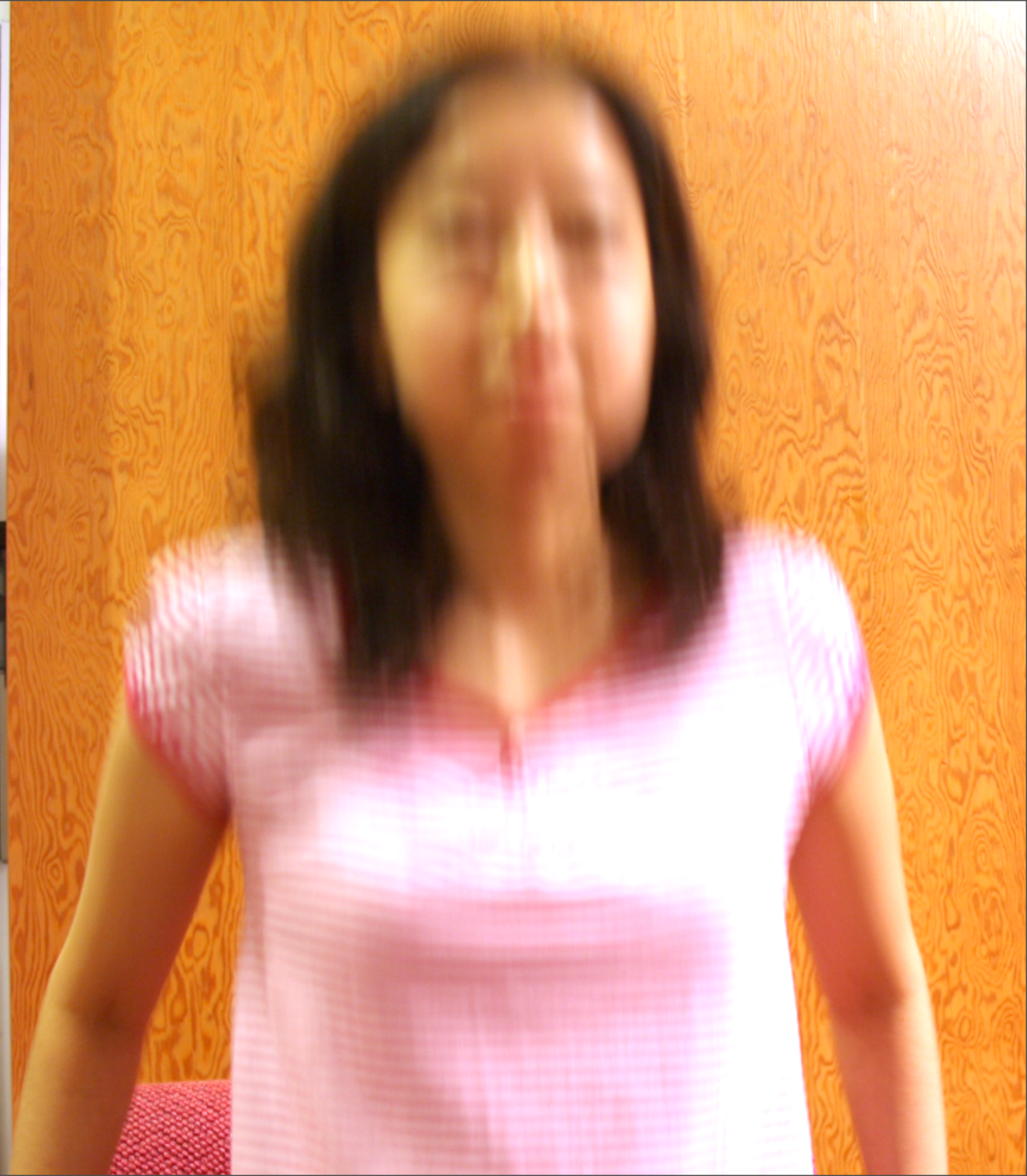


Image from a
horizontal
parabolic
camera
- 200ms
exposure



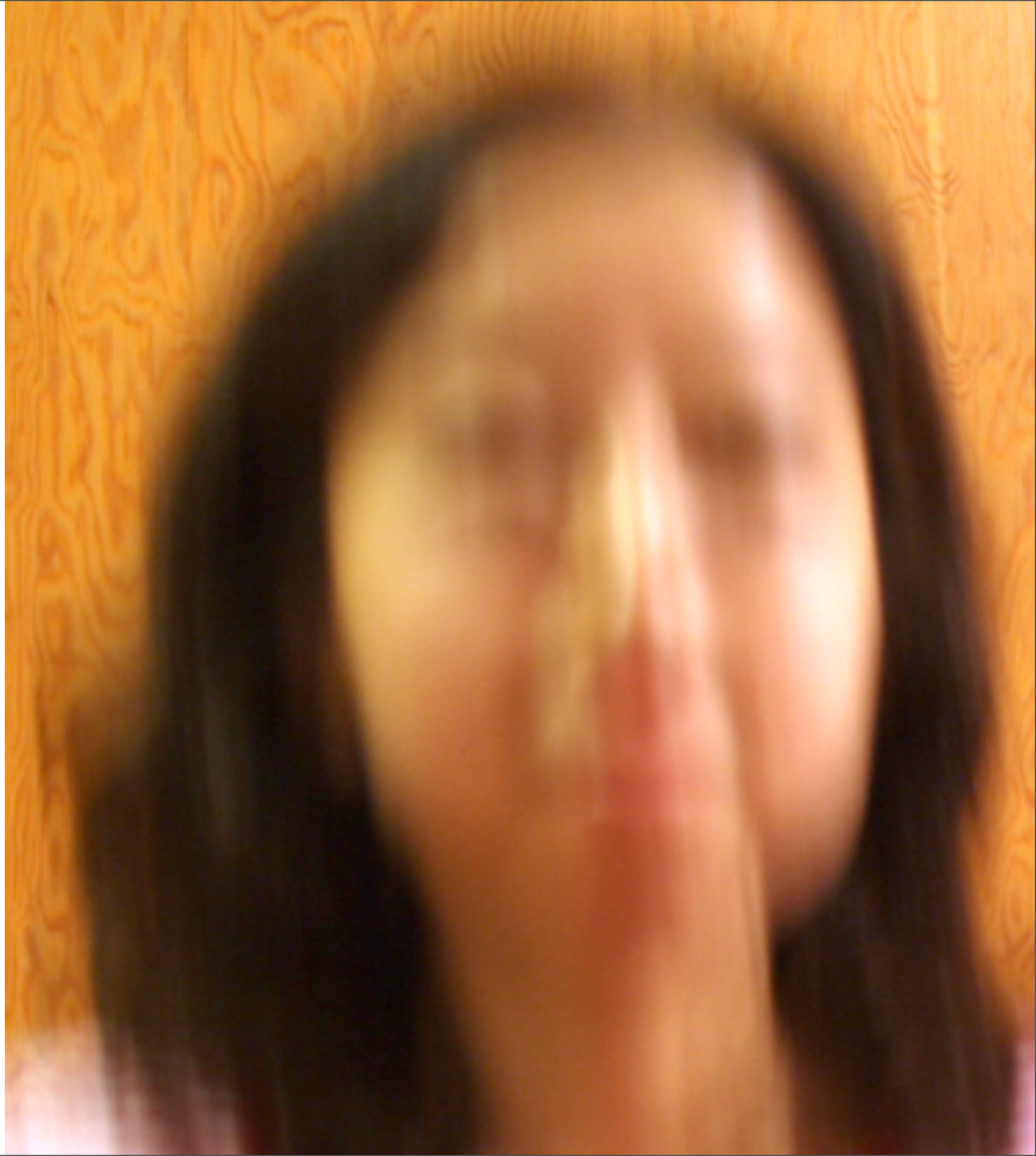
Estimated
motion layer



Deblurred
image



Cropped from
the image from
a static camera
- 500ms
exposure



Cropped from
the image from
a horizontal
parabolic
camera
- 200ms
exposure



Cropped from
the deblurred
image



Image from
a static camera
- 500ms
exposure



Image from a
horizontal
parabolic
camera
- 200ms
exposure



Estimated
motion layer



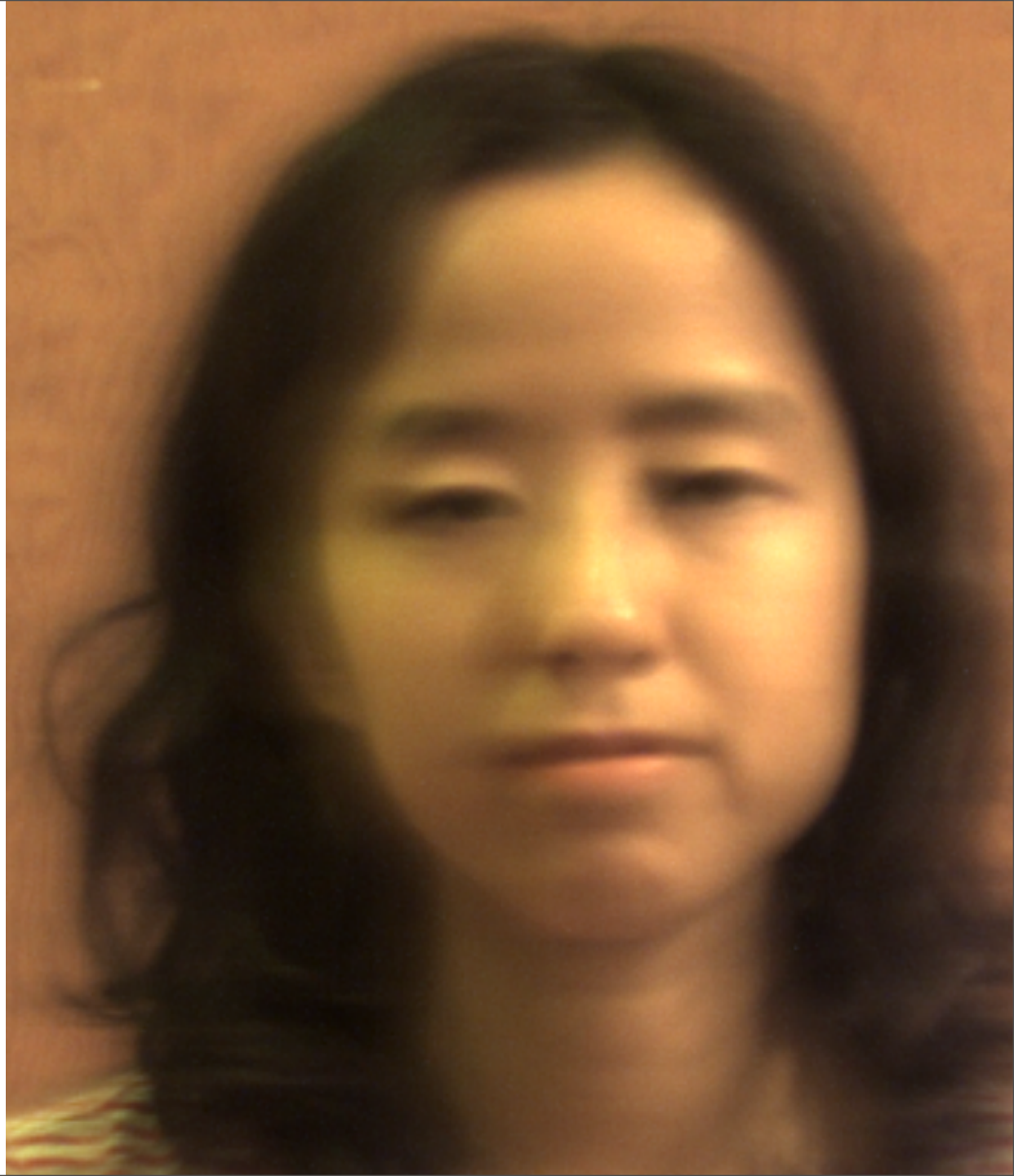
Deblurred
image



Cropped from
the image from
a static camera
- 500ms
exposure



Cropped from
the image from
a horizontal
parabolic
camera
- 200ms
exposure



Cropped from
the deblurred
image

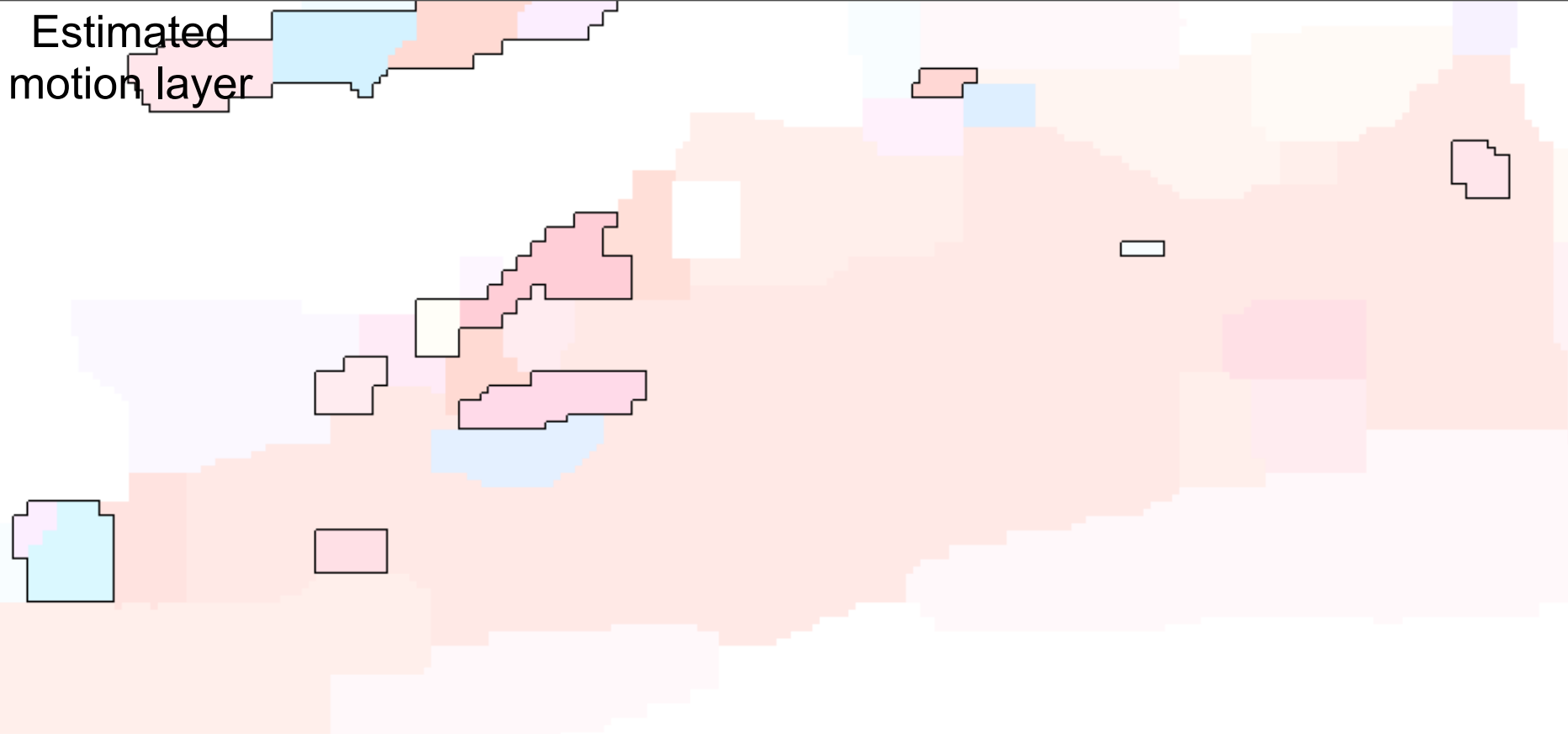


Image from
a static camera
- 500ms
exposure



Image from a
horizontal
parabolic
camera
- 200ms
exposure



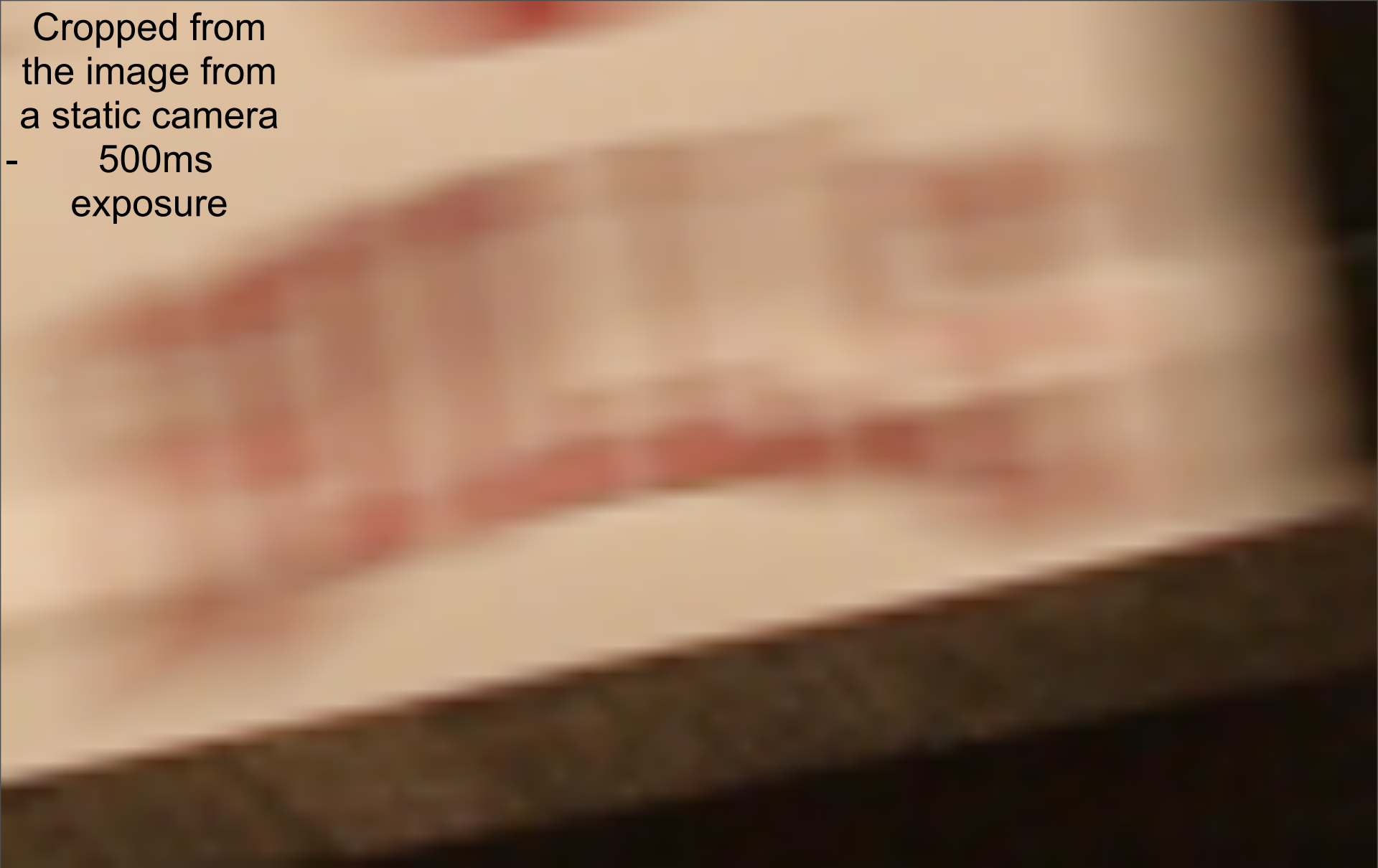


Estimated
motion layer

Pixels within a black boundary are
pixels taken from images deblurred
with a single image

Deblurred
image





Cropped from
the image from
a static camera
- 500ms
exposure

Cropped from
the image from
a horizontal
parabolic
camera
200ms
exposure



Cropped from
the deblurred
image

BULLS

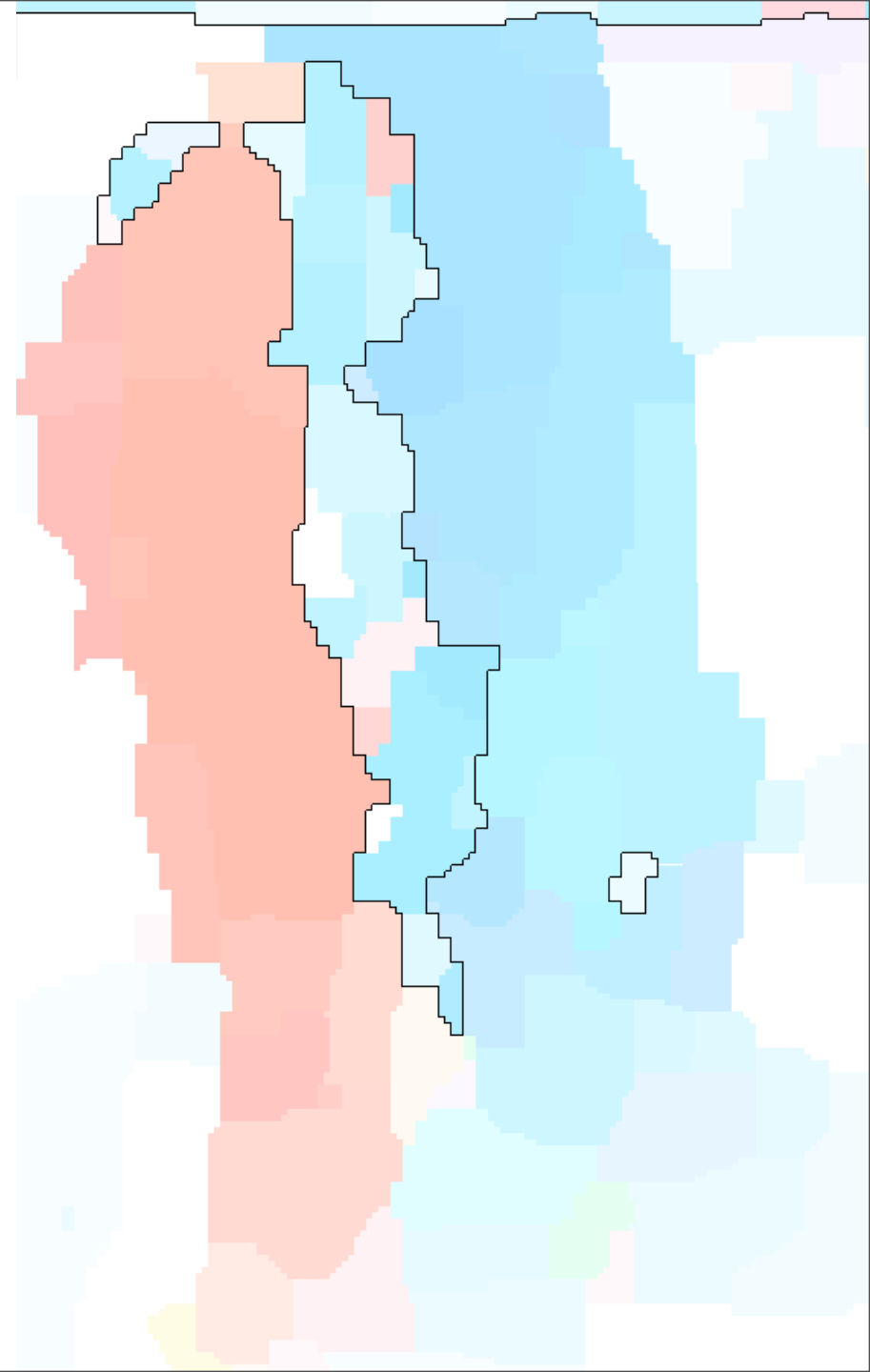
Image from
a static camera
- 500ms
exposure



Image from a
horizontal
parabolic
camera
- 200ms
exposure



Estimated
motion layer



Pixels within a black boundary are
pixels taken from images deblurred
with a single image

Deblurred
image



Cropped from
the image from
a static camera
- 500ms
exposure



Cropped from
the image from
a horizontal
parabolic
camera
- 200ms
exposure



Cropped from
the deblurred
image



Occlusion handling example

Image from
a static camera
- 500ms
exposure



Image from a
horizontal
parabolic
camera
- 200ms
exposure

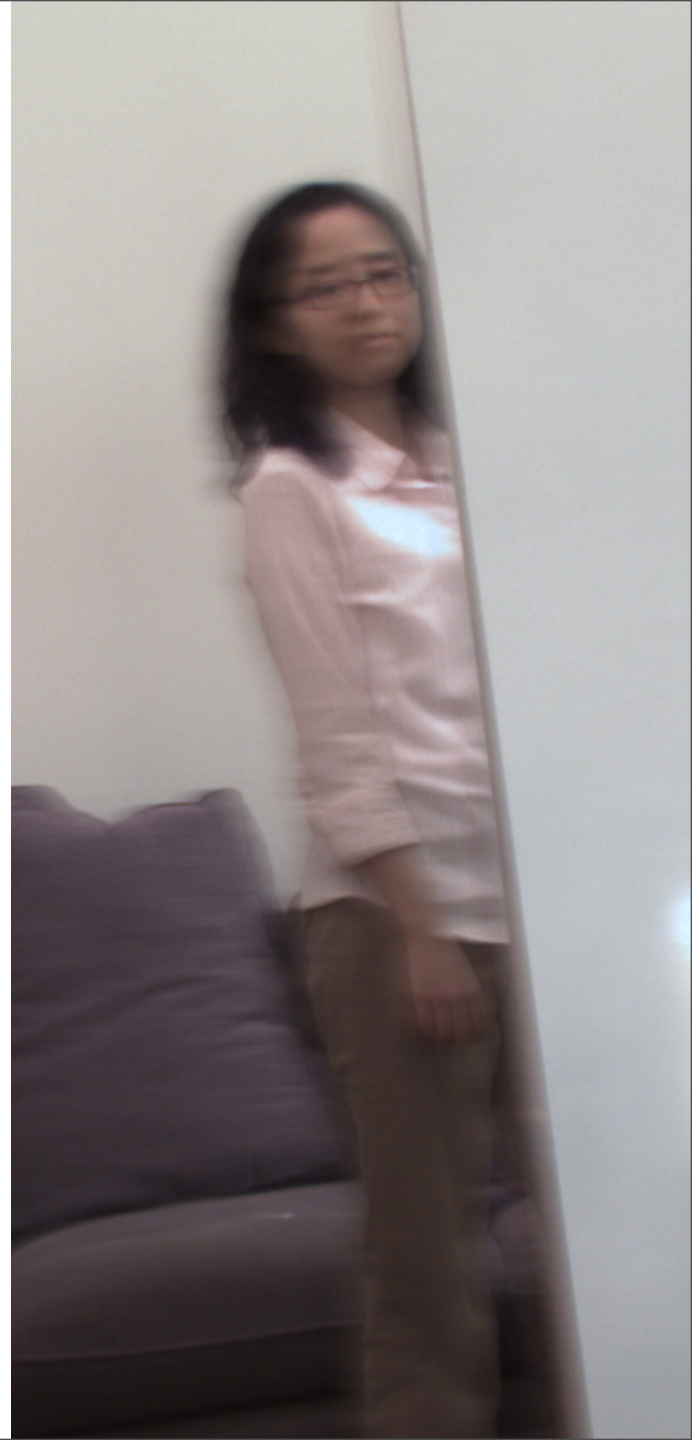
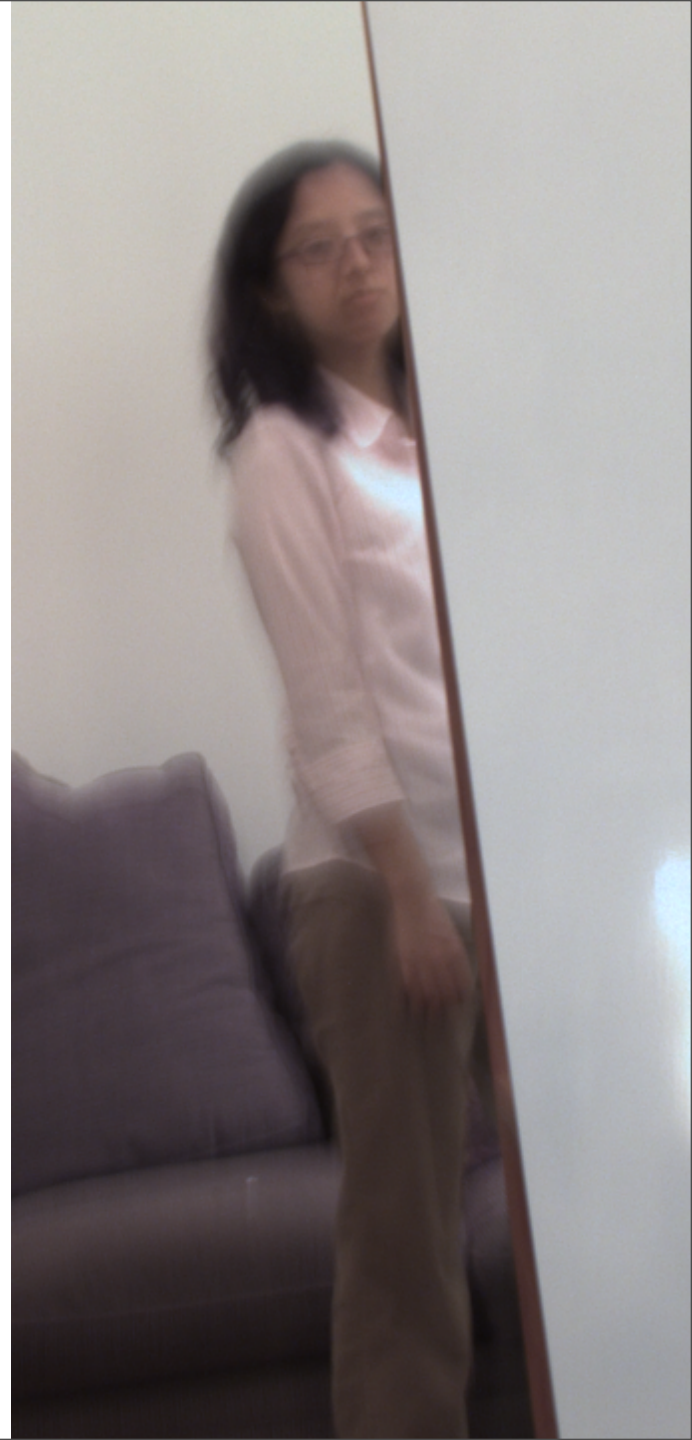
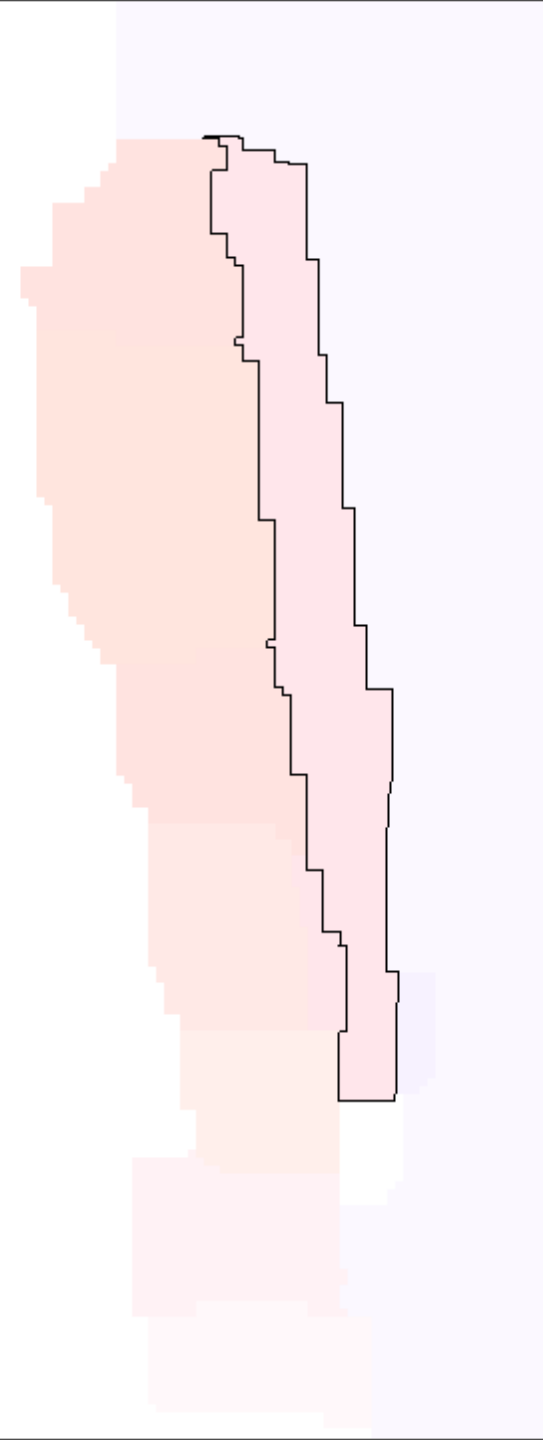


Image from a
vertical
parabolic
camera
- 200ms
exposure



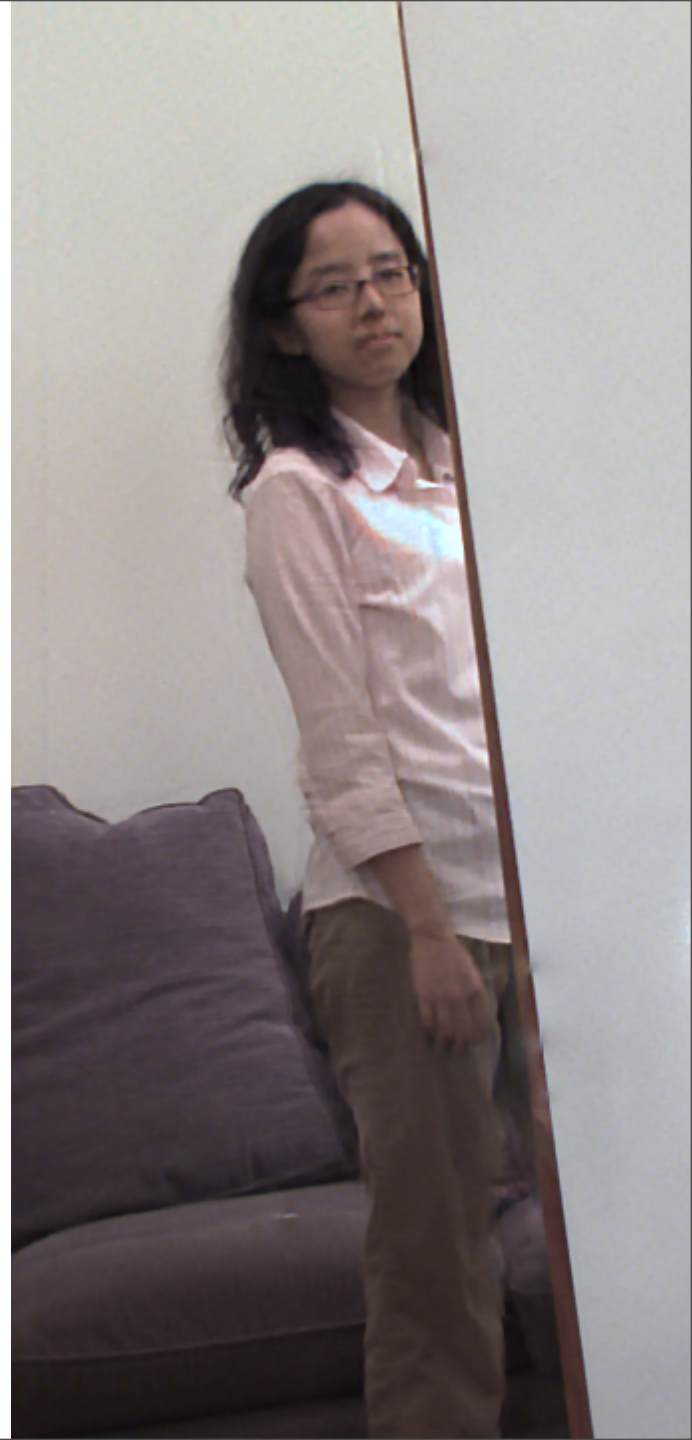
Estimated
motion layer

Pixels occluded in the second image
are filled in from images deblurred
with a single image



Pixels within a black boundary are
pixels taken from images deblurred
with a single image

Deblurred
image



Cropped from
the image from
a static camera
- 500ms
exposure



Cropped from
the image from
a horizontal
parabolic
camera
- 200ms
exposure



Cropped from
the image from
a vertical
parabolic
camera
- 200ms
exposure



Cropped from
the deblurred
image



Forward object motion deblurring examples

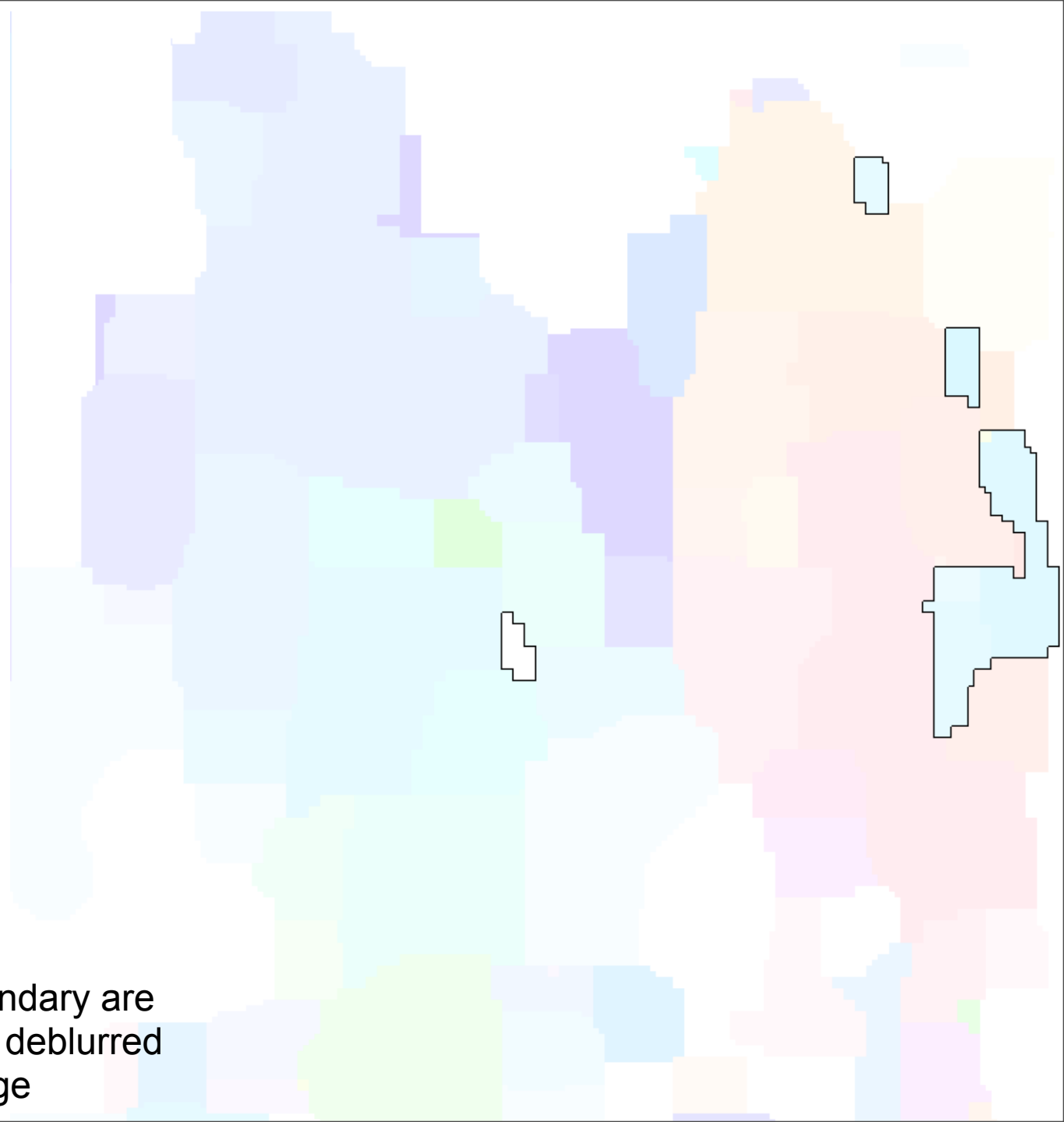
Image from
a static camera
- 500ms
exposure



Image from a
horizontal
parabolic
camera
- 200ms
exposure



Estimated
motion layer



Pixels within a black boundary are
pixels taken from images deblurred
with a single image

Deblurred
image



Cropped from
the image from
a static camera
- 500ms
exposure



Cropped from
the image from
a horizontal
parabolic
camera
- 200ms
exposure



Cropped from
the deblurred
image



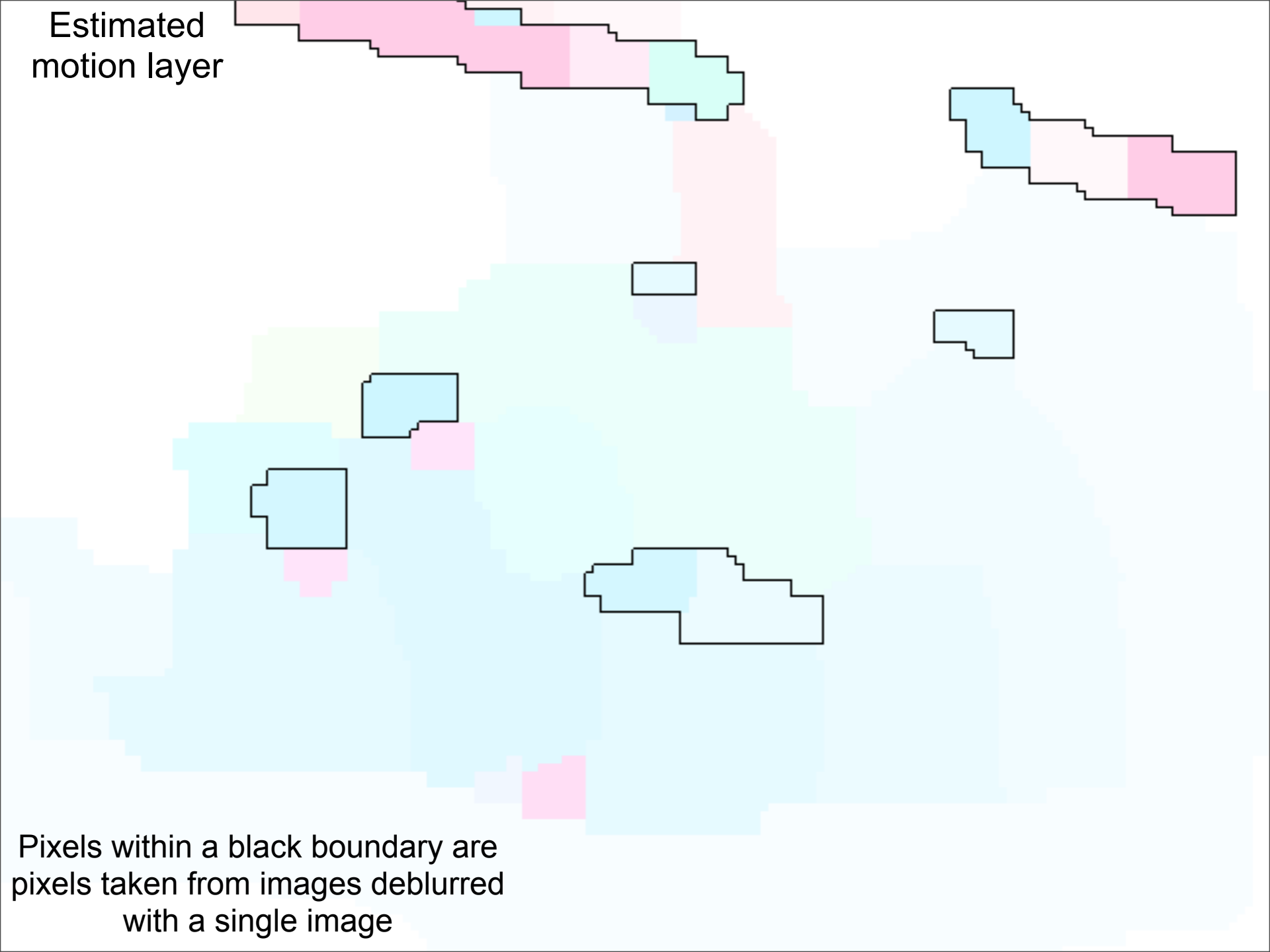
Image from
a static camera
- 500ms
exposure



Image from a
horizontal
parabolic
camera
- 200ms
exposure



Estimated motion layer

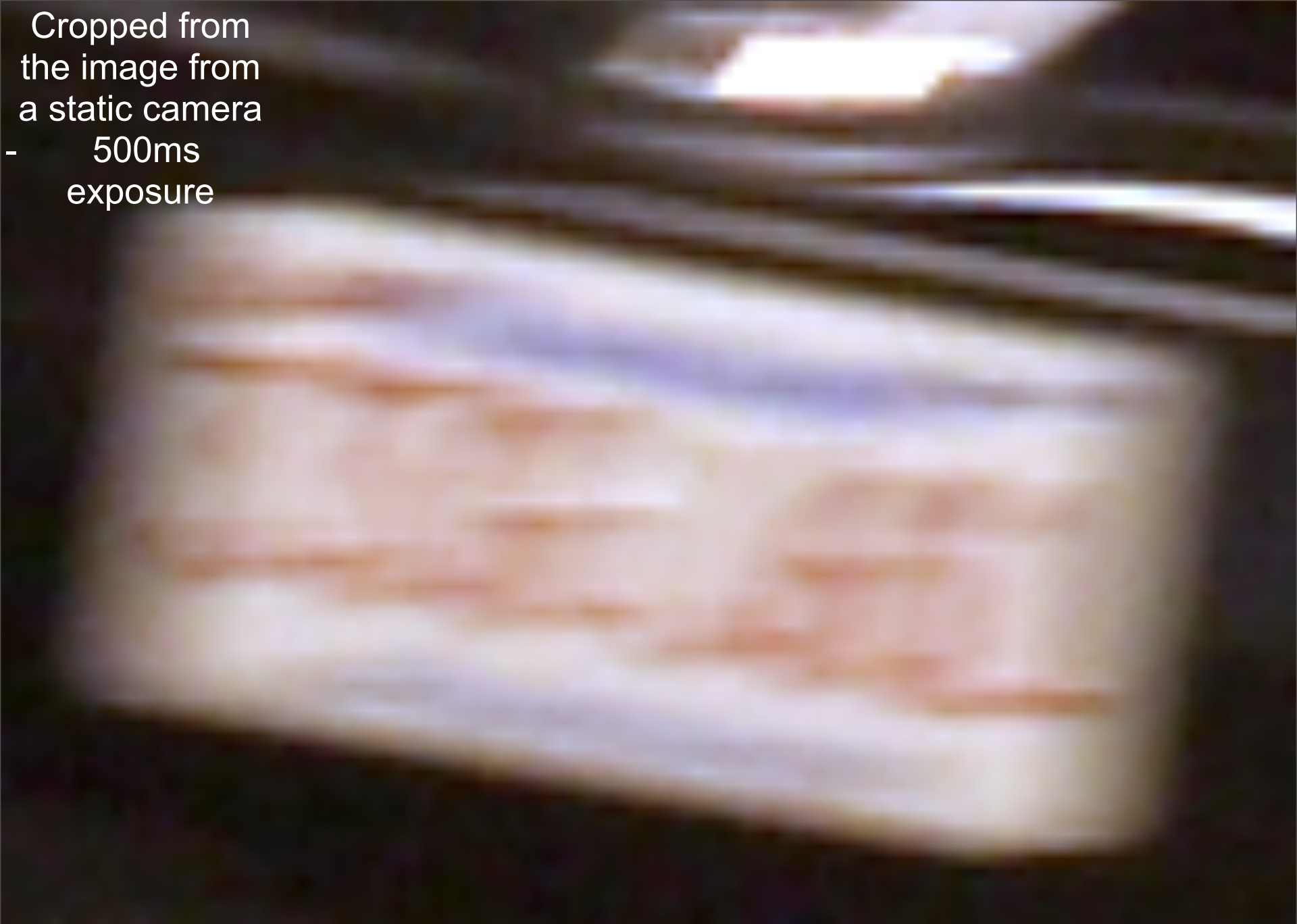


Pixels within a black boundary are pixels taken from images deblurred with a single image

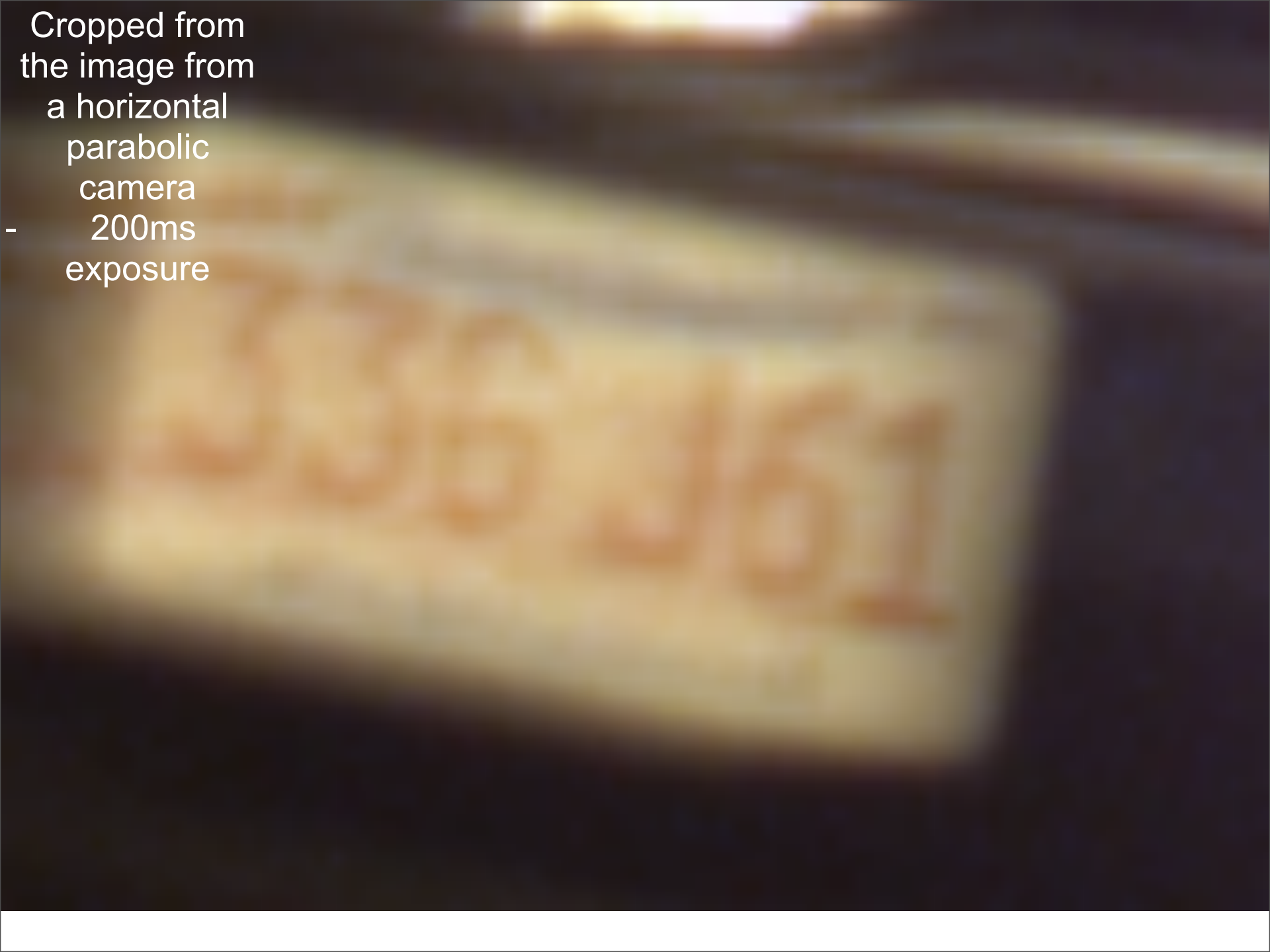
Deblurred
image



Cropped from
the image from
a static camera
- 500ms
exposure



Cropped from
the image from
a horizontal
parabolic
camera
- 200ms
exposure



Cropped from
the deblurred
image

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