Matching Visual Appearance
G. Klein and D. Murray, ISMAR 2008

- Emulate distortions of low-end cameras
  - Lens effects
  - Bayer mask
  - Image sensor
  - In-camera processing
  - Color space conversion
KinectFusion  R. Newcombe et al., ISMAR/UIST 2011

- Interactively tracks depth camera position over time and fuses depth information captured from different viewpoints to create a continuously updated 3D volumetric surface representation
- Raycasting used to derive views of the scene
- Supported for Kinect