## Diagram for

"fundamental parallax issue for blending images from multiple cameras"

Top view showing camera frustums, two objects in the scene (red and blue circles), projection planes (green) and where the two objects appear on the projection planes (basic pinhole camera perspective optics).

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Images from each camera showing where each object appears with respect to the other.


Camera 1


Camera 2

The only way the two camera views can be perfectly blended together is if they share the same zero parallax point. Otherwise the best one can hope for is to blend at a particular depth.


Camera 1


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