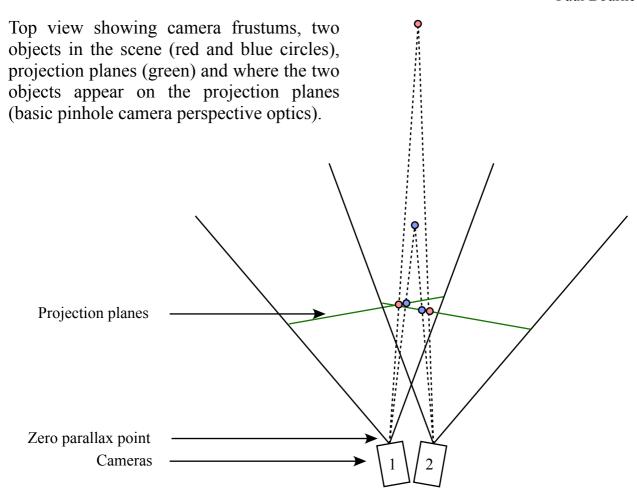
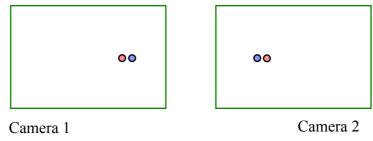
Diagram for "fundamental parallax issue for blending images from multiple cameras"

Paul Bourke



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



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.

