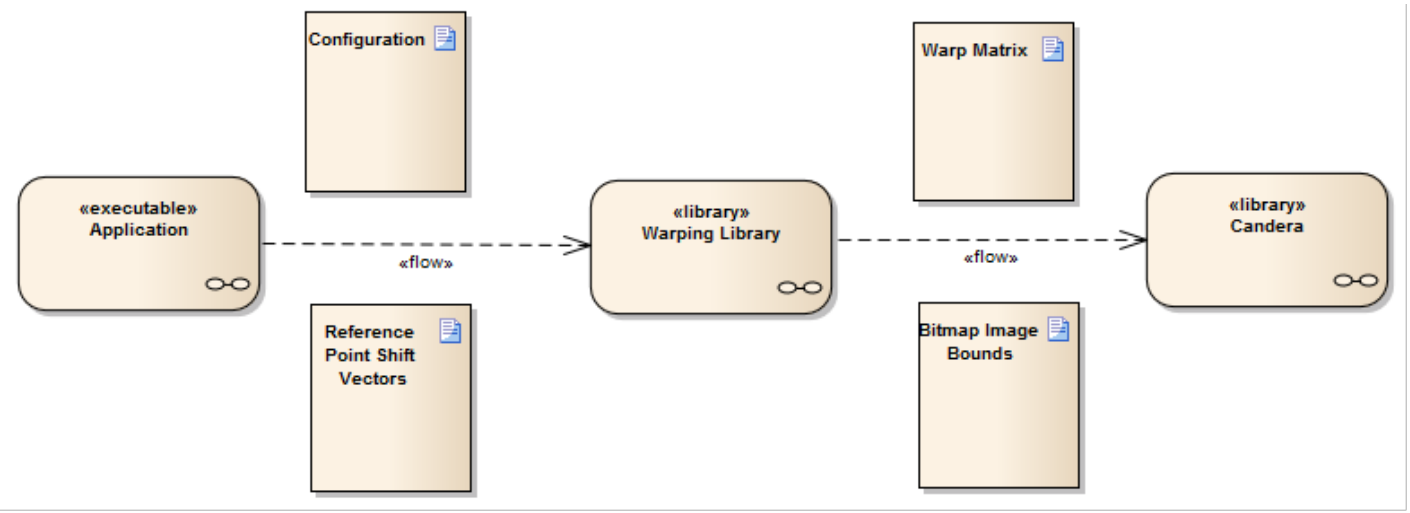
Introduction

Image warping is the process of digitally manipulating an image such that shapes portrayed in the image have been distorted. Warping may be used for correcting image distortion as well as for creative purposes (e.g., morphing). The same techniques are equally applicable to video. CGI Studio warping is intended to be used for correction image distortion only. The following two components are involved in the process:

- Warping Library: compute the warping matrix
- Candera: maps a displays image as texture to a mesh created from the warping matrix information and displays the correspondingly distorted result.

Following is a diagram depicting the information flow for warping:



Revision #5
Created 2023-02-16 07:00:45 UTC by Tsuyoshi.Kato
Updated 2024-07-31 23:16:01 UTC by Tsuyoshi.Kato