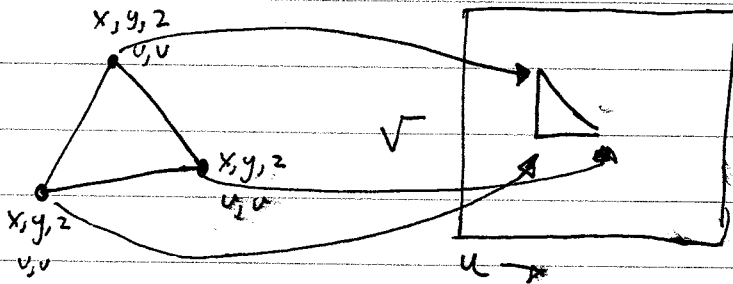


# RECAP



## Perspective Correct Interpolation

- need to interpolate in world

(2007 notes)

## Sampling

- little square model 1st

- ① square  $\rightarrow$  square  
nearest neighbor  
interpolate

- ② magnification / minification

