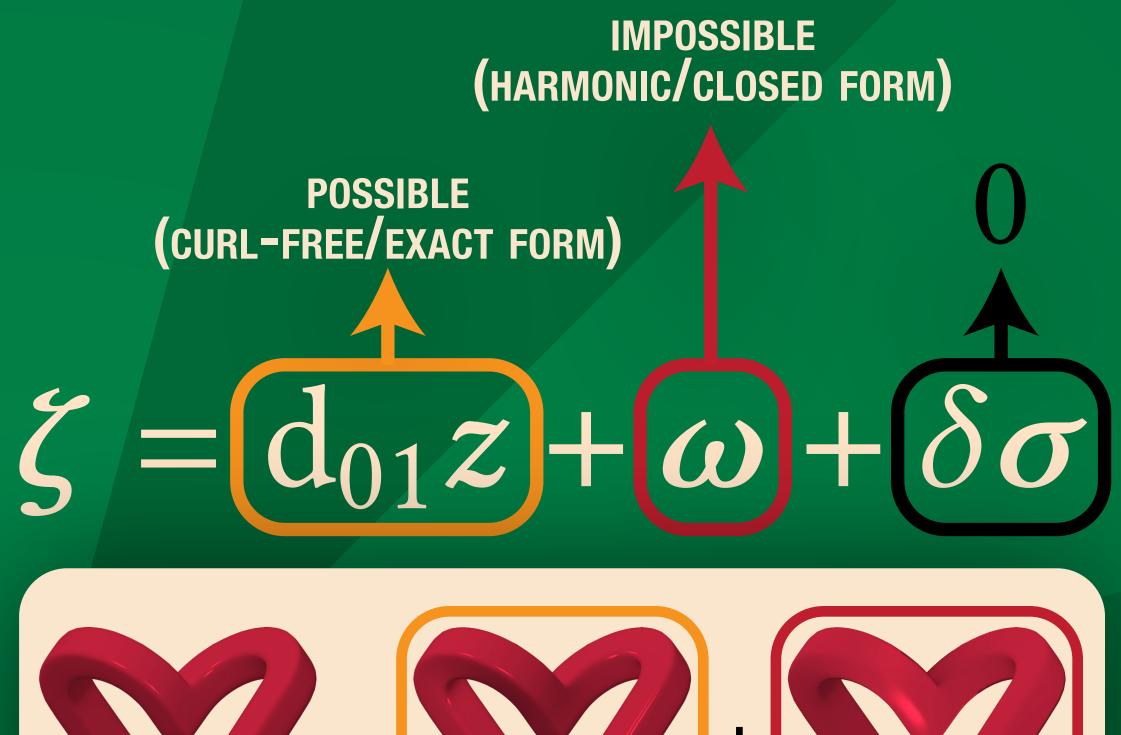# Modeling Human Vision with Differential Geometry
## Ana Dodik

$$\zeta = \mathrm{d}_{01}z + \omega + \delta\sigma$$

POSSIBLE (CURL-FREE/EXACT FORM)

IMPOSSIBLE (HARMONIC/CLOSED FORM)

$0$

## Cutting and Bending Invalidates Geometry

Cut

Bent

Ours

Relighting  Smoothing  Distances

## Inverse Rendering

Optimization  Target

## Smoothing

$x, y$ only  $\zeta$ only  all

## Partial Depth Ordering

## Limitation: Impossible Lettuce?