

Figure 1: (b) Example of arbitrary projector overlaps before calibration. (c) Viewer in the final display environment.

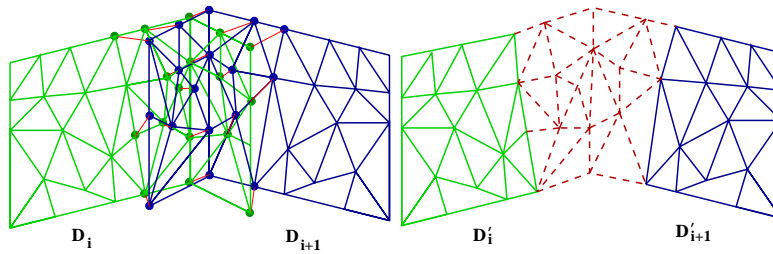


Figure 6: 3D points of the two display surfaces do not agree after registration with a rigid transformation so we use weighted averaging to obtain geometric continuity across the surfaces.

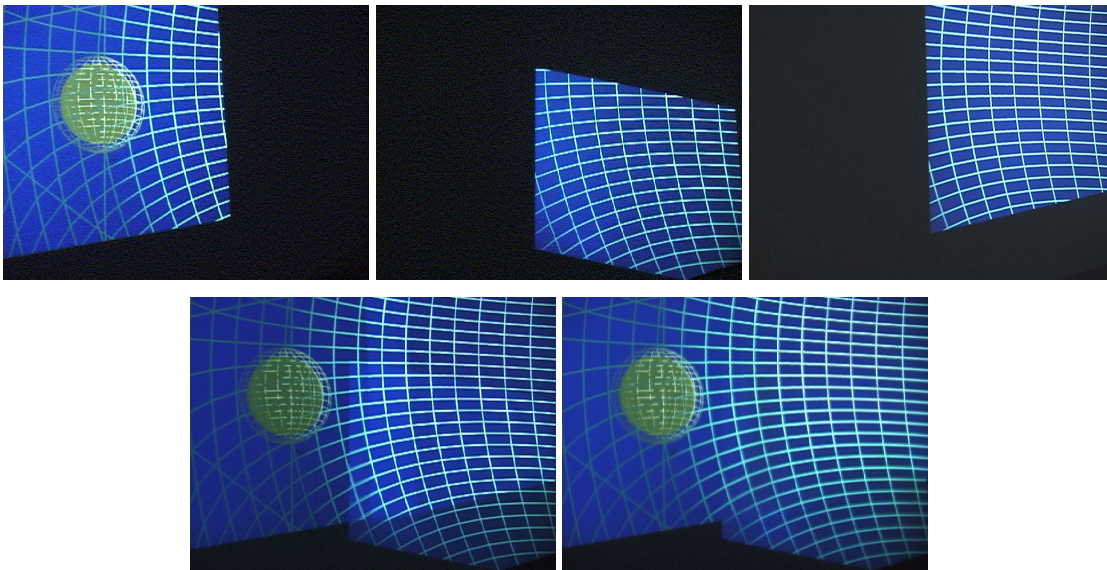


Figure 7: The top set of images show the individual contribution of three projectors. The bottom two images show the projectors without and with alpha-blending.