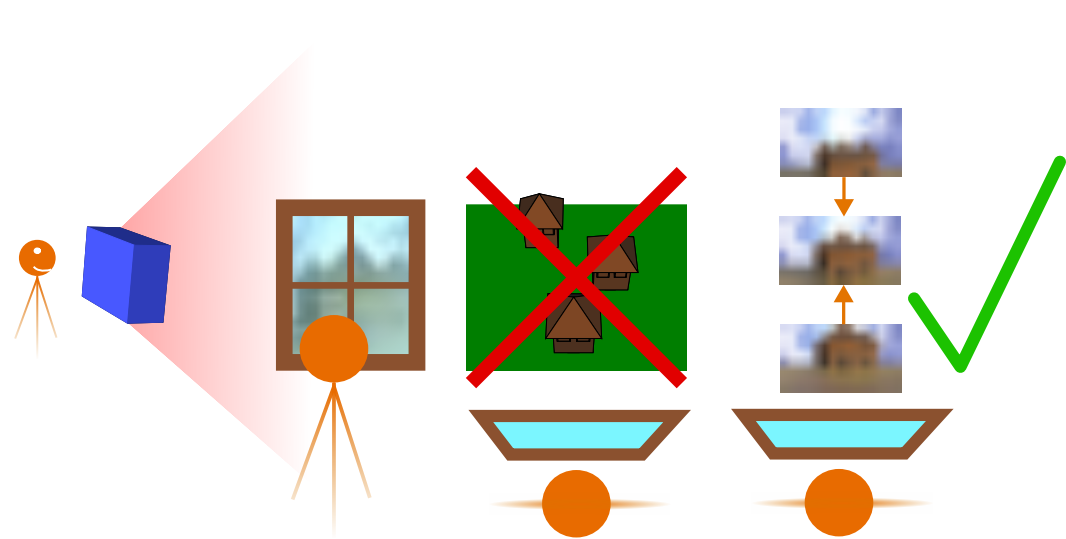


streaming of light field films



integration in 3D simulations and games