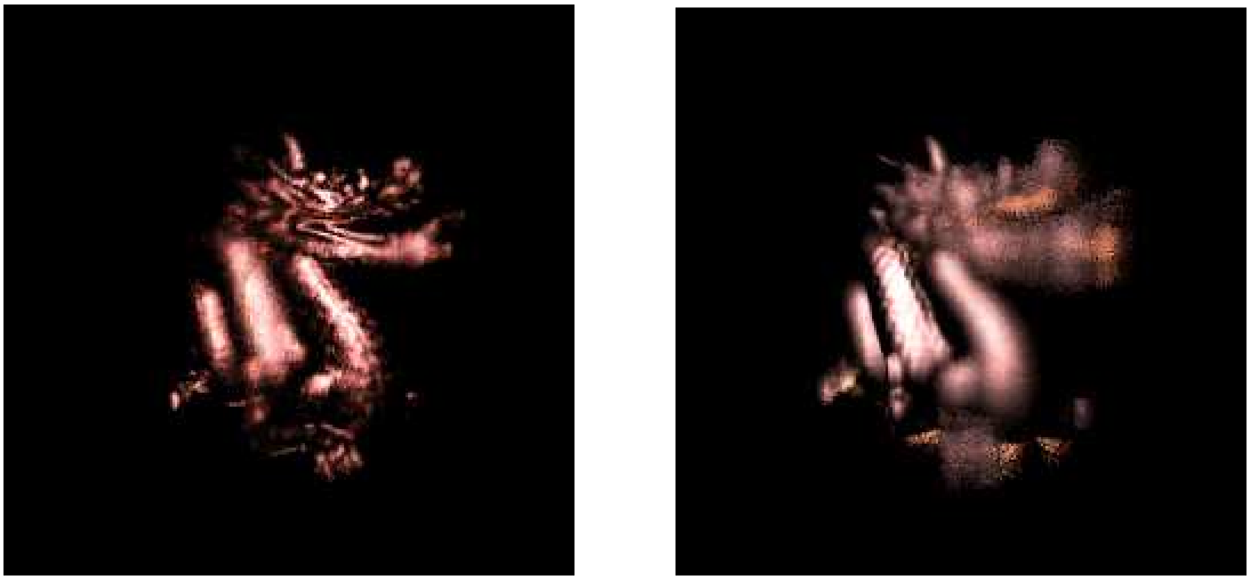
(a)



(b)

Color Plate II: **(a)** The dragon geometry appears in several levels of the 3D hierarchy, to cover viewpoints at different distances. The first image shows the dragon from close−up, where the image is resampled from leaf node light fields. As the viewer moves away, the higher level light fields are used. These higher light fields use less pixels to represent the dragon, allowing better minification. **(b)** A comparison between a dragon rendered with a hierarchical light field, and a dragon using a simple single−slab light field. The hierarchical dragon avoids excessive blurring at the head and tail.