
Subject: Re: How to get a very large 2D projected surface image

Posted by [JD Smith](#) on Mon, 11 Dec 2006 17:40:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

On Mon, 11 Dec 2006 18:23:11 +0100, Füzü LDY Lajos wrote:

>
> On Mon, 11 Dec 2006, JD Smith wrote:
>
>
>> .4 Gigapixel? Child's play.
>>
>> <http://www.tawbaware.com/maxlyons/gigapixel.htm>
>>
>> <http://earth.imagico.de/5gp/>
>>
>> <http://haltadefinizione.deagostini.it/>
>>
>>
> You can order a 160 Megapixel digital camera here:
>
> http://www.roundshot.ch/xml_1/internet/de/application/d438/d_925/f934.cfm
>
> It will be the average camera in a few years :-)

Actually that's highly unlikely. The problem is pixel size. Current decent DSLR's have pixels of order 5um. Going smaller results in unacceptable noise, purely from the photon limit. So to get more pixels requires *big* detectors, like this one. There's a reason they cost \$30k: getting a piece of silicon this large without defects is very difficult. Then there's camera size. The 35mm format is probably about the largest consumers will accept, and it's even possible the current 1.5x crop format will stick. So it's very likely we'll stick to a maximum of around 12-15Mpix for the foreseeable future. But it's "easy" to stitch up a couple hundred of these ;).

JD
