Record Nr. UNINA9910437601503321 Autore Dong Yue Titolo Material appearance modeling: a data-coherent approach / / Yue Dong, Stephen Lin, Baining Guo Berlin: New York, : Springer, c2013 Pubbl/distr/stampa **ISBN** 3-642-35777-6 Edizione [1st ed. 2013.] Descrizione fisica 1 online resource (x, 176 pages): illustrations (chiefly color) Collana Gale eBooks Altri autori (Persone) LinStephen <1970-> GuoBaining Disciplina 006.6 Soggetti Computer graphics Image processing - Digital techniques Computer vision Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia Includes erratum (2 pages at end). Note generali Nota di bibliografia Includes bibliographical references. Nota di contenuto Introduction -- Surface Reflectance Overview -- Efficient SVBRDF acquisition with manifold bootstrapping -- Interactive SVBRDF Modeling from a Single Image -- Overview of Subsurface Light Transport -- Modeling subsurface light transport with the kernel Nystrom method -- Modeling and rendering subsurface scattering using diffusion equations -- Modeling textured translucent materials with lazy solid texture synthesis -- Overview of Material Fabrication --Fabricating spatially-varying subsurface scattering -- Conclusion. Sommario/riassunto One of the most prominent goals of computer graphics is to synthesize imagery indistinguishable in appearance from the real world. This however has been a challenge to achieve due to the complex factors that determine the appearance of objects, as well as the broad range of appearances that a given object can exhibit. This book presents a general framework to address this problem based on the inherent coherency in the reflectance data of materials. This coherence-based approach can be comprehensively applied to all the major elements of image-based appearance modeling, from data acquisition and userassisted modeling to efficient rendering and model editing. The techniques and underlying ideas in this book can benefit practitioners,

researchers and students who wish to enhance the realism of their

computer graphics imagery.