Data Driven Method for Appearance Acquisition

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地点：北京大学理科二号楼 2736

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Abstract:

Many materials in real world exhibit vivid appearance under different light and viewing directions. Modeling realistic reflectance of these materials is critical for convincing CG rendering. However, capturing surface reflectance from real world targets remains a challenging problem that requires expensive hardware and slow scanning and processing. In this talk, I will introduce several works we have developed for modeling and capturing surface reflectance. By exploiting the intrinsic properties of the surface reflectance, our methods greatly simplify the capturing setup while preserve the capturing quality.

Xin Tong currently is a principal researcher in Internet Graphics group of Microsoft Research Asia. He obtained his Ph.D. degree in Computer Graphics from Tsinghua University in 1999, and got his B.S. Degree and Master Degree in Computer Science from Zhejiang University in 1993 and 1996 respectively.

His research interests include appearance modeling and rendering, texture synthesis, and image based modeling and rendering. Specifically, his research concentrates on studying the underline principles of material light interaction and light transport, and developing efficient methods for appearance modeling and rendering. He is also interested in performance capturing and facial animation. Xin Tong is the associate editor of Computer Graphics Forum and serves in paper committees of variant international and regional graphic conferences, including SIGGRAPH ASIA 2008, 2009 and 2011, SIGGRAPH 2012 and Pacific Graphics 2005 to 2012.