

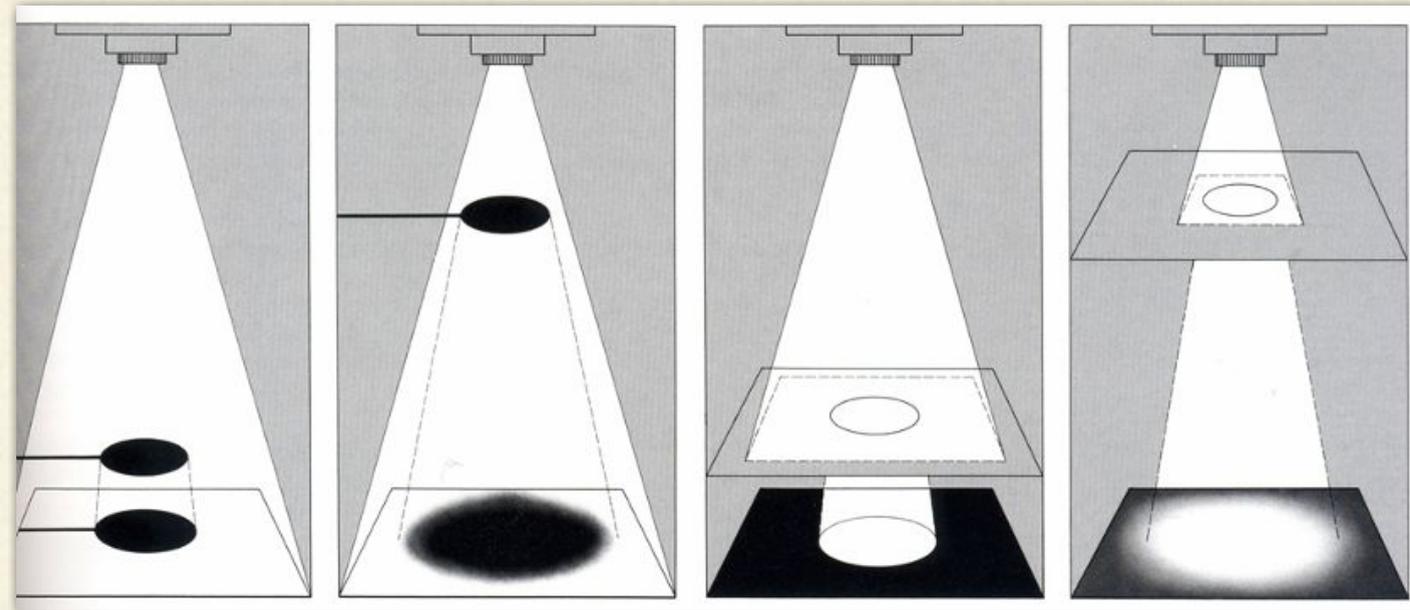
Wrapup

CS 48N, Winter 2011



Marc Levoy
Computer Science Department
Stanford University

Traditional dodging and burning

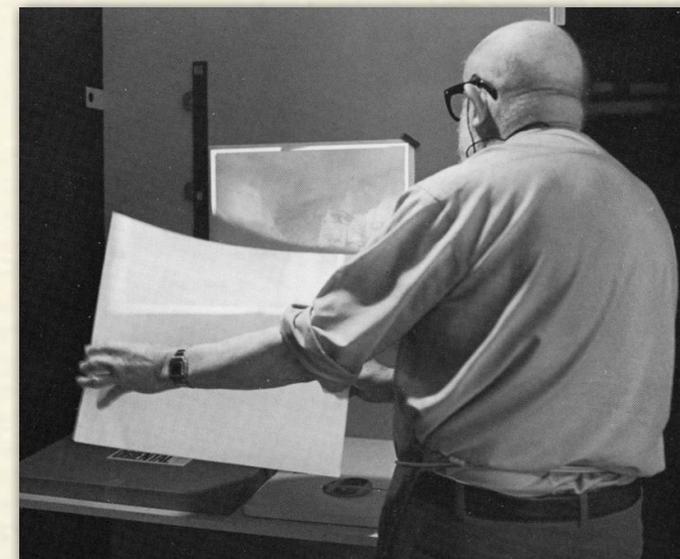
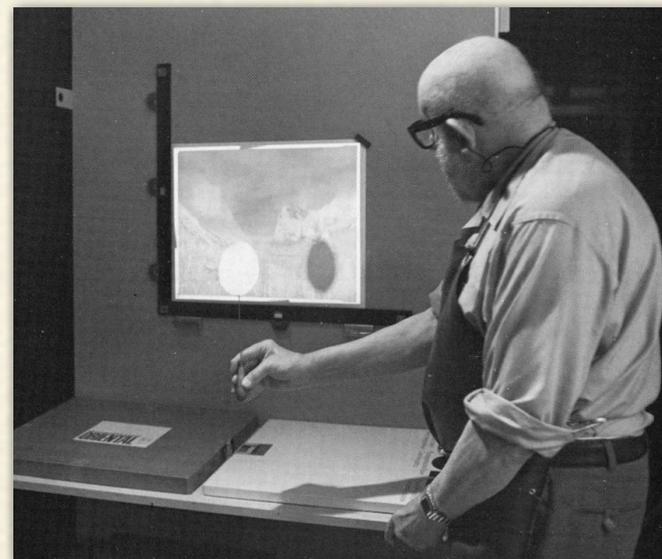


(Rudman)

dodging
(leaves print lighter)

burning
(makes print darker)

Ansel Adams in his
darkroom



(Adams)



Ansel Adams, Clearing Winter Storm (1942)



Ansel Adams, Clearing Winter Storm (1942)



Nikon D3S, ISO 3200, photograph by Michael Kass



Nikon D3S, ISO 6400, photograph by Michael Kass



Nikon D3S, ISO 25,600, denoised in Lightroom 3, photograph by Fredo Durand

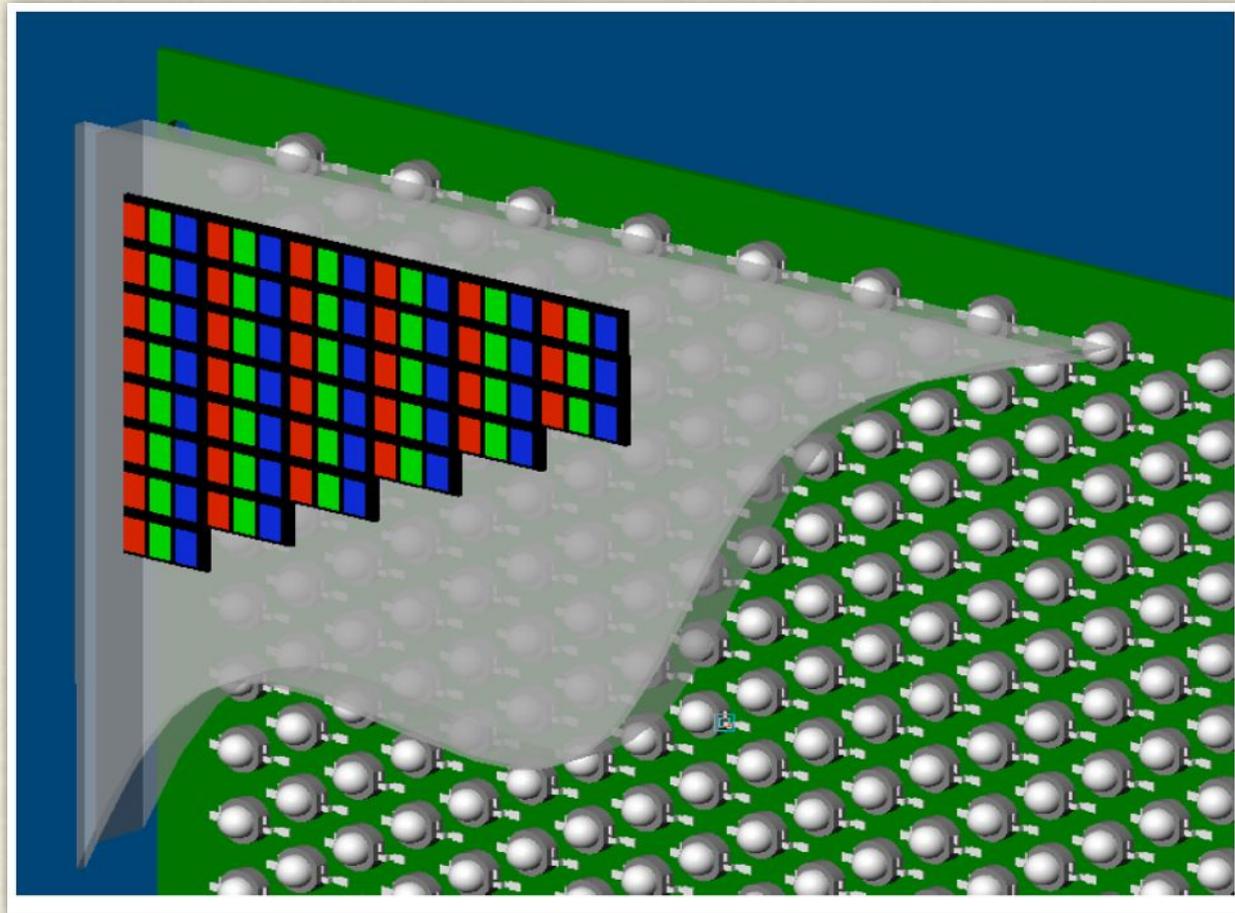


Fredo says it was nearly too dark to read the menu, so it really looked like this (darkened)

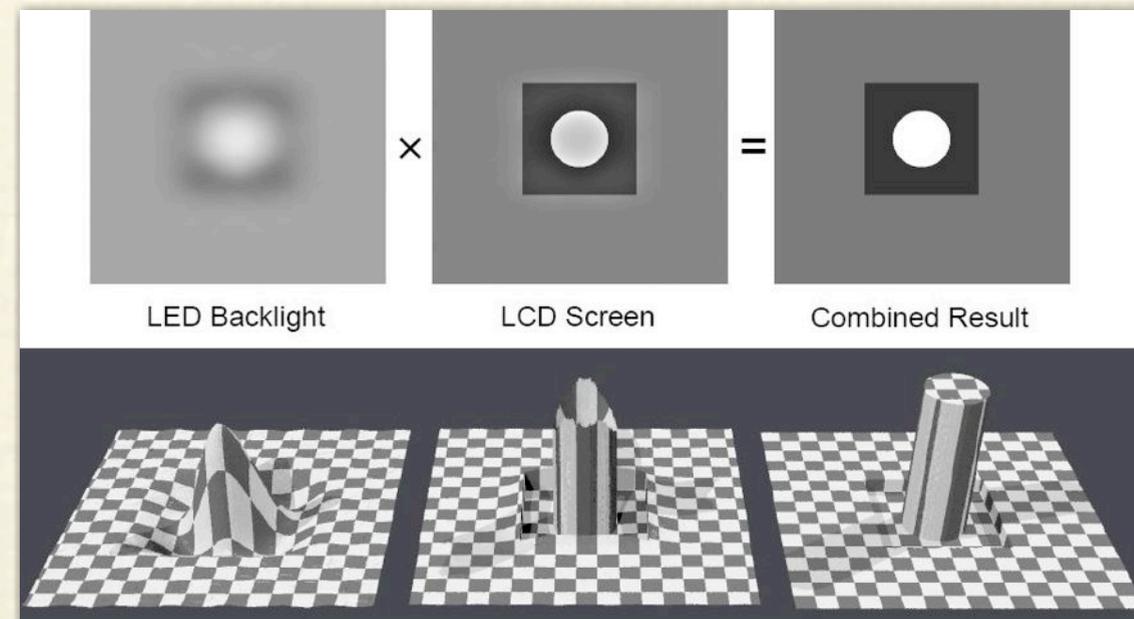


or maybe it looked like this? (tone mapped to approximate human dark adaptation)

Direct display of HDR images



BrightSide HDR display

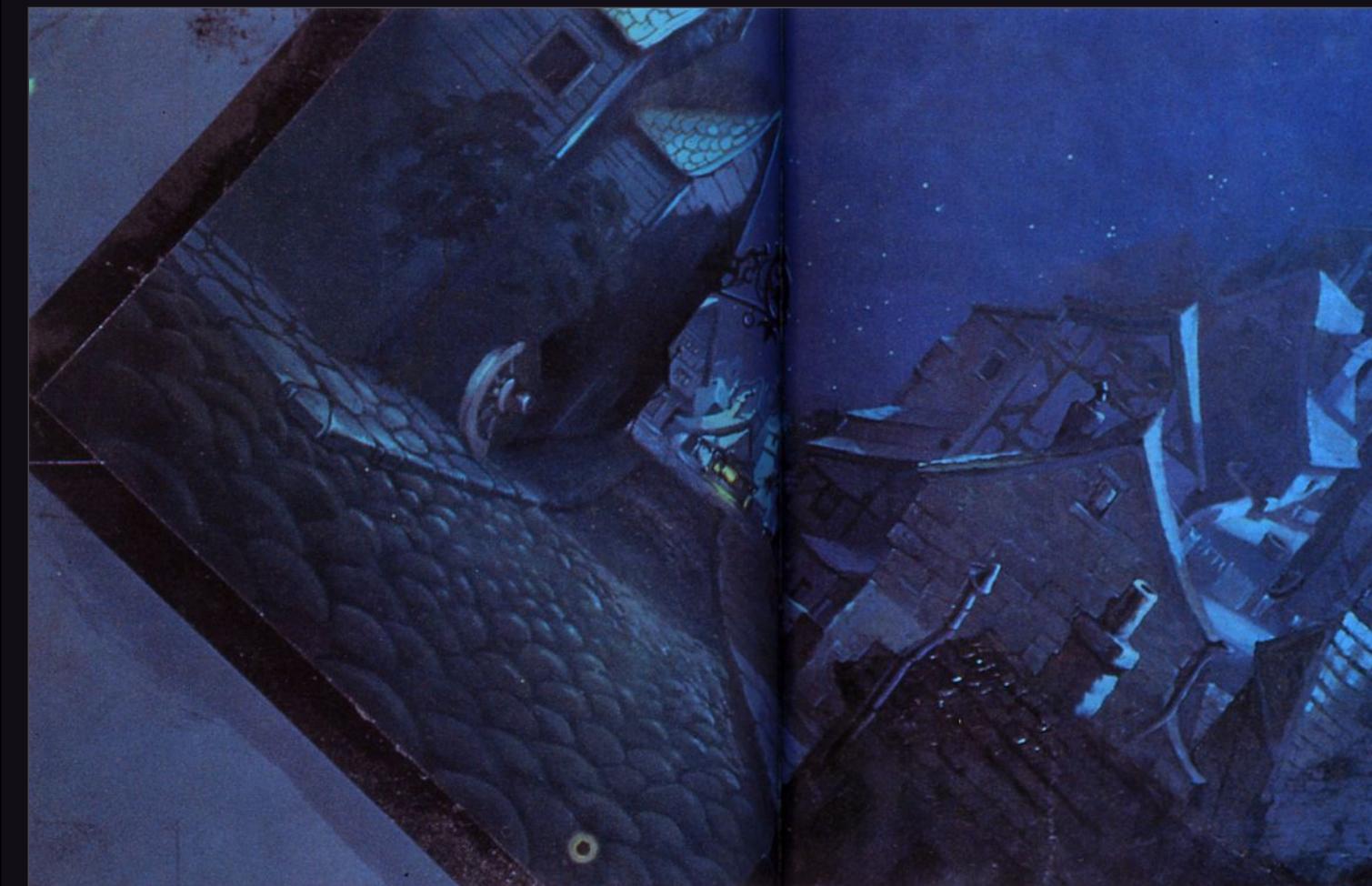




BrightSide HDR display

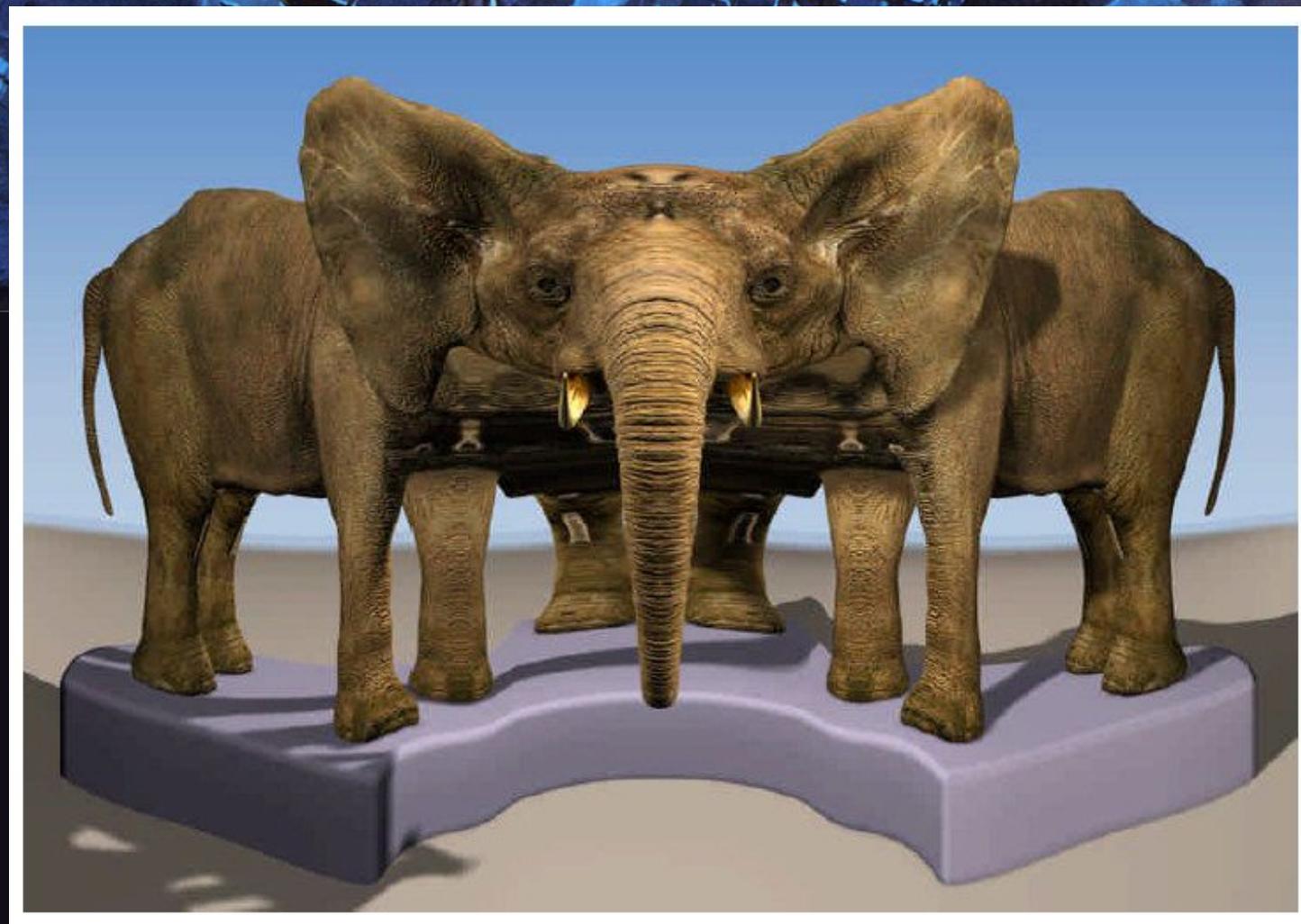


Walt Disney
Pinocchio
(1940)



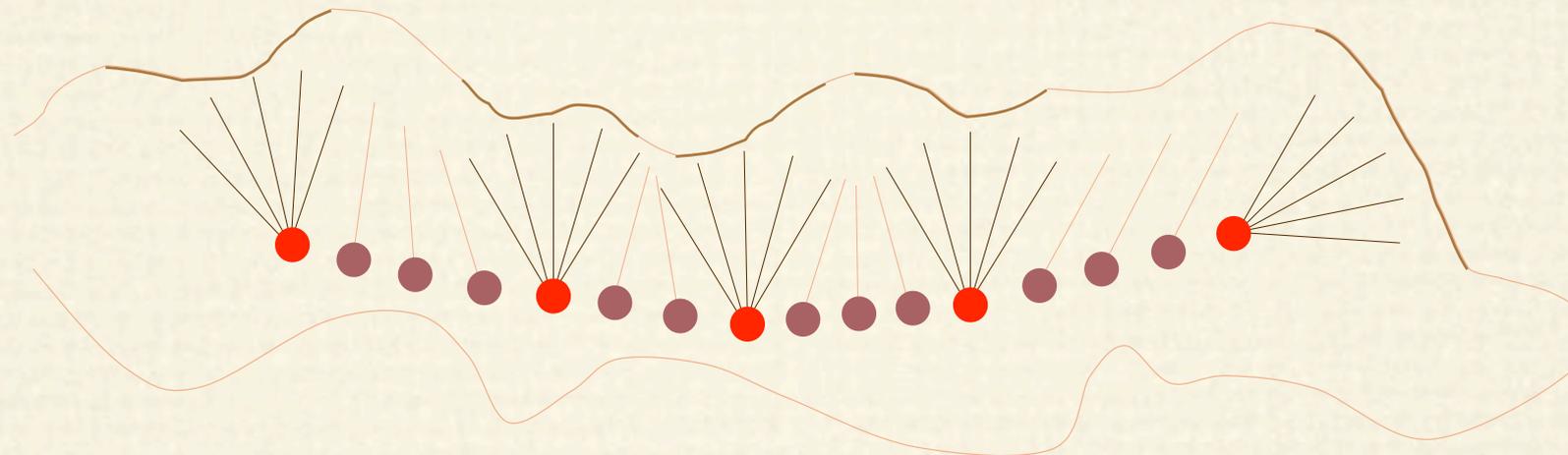
Walt Disney
Pinocchio
(1940)

Paul Rademacher
Multi-perspective elephant
(1998)



Applications of multi-perspectives

How to depict a cave that contains neolithic paintings?

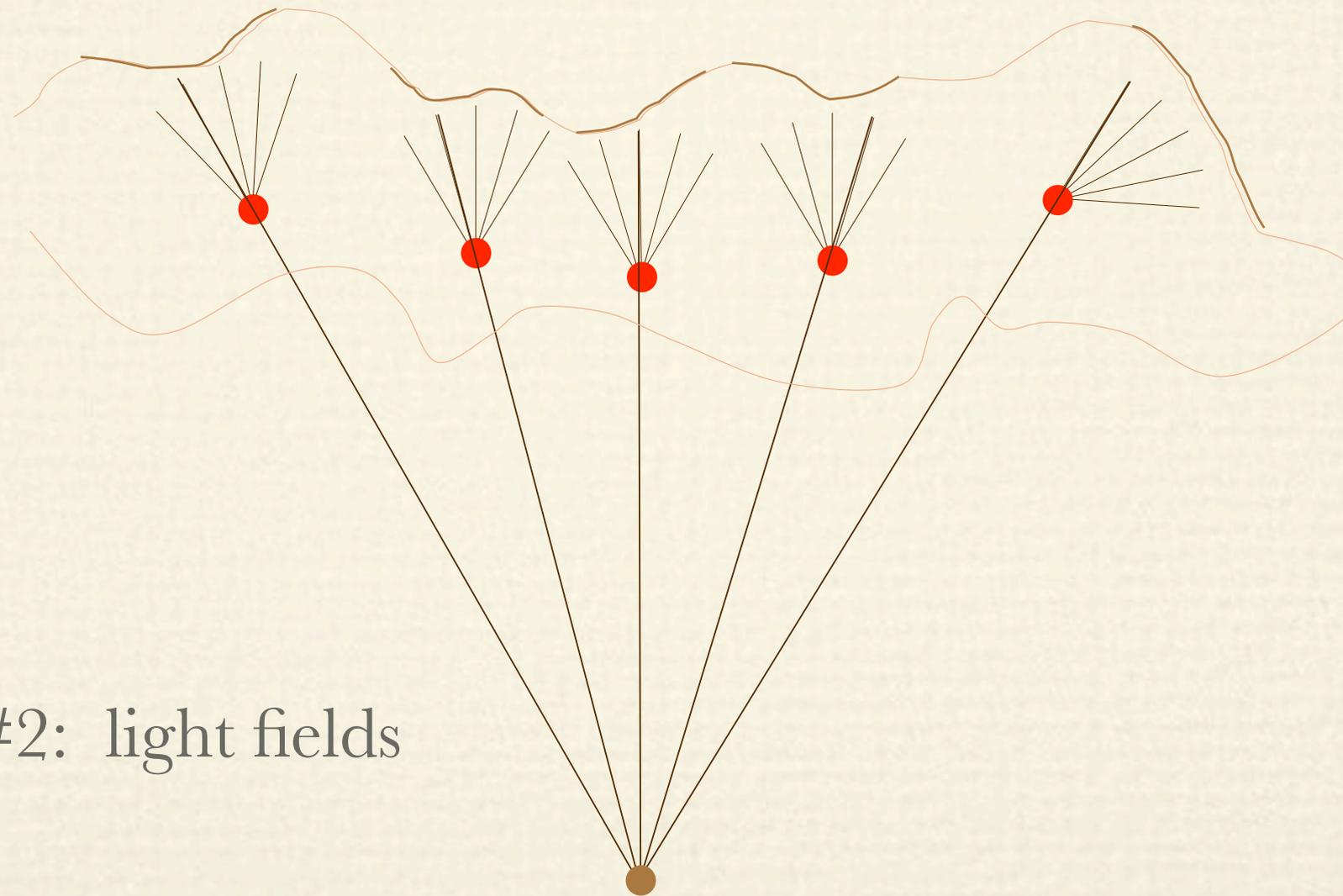


<http://www.culture.gouv.fr/culture/arcnat/chaudet/en/>

Technique #1: smoothly varying multi-perspective

Applications of multi-perspectives

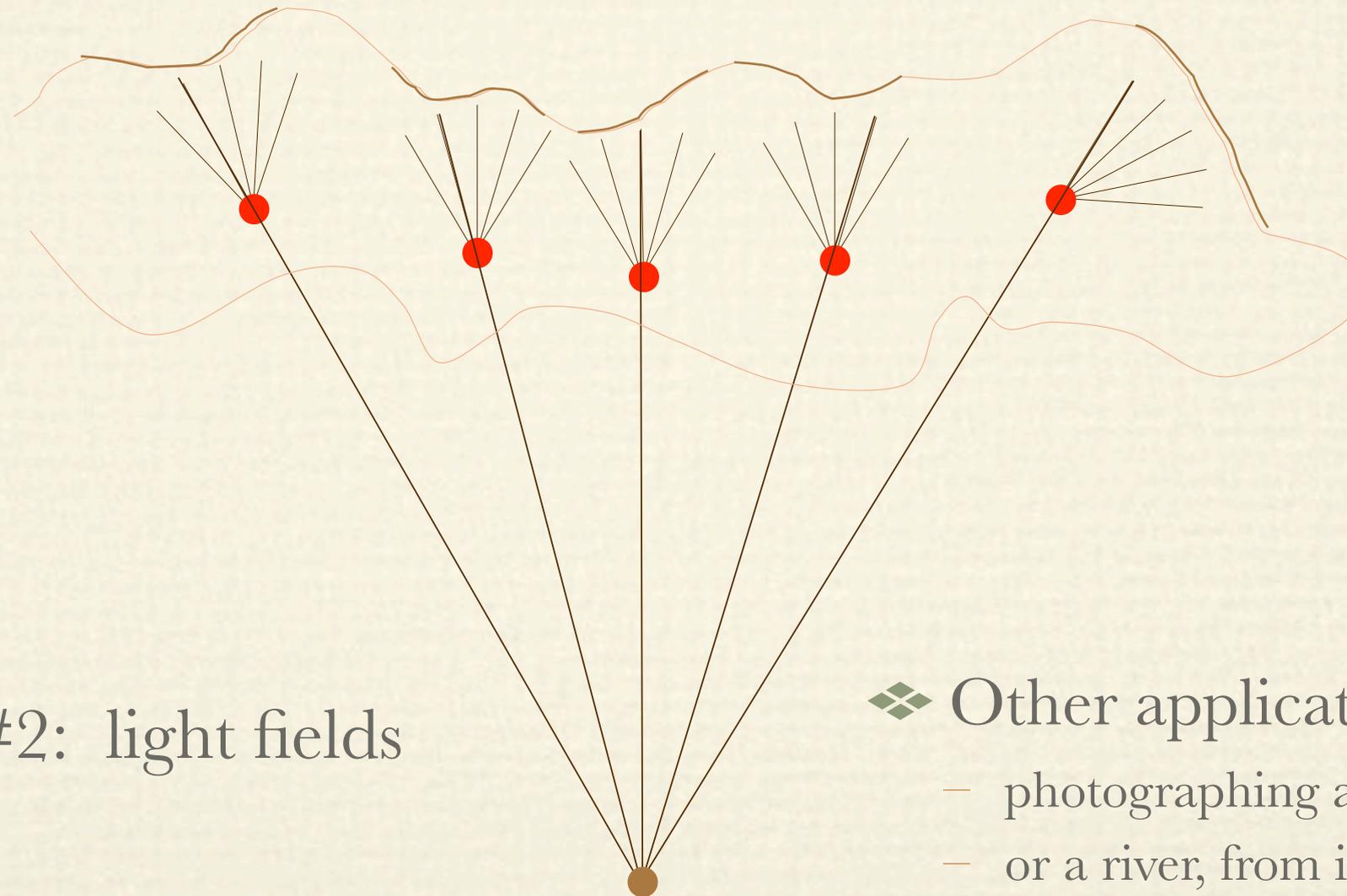
How to depict a cave that contains neolithic paintings?



Technique #2: light fields

Applications of multi-perspectives

How to depict a cave that contains neolithic paintings?



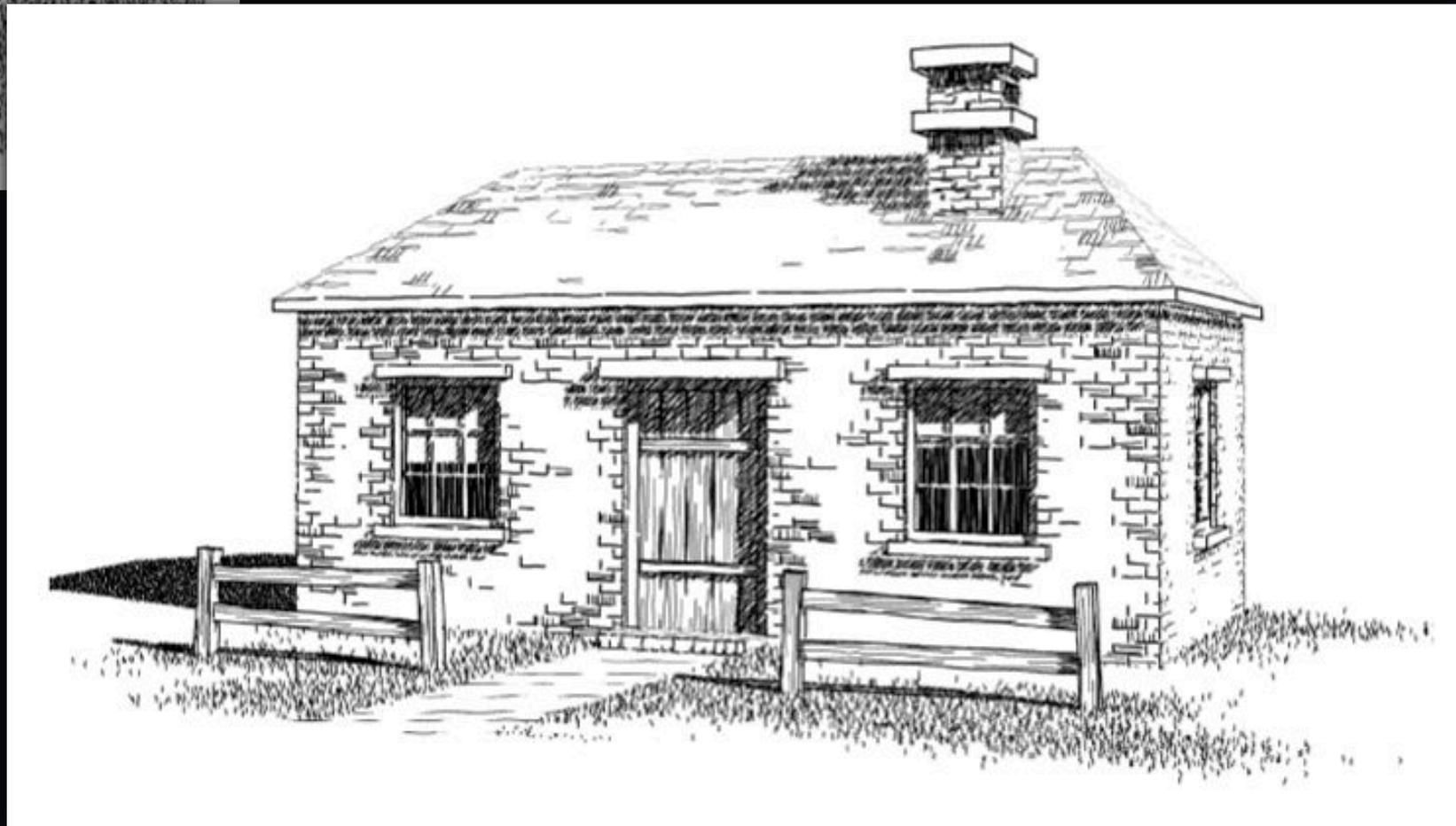
Technique #2: light fields

❖ Other applications:

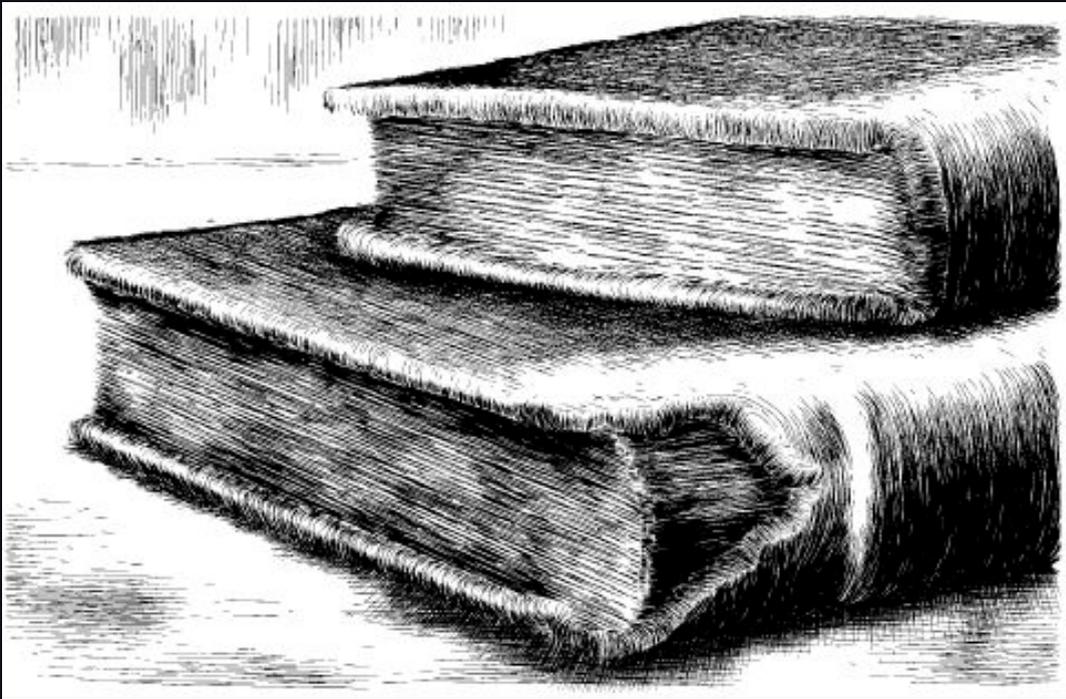
- photographing a mile-long coral reef
- or a river, from its headwaters to the sea



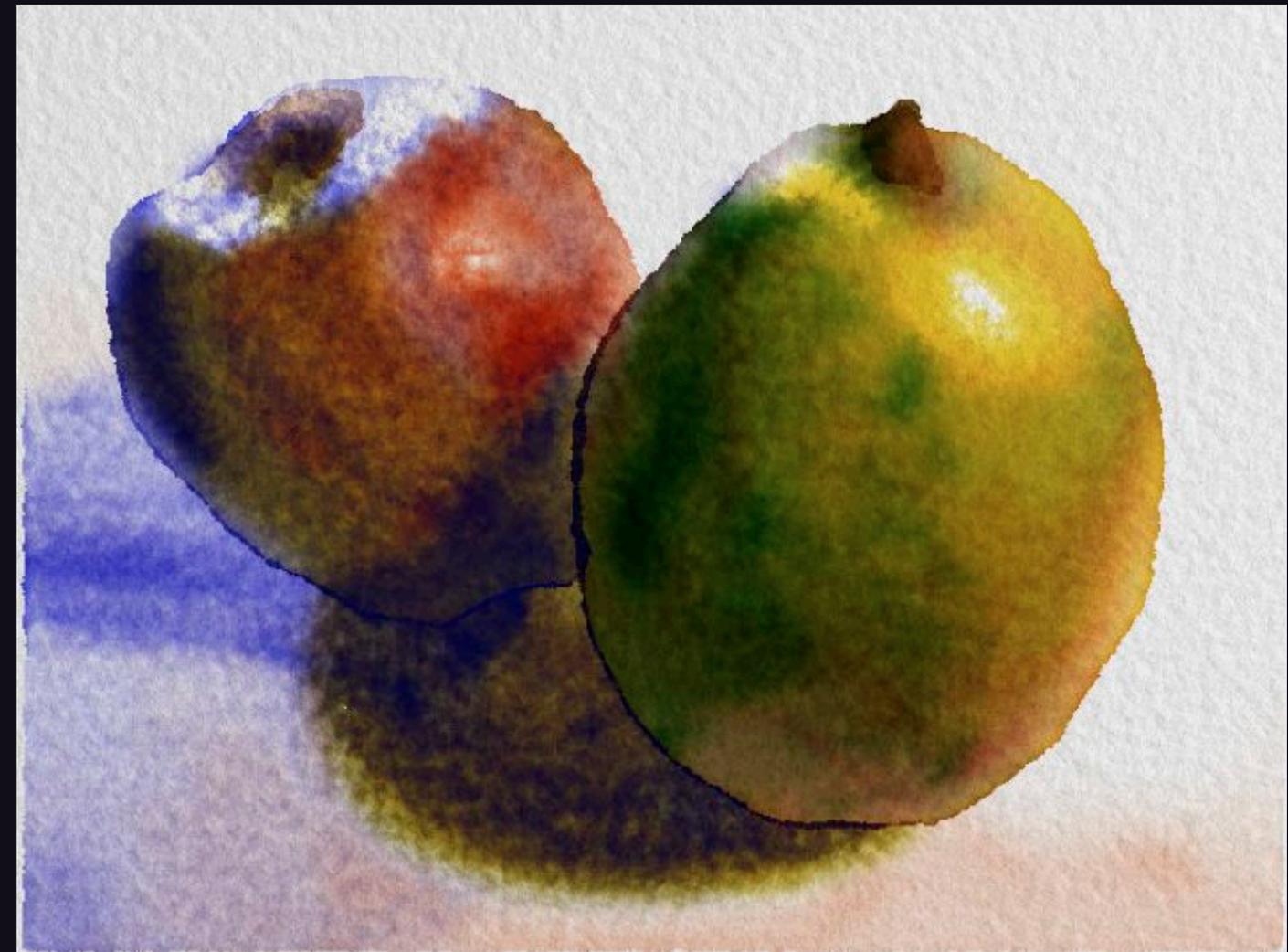
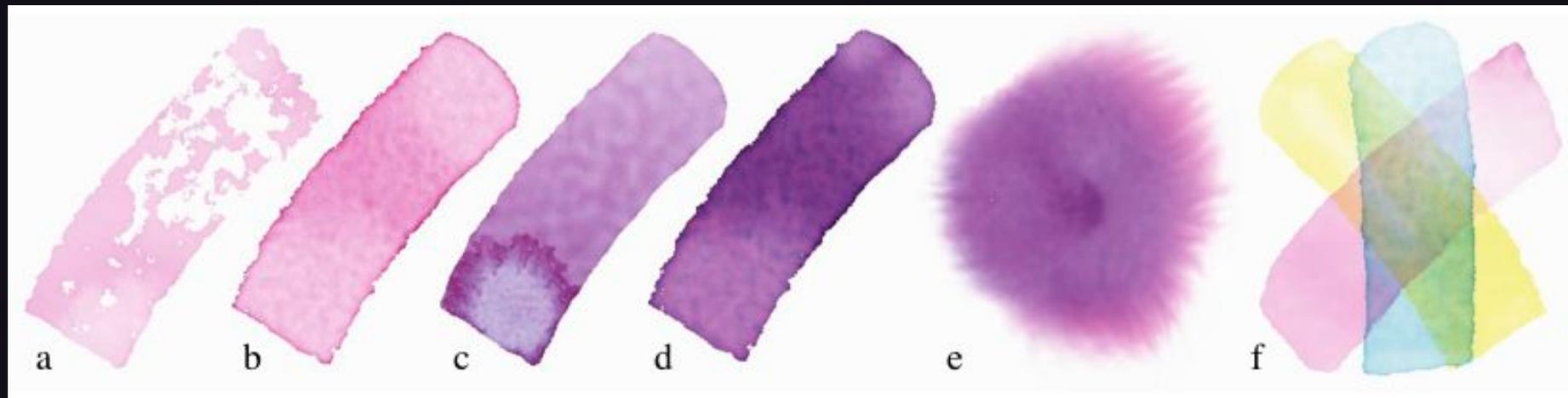
Georges Winkenbach
Computer-Generated
Pen-and-Ink Illustration
[SIGGRAPH 1994]



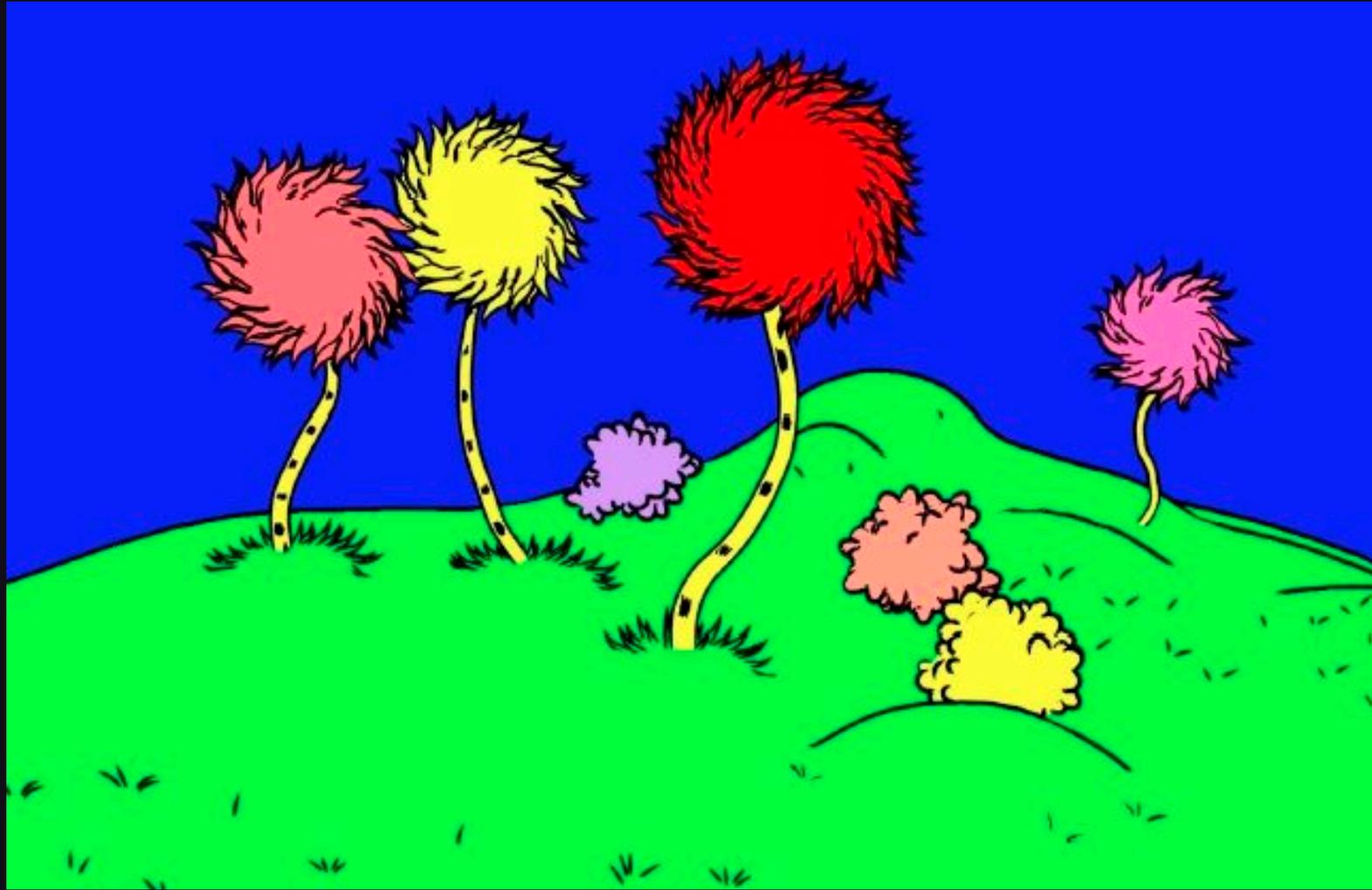
Georges Winkenbach
Computer-Generated
Pen-and-Ink Illustration
[SIGGRAPH 1994]



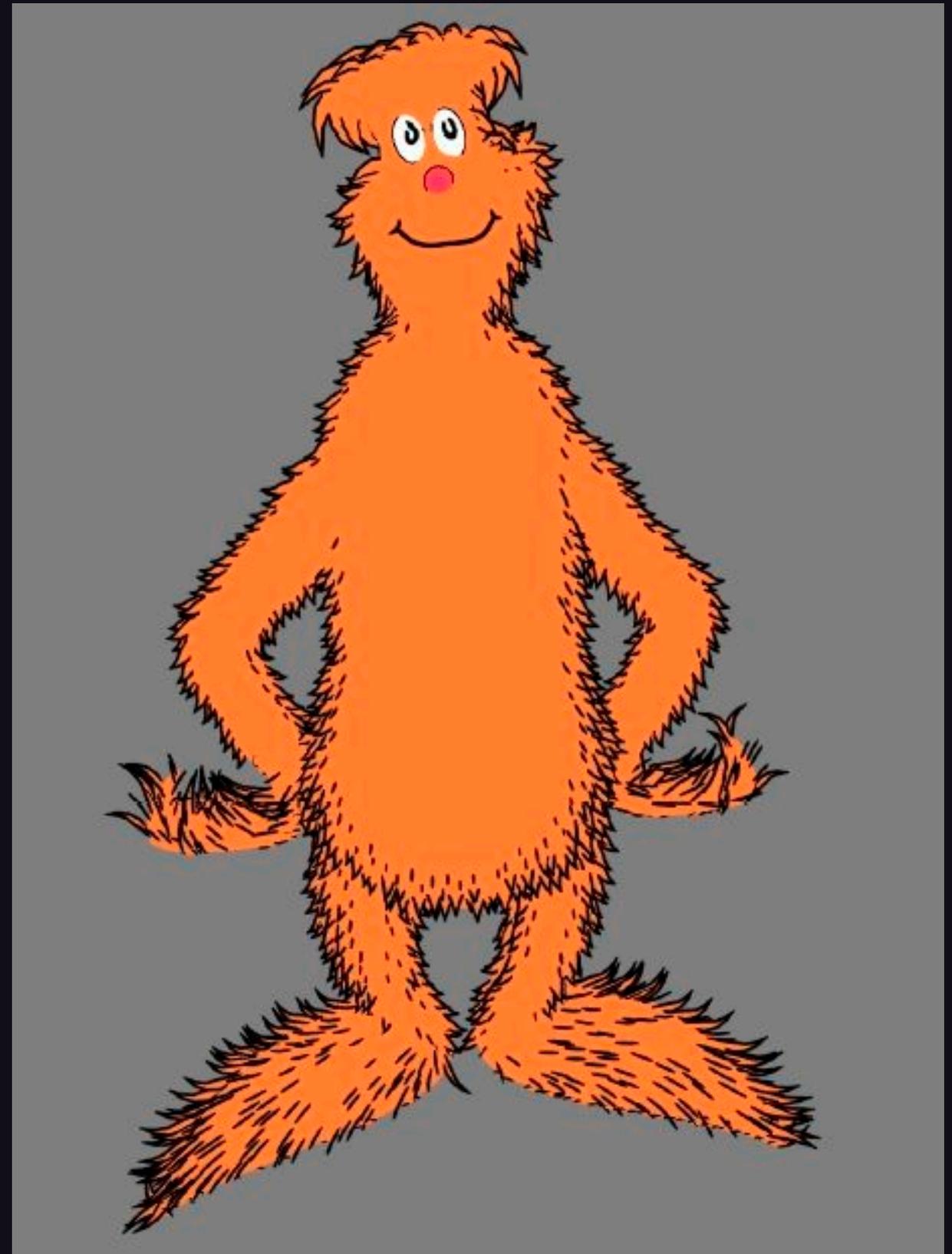
Michael Salisbury
Orientable Textures for
Image-Based Pen-and-Ink Illustration
[SIGGRAPH 1997]

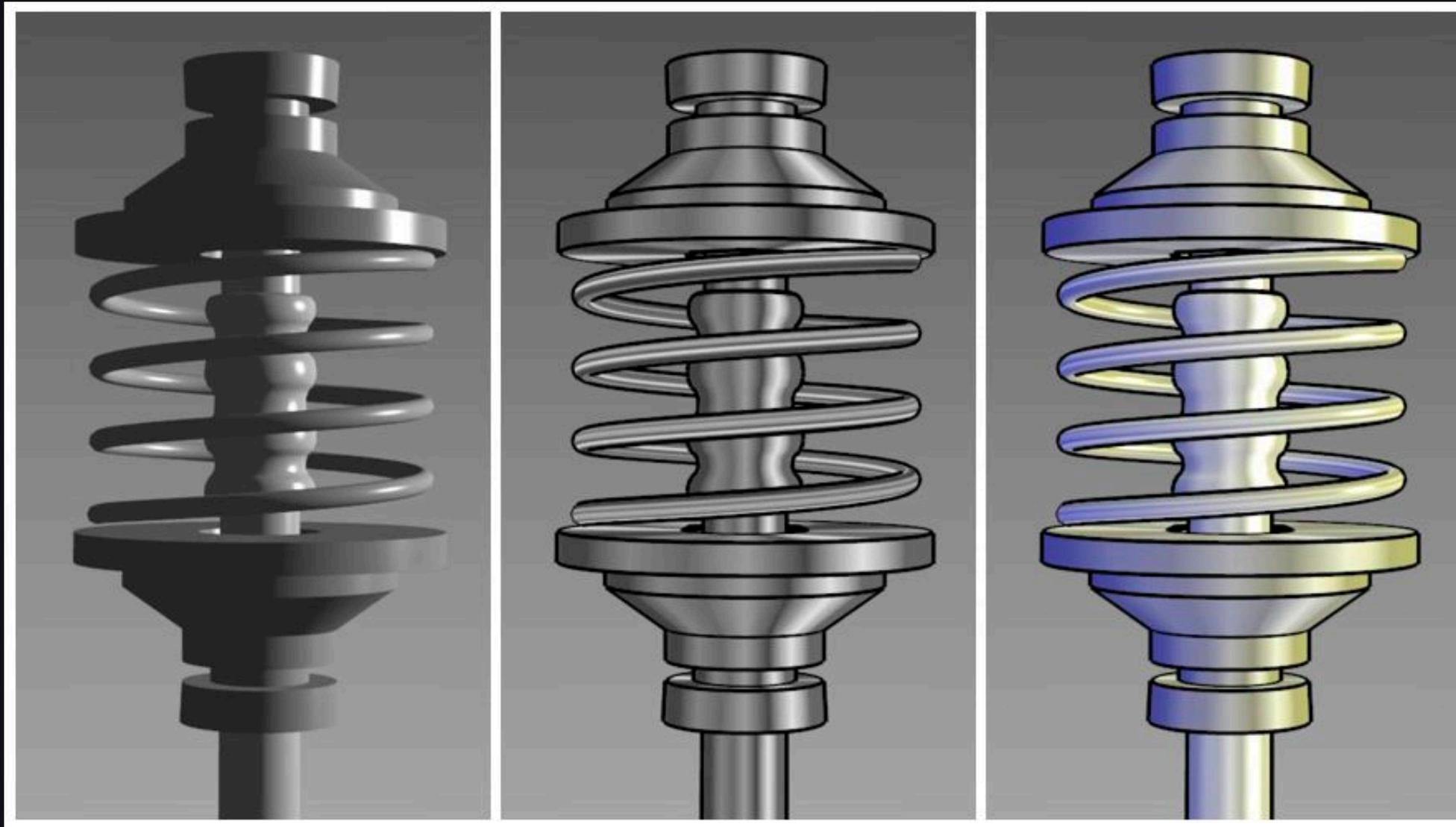


Cassidy Curtis
Computer-Generated Watercolor
[SIGGRAPH 1997]

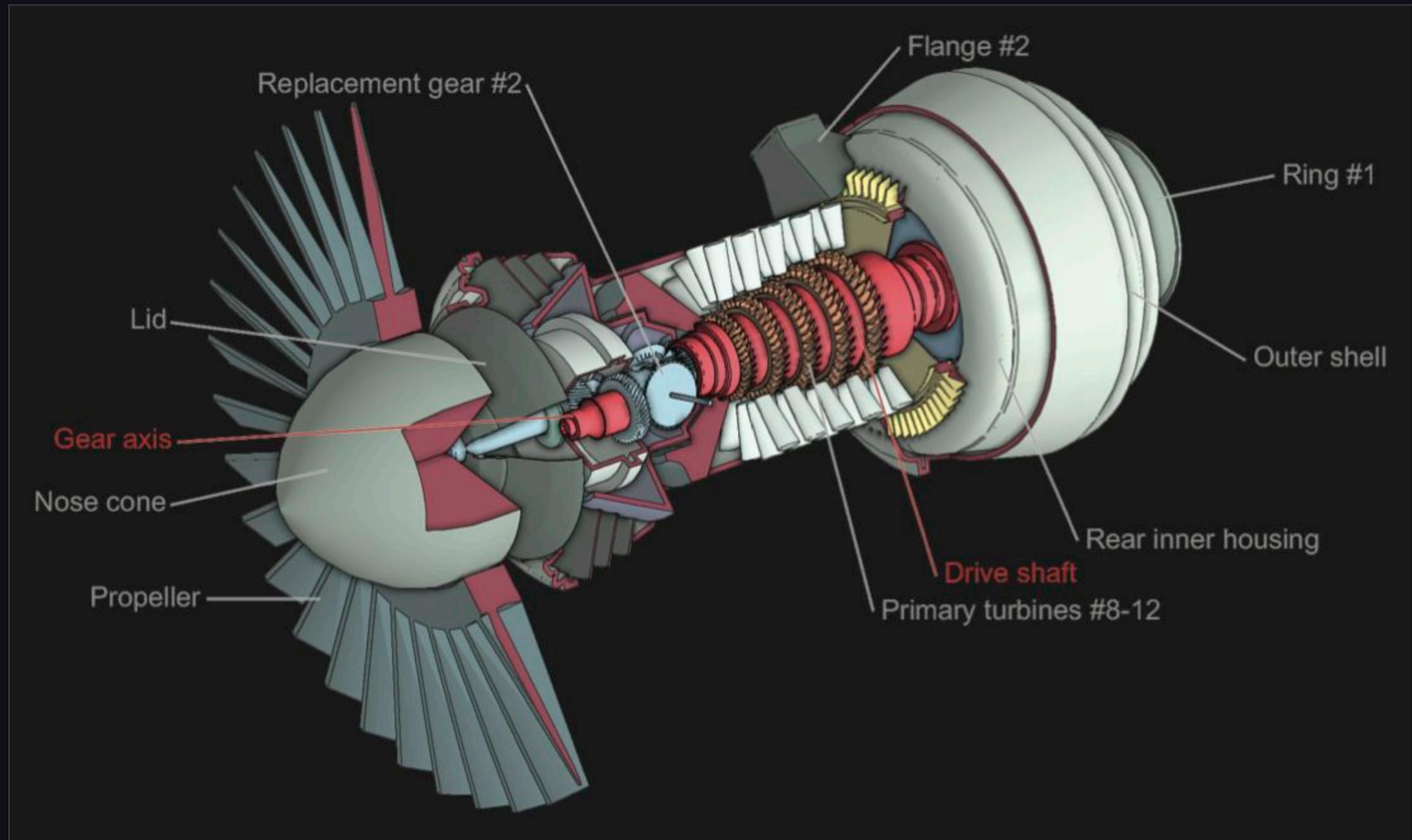


Michael Kowalski
Art-Based Rendering of Fur, Grass, and Trees
[SIGGRAPH 1999]





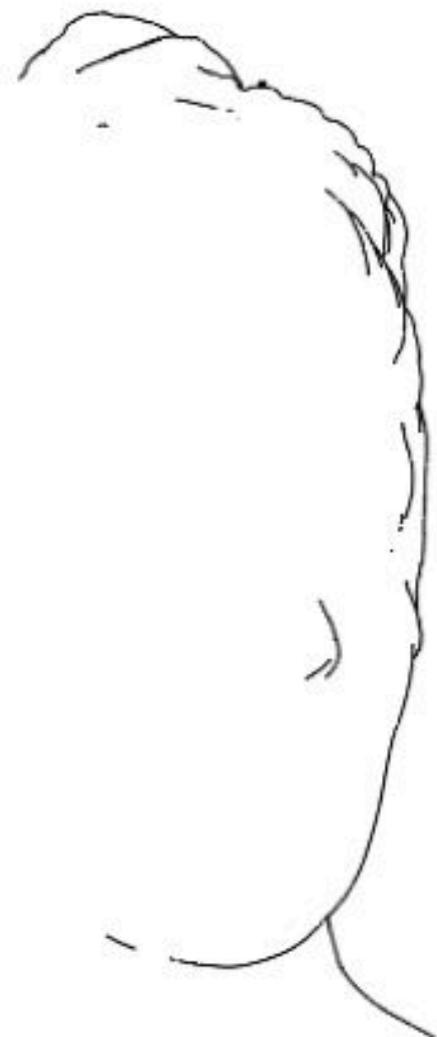
Amy Gooch and Bruce Gooch
A Non-photorealistic Lighting Model for
Automatic Technical Illustration
[SIGGRAPH 1998]



Wilmot Li
Interactive Cutaway Illustrations
of Complex 3D Models
[SIGGRAPH 2007]



Shaded View



Contours



Suggestive Contours



Ridges & Valleys

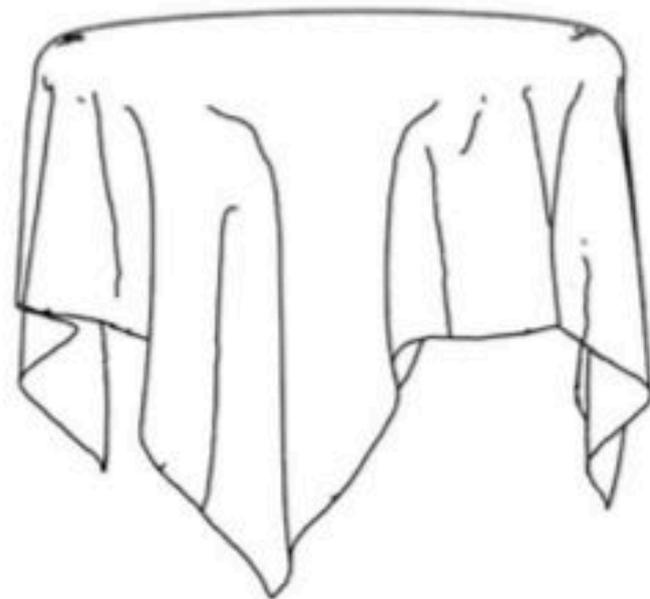


Apparent Ridges

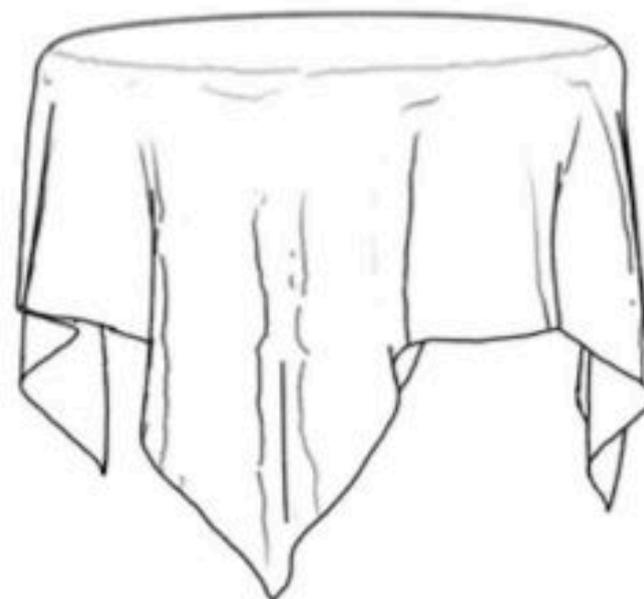
Tilke Judd
Apparent Ridges For Line Drawing
[SIGGRAPH 2007]



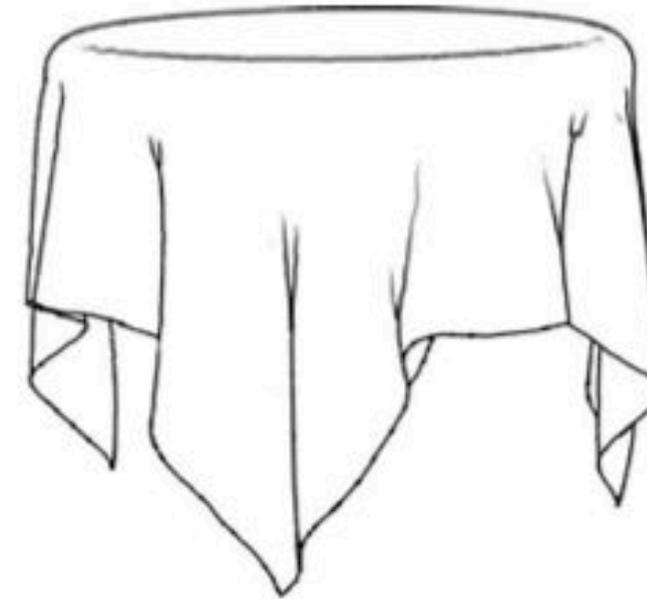
Shaded View



Suggestive Contours

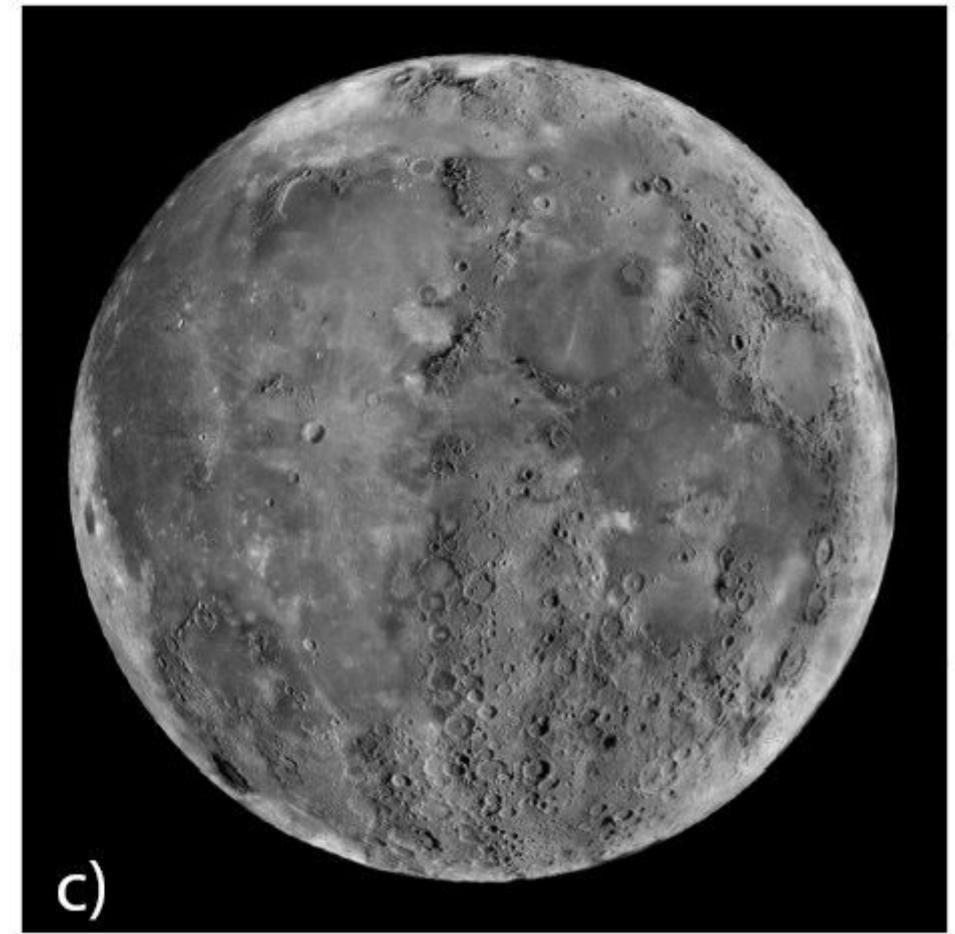
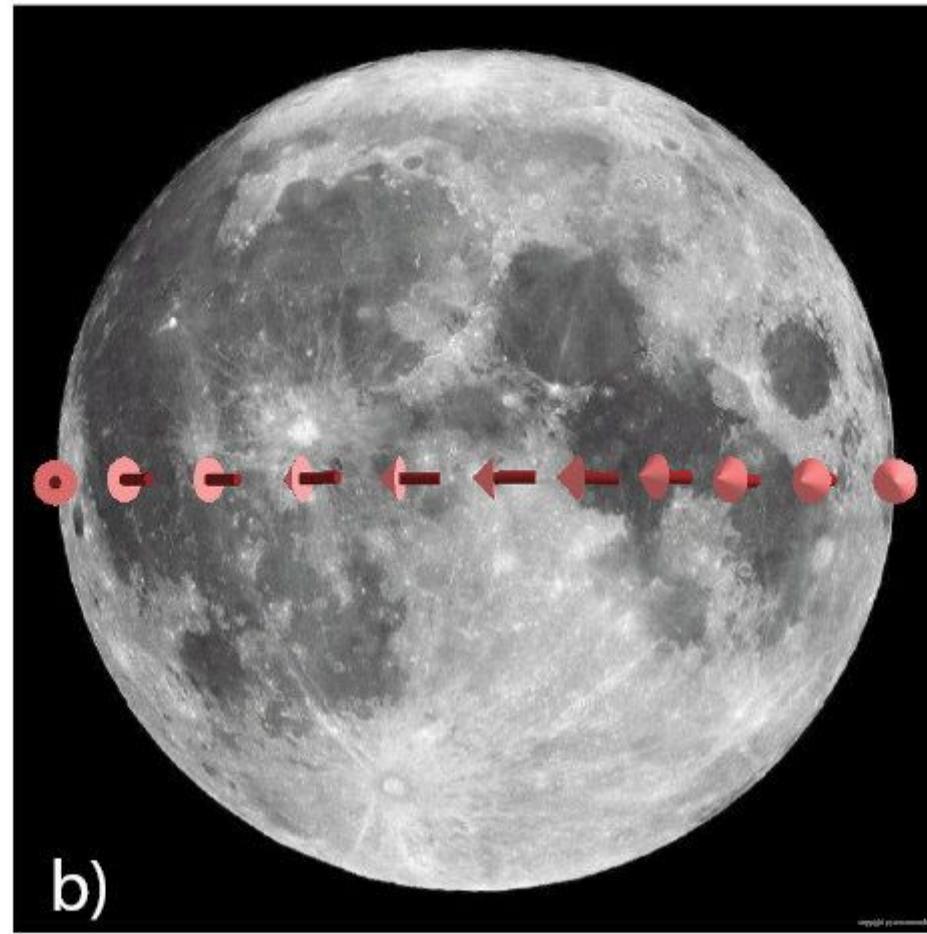
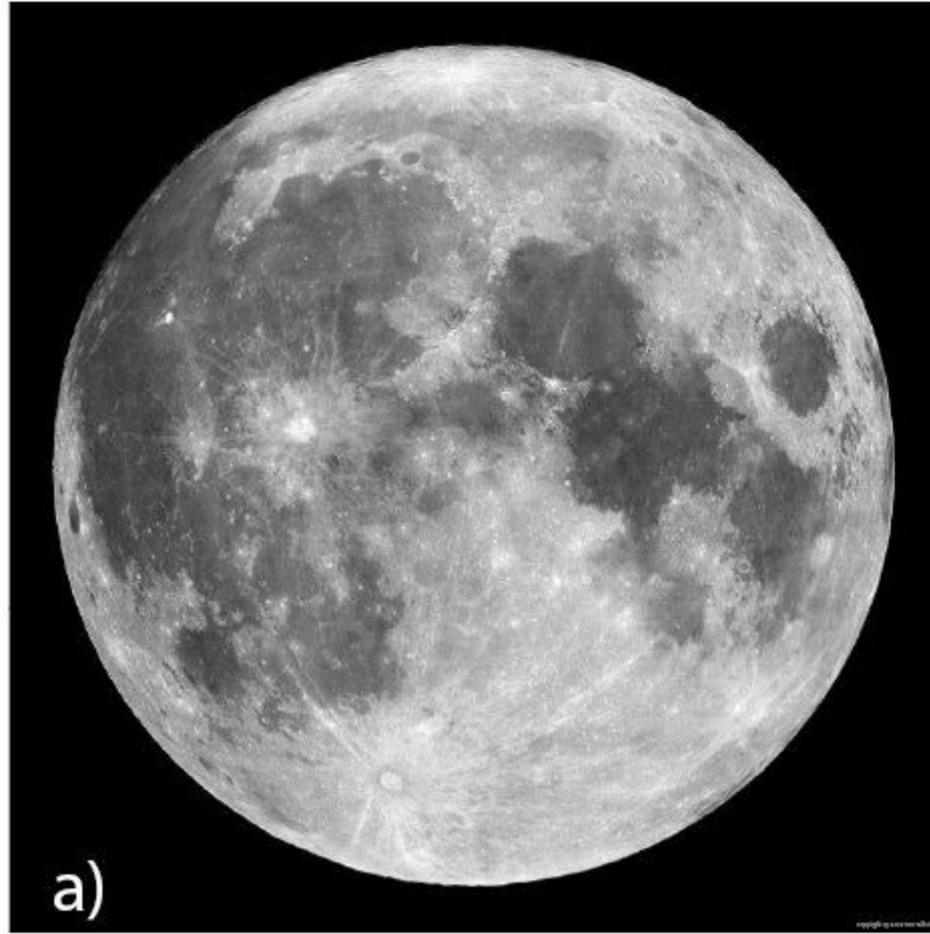


Ridges & Valleys



Apparent Ridges

Tilke Judd
Apparent Ridges For Line Drawing
[SIGGRAPH 2007]



David Akers
Conveying Shape and Features with Image-Based Relighting
[Visualization 2003]