



ROSSELLA SUMA, ESR16

EXPLOITATION OF DYNAMIC RANGE DATA FOR REALISTIC ENVIRONMENT RECONSTRUCTION

Objectives:

- Detailed computer models of at least 2 example sites
- Reconstruction and capture of light source available
- Authentic relighting of the sites using High Dynamic Range (HDR) imaging techniques

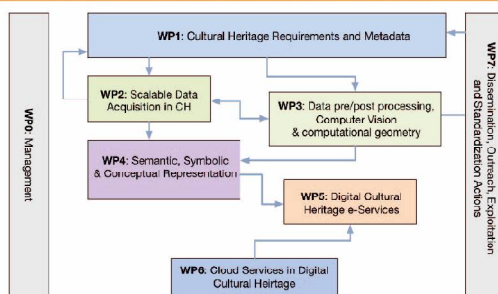
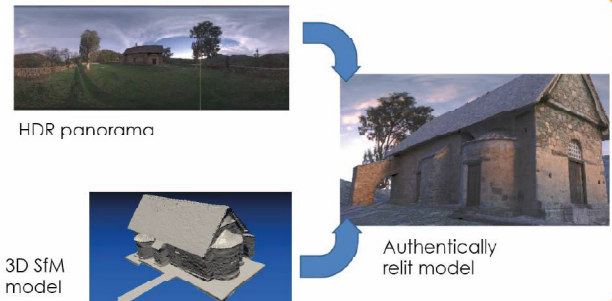
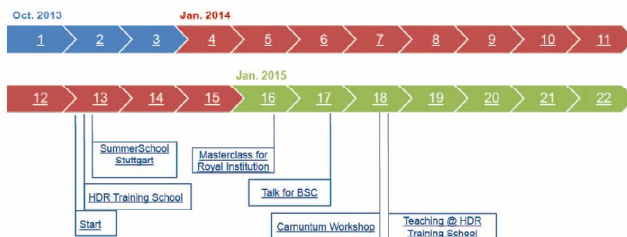


Background:

- BSc and MSc in Computer Engineering
- Teaching to Young People
- Business Intelligence Application Development
- Video Games Development
- Artificial Intelligence – Crowd Simulation

Dissemination & Outreach:

- Imagineering Fair, Coventry, UK Nov 2014
- Outreach within WMG – UW Dec 2014
- Science & Survival – UW Dec 2014
- Royal Institution Masterclass, Jan 2015
- Talk for British Computer Society, Feb 2015
- Lecture @ HDRi Training School, Apr 2015, Brno



Future Activities:

Secondments:

- KAAK
- ARCIKON 3D
- FORTH
- 7REASONS

Conferences Paper Submission:

- SEAHA Conference 2015, 14th -15th July, London
- Digital Heritage International Conference, 28th Sept – 2nd October, Granada



Home Country



Host Country

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Host Organization

