Modeling the appearance of physical materials is an essential component in the computer generation of synthetic photorealistic imagery. Recent progress in material appearance modeling will be surveyed, with an emphasis on modeling aged and weathered materials and on perceptual experiments. This will include newly developed scanning and vision systems and novel mathematical analyses. Future directions for research in material appearance modeling will be discussed.

4pm, Wed, Oct. 8, 2008
Auditorium of the Center for Imaging Science

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