Sampling and Reconstruction of Visual Appearance

CSE 274 [Winter 2018], Lecture 13

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Applications

- Monte Carlo Rendering (biggest application)
- Light Transport Acquisition / Many Light Rendering
- Light Fields and Computational Photography
- Animation/Simulation (not covered in course)

- Course has covered broad range of applications
- And several approaches, mathematical models
- End with new frontiers, current work

Today's Frontiers

- (Deep) Machine Learning, CNNs
- Applied to image synthesis, not recognition
- Have seen applications in light fields already
- New frontier in Monte Carlo Rendering
- Real-Time Path Tracing (towards 1spp)
- New applications (VR, relighting, animation, …)

- Thank you for hard work in course (good luck on final presentations and final project reports)