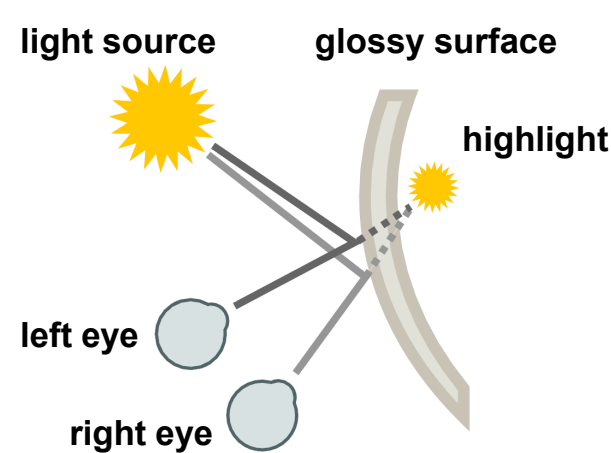
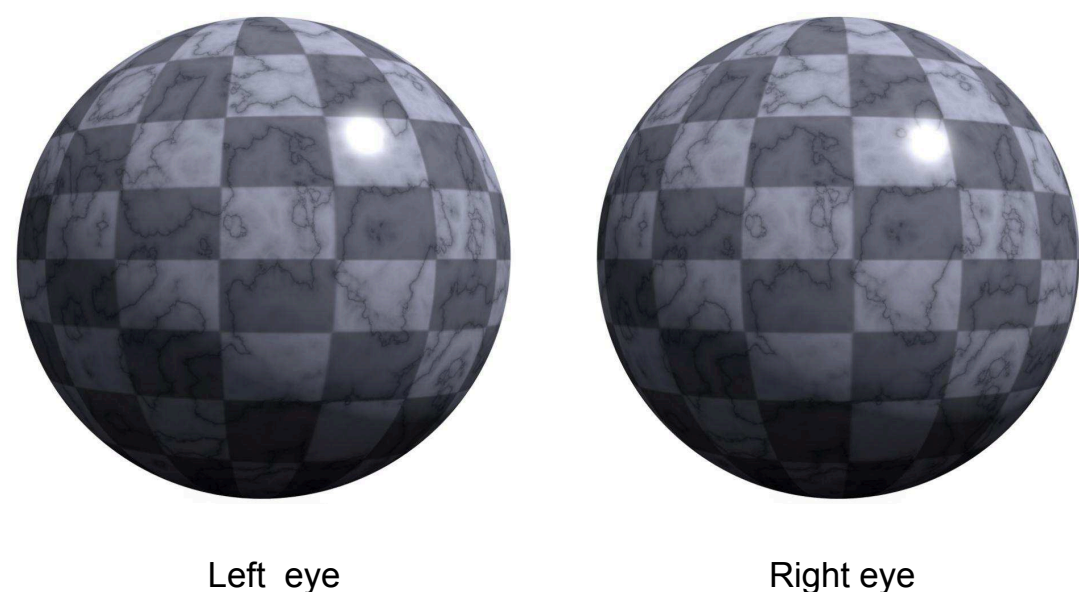


Gloss in Stereo

Krzysztof Templin

1. Highlight geometry

Highlights in stereo are detached from the surface they appear on:



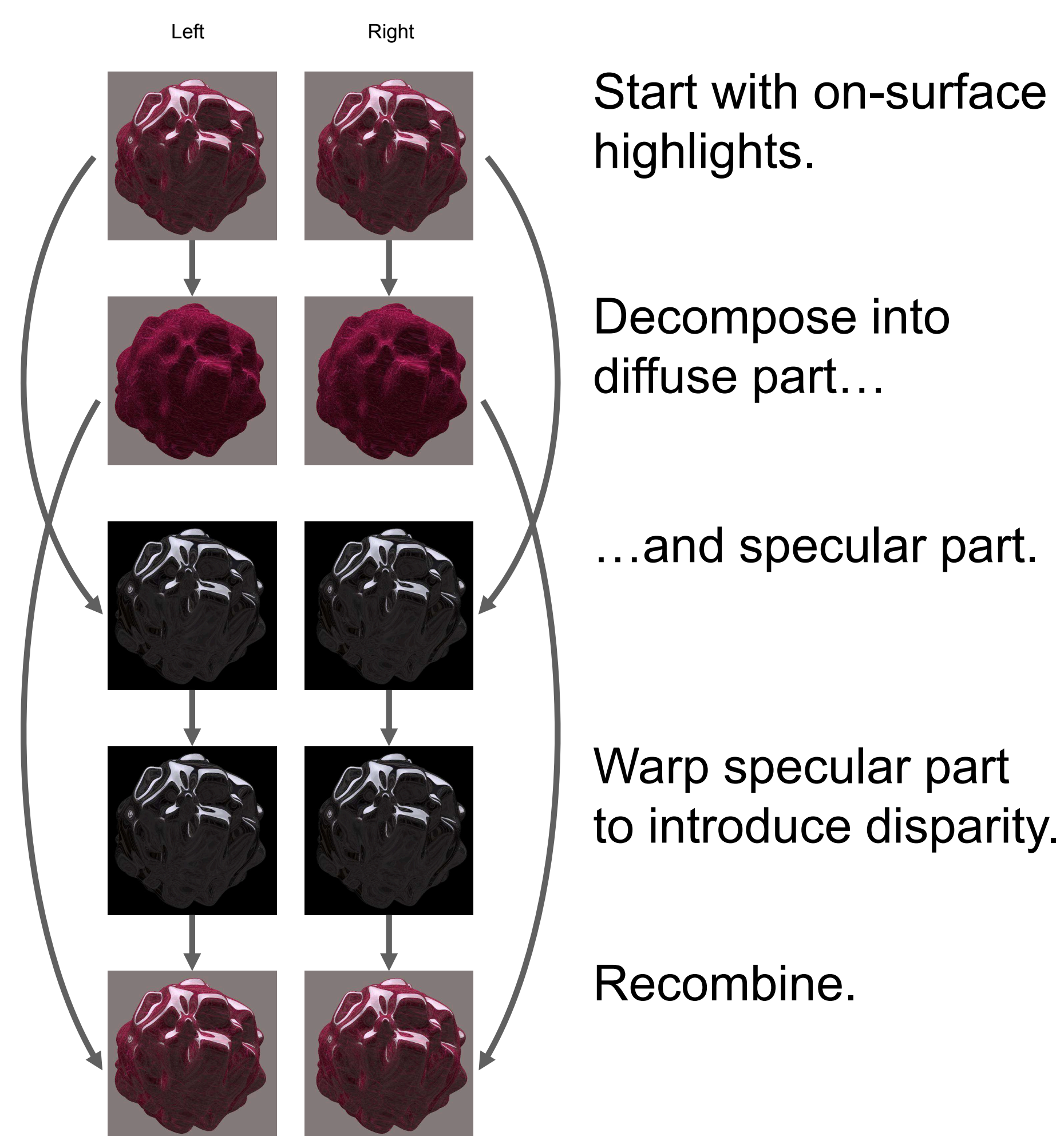
2. Problem

On-surface highlights:
less glossy
and **less realistic**

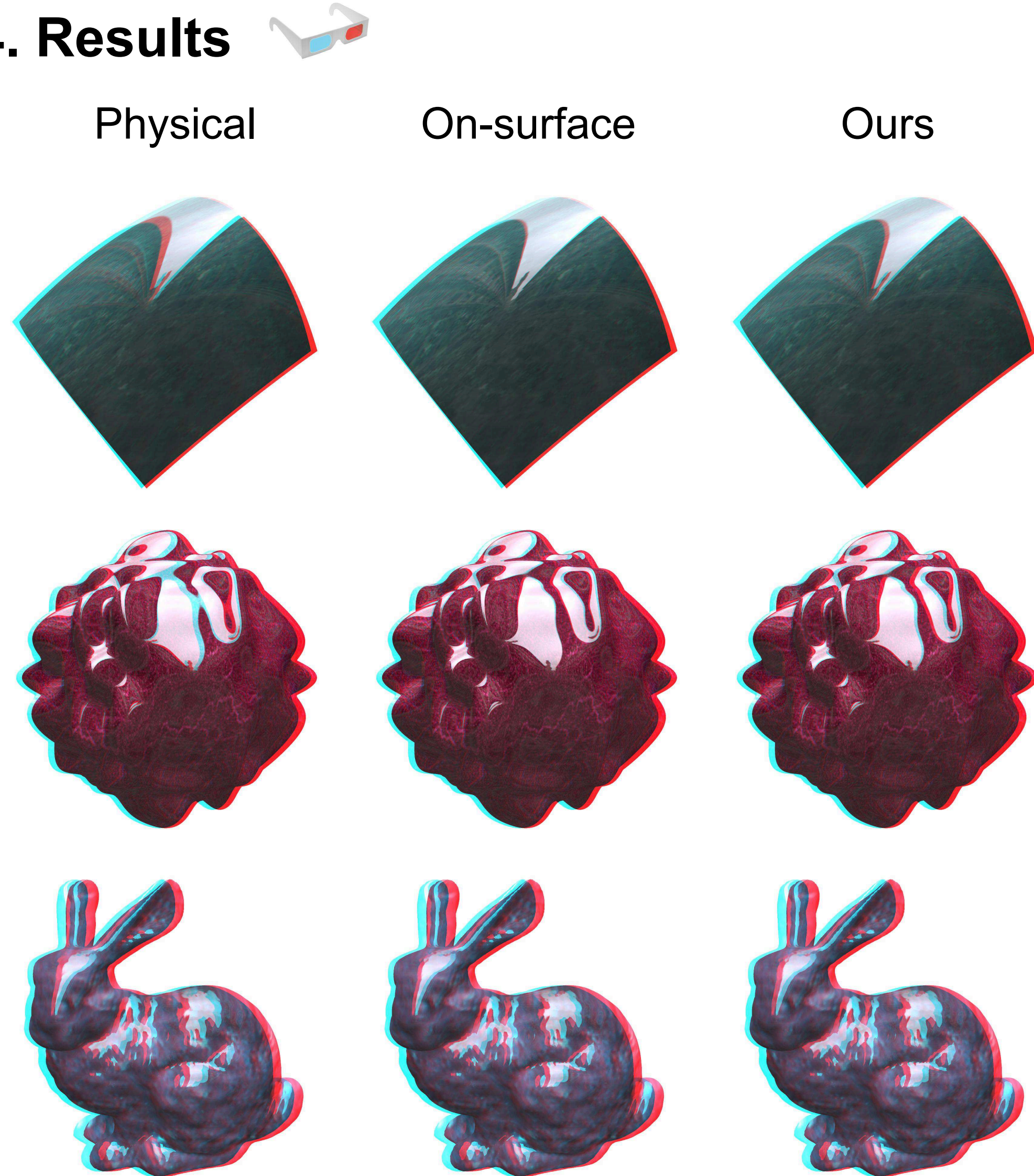
Physically-based highlights:
various **binocular conflicts**
sometimes **inefficient**

3. Our goal

Realistic look. No conflicts. Fast computation.

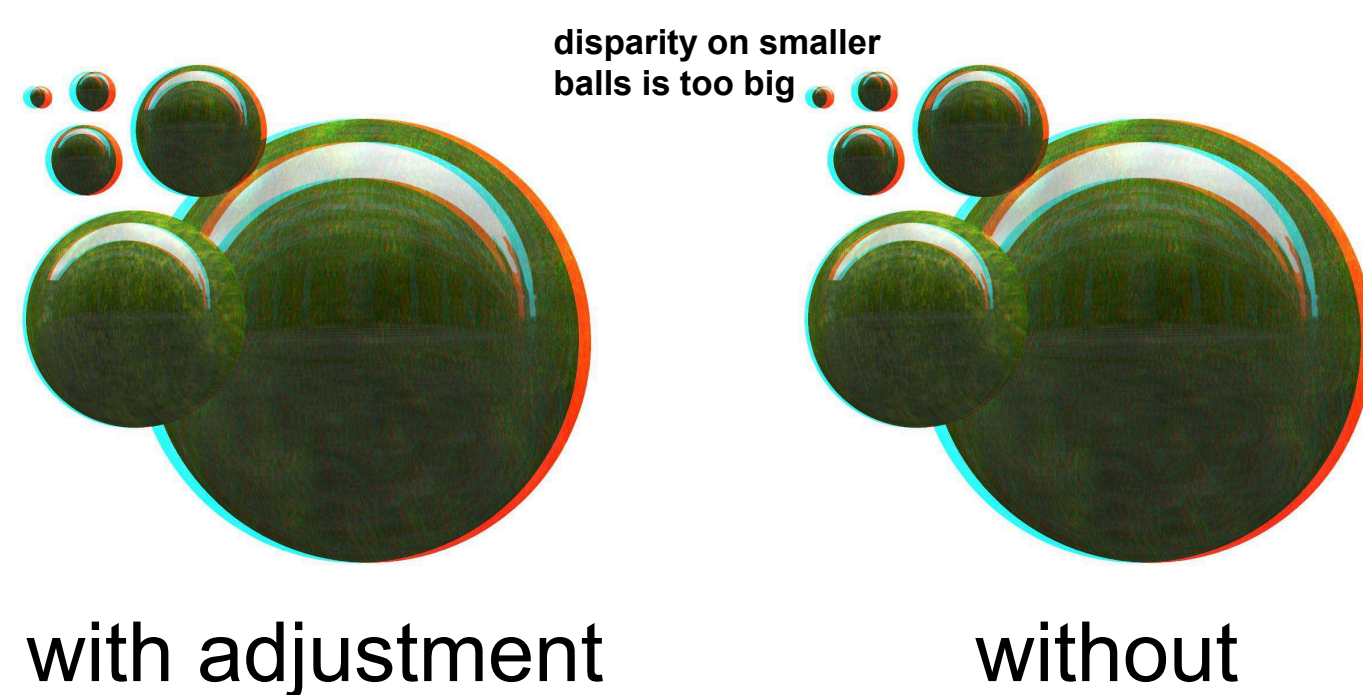


4. Results

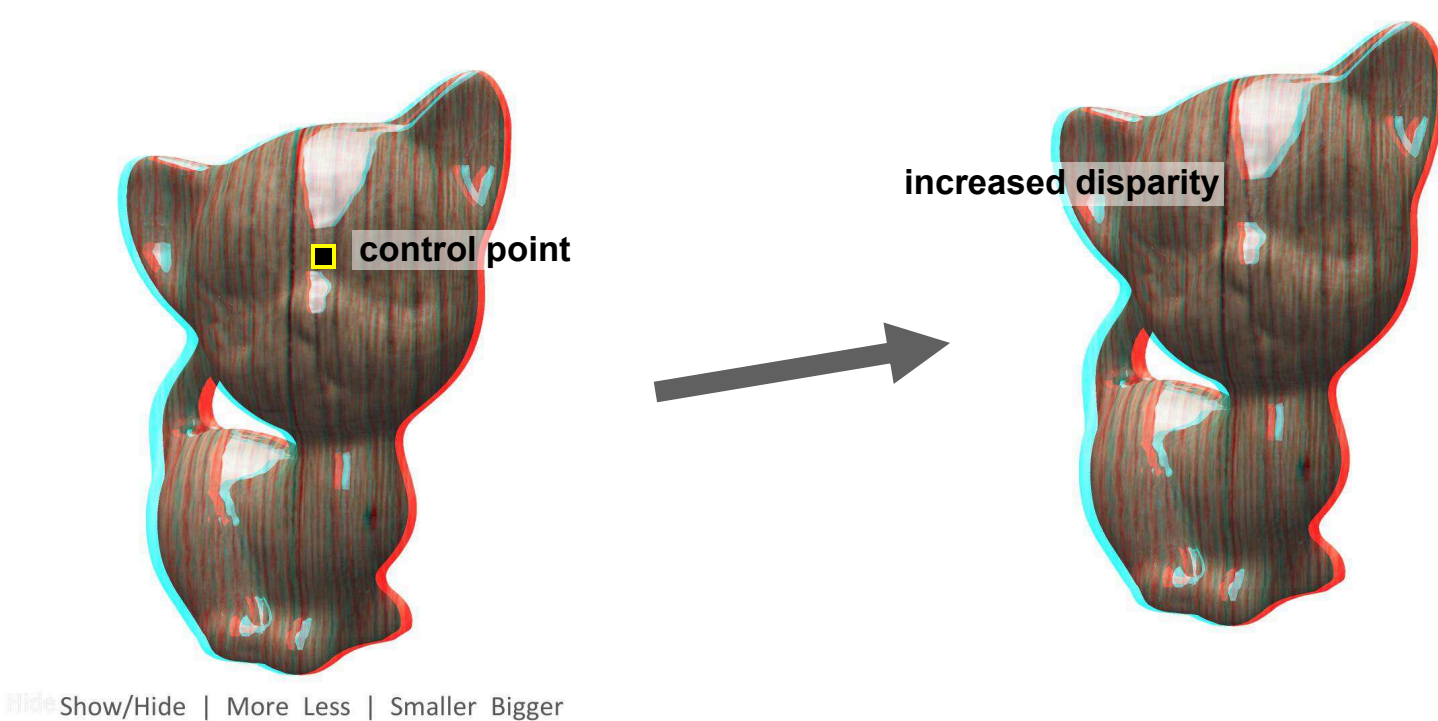


5. Automatic curvature adjustment

Screen-space curvature is calculated to adjust the amount of disparity added to highlights.



6. Interactive control



Highlight Microdisparity for Improved Gloss Depiction, K. Templin, P. Didyk, T. Ritschel, K. Myszkowski, H.-P. Seidel
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