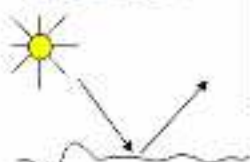


Obtaining Bidirectional Texture Reflectance of Real-World Surfaces by means of a Kaleidoscope



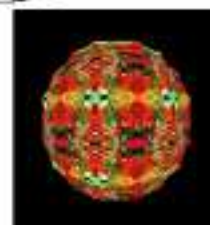
Objective: to investigate the use of kaleidoscopes in obtaining the BTF of real-world surfaces.

Interesting configurations & effects

Simulated vs Real → Results



Non-tapered: a tiling effect



Tapered: a virtual sphere



Cylindrical: rings of reflection

Coming soon to



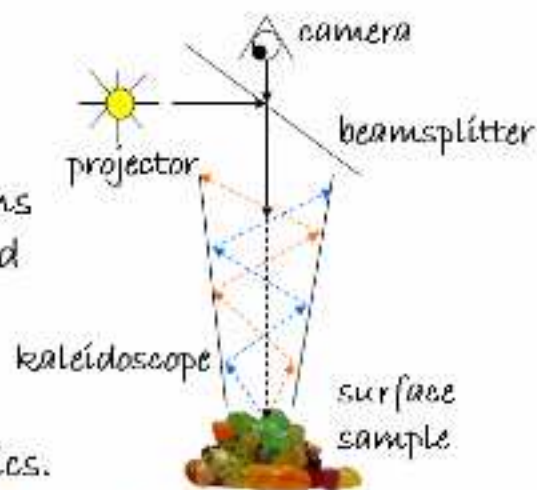
The Bidirectional Texture Function (BTF) describes how light is reflected off a surface. It is obtained by sampling the colour of the surface under different lighting & viewing conditions – precisely what each reflected image in a kaleidoscope provides – and enables a realistic rendering of surfaces in Computer Graphics.

"This is a great project!"

Steve Odom
CEO of Verso Technologies

"Fantastic in all respects!"

Mark Whithiel



Business
Connexion



Judith Radloff

Credits:

Professor Shaun Bangay and Adèle Lobb
Rhodes University Computer Science Department

www.cs.ru.ac.za/research/students/g00r3353

g00r3353@campus.ru.ac.za

