Modeling the Anisotropic Reflectance of a Surface with Microstructure Engineered to Obtain Visible Contrast after Rotation

Engineering of surface structure to obtain specific anisotropic reflectance properties has interesting applications in large scale production of plastic items. In recent work, surface structure has been engineered to obtain visible reflectance contrast when observing a surface before and after rotating it 90 degrees around its normal axis. We build an analytic anisotropic reflectance model based on the microstructure engineered to obtain such contrast. Using our model to render synthetic images, we predict the above mentioned contrasts and compare our predictions with the measurements reported in previous work. The benefit of an analytical model like the one we provide is its potential to be used in computer vision for estimating the quality of a surface sample. The quality of a sample is indicated by the resemblance of camera-based contrast measurements with contrasts predicted for an idealized surface structure. Our predictive model is also useful in optimization of the microstructure configuration, where the objective for example could be to maximize reflectance contrast.

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Scene reassembly after multimodal digitization and pipeline evaluation using photorealistic rendering

Transparent objects require acquisition modalities that are very different from the ones used for objects with more diffuse reflectance properties. Digitizing a scene where objects must be acquired with different modalities requires scene reassembly after reconstruction of the object surfaces. This reassembly of a scene that was picked apart for scanning seems unexplored. We contribute with a multimodal digitization pipeline for scenes that require this step of reassembly. Our pipeline includes measurement of bidirectional reflectance distribution functions and high dynamic range imaging of the lighting environment. This enables pixelwise comparison of photographs of the real scene with renderings of the digital version of the scene. Such quantitative evaluation is useful for verifying acquired material appearance and reconstructed surface geometry, which is an important aspect of digital content creation. It is also useful for identifying and improving issues in the different steps of the pipeline. In this work, we use it to improve reconstruction, apply analysis by synthesis to estimate optical properties, and to develop our method for scene reassembly.