Pro bola Illumination for Mobile Augmented Reality

Augmented Reality (AR) is a user interface paradigm to seamlessly integrate virtual information into the real world view, whereby both the virtual and the real are spatially registered in 3D [1]. Besides geometric registration, high-quality AR also calls for photometric registration, which is the concept of illuminating virtual objects, optimally done in the same way as the real counterparts. While earlier works measure the physical illumination conditions by light probes using additional equipment [2, 3], more recent approaches aim for using a light-weight technical setup and uses the scene geometry as a light probe [4, 5]. If we assume a single moving camera setup, this requires prior monocular dense reconstruction [6]. Based on the reconstructed scene, a radiance transfer function needs to be computed and applied [7]. The objective of this work is to robustly estimate the radiance transfer for photorealistic mobile AR with dynamically changing scene geometry.

**Literature Project (LP): Photorealistic Rendering in AR**
- identify and briefly describe the related keywords and requirements (e.g., AR, photometric registration, illumination, etc.)
- review and describe existing approaches for photorealistic rendering in AR [2, 3]

**Software Project (SP): Monocular 3D Dense Reconstruction**
- implement the dense reconstruction approach of Pizzoli et al. [6]
- evaluate your implementation based on comparison with a ground truth dense map

**Master Thesis (MA): Probeless Illumination for Mobile AR**
- implement the light estimation approach of Gruber et al. [7]
- use the SP implementation for dense reconstruction
- evaluate the resulted performance and light estimation quality
- discuss the constraints, disadvantages and advantages of your light estimation approach

Qualifications:
- Good programming skills (C++, Unity)
- Interested in computer vision and computer graphics
- Ability to work independently

Literature:


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