



## ROSSELLA SUMA, ESR16

### EXPLOITATION OF DYNAMIC RANGE DATA FOR REALISTIC ENVIRONMENT RECONSTRUCTION

#### Objectives:

- Detailed computer models of at least 2 example sites
- Reconstruction and capture of light source available
- Authentic relighting of the sites using High Dynamic Range (HDR) imaging techniques

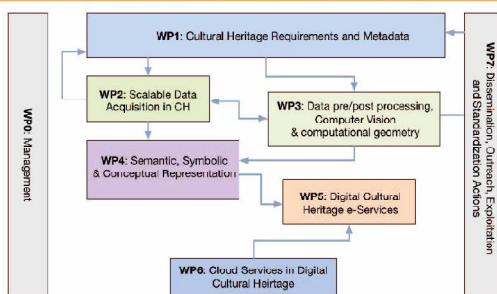
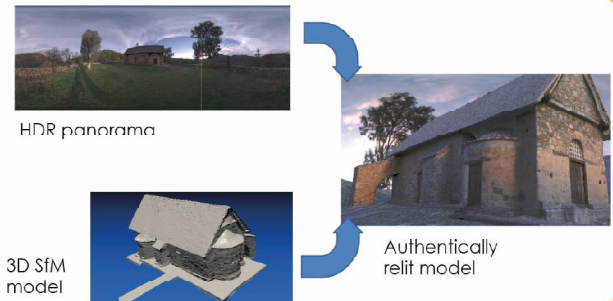
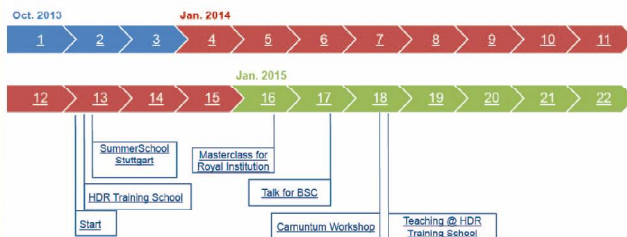


#### Background:

- BSc and MSc in Computer Engineering
- Teaching to Young People
- Business Intelligence Application Development
- Video Games Development
- Artificial Intelligence – Crowd Simulation

#### Dissemination & Outreach:

- Imagineering Fair, Coventry, UK Nov 2014
- Outreach within WMG – UW Dec 2014
- Science & Survival – UW Dec 2014
- Royal Institution Masterclass, Jan 2015
- Talk for British Computer Society, Feb 2015
- Lecture @ HDRi Training School, Apr 2015, Brno



#### Future Activities:

##### Secondments:

- KAAK
- ARCIKON 3D
- FORTH
- 7REASONS

##### Conferences Paper Submission:

- SEAHA Conference 2015, 14<sup>th</sup> -15<sup>th</sup> July, London
- Digital Heritage International Conference, 28<sup>th</sup> Sept – 2<sup>nd</sup> October, Granada



Home Country



Host Country

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