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Workshop Co-Chairs

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Preface

The purpose of this workshop series is to discuss and define open issues in the modeling of material appearance. Acquiring, modeling, editing and rendering material appearance are active areas in computer graphics. In this workshop series we gather researchers and users of material appearance models to review the progress made in this domain, and what the promising lines of new research are.

The format of the workshop is presentation of positions and ideas followed by questions and comments. Position papers and/or ideas for presentations are submitted by potential speakers, and reviewed by the workshop co-chairs for relevance and clarity. Ten presentations were accepted. Eight of the presentations were accompanied by position papers that are included in this proceedings. The position papers are not like conventional conference papers. The main purpose of the papers is to summarize topics, report progress, pose problems and suggest research directions, rather than present finished results.

This year the event was divided into three parts — "Practical Models", "Models, Fitting and Measurement", and "Perception, Neural Methods and Research Needs". Under "Models, Fitting and Measurement", in addition to the position papers listed, Jonathan Dupuy discussed aspects of a new BRDF database that he created with Wenzel Jakob. Under "Perception, Neural Methods and Research Needs" in addition to the position papers Valentin Deschaintre gave an overview of the current role of neural networks in material appearance modeling.

Holly Rushmeier Reinhard Klein Workshop Co-Chairs

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