## Image-Based Modeling, Rendering, and Lighting



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Image-Based Models: What do they allow?			
Model	Movement	Geometry	Lighting
Geometry + Materials	Continuous	Global	Dynamic
Geometry + Images	Continuous	Global	Fixed
Images + Depth	Continuous	Local	Fixed
Light Field	Continuous	None	Fixed
Movie Map	Discrete	None	Fixed
Panorama	Rotation	None	Fixed
Image	None	None	Fixed

# Global Illumination and Image-<br/>Based LightingImage-<br/>SuppressionTraditional Computer Graphics involves modeling with<br/>Matter: geometry with reflectance properties

- Image-Based Modeling and Rendering involves modeling and rendering with Light, often deriving geometry and materials in the process
- Image-Based Lighting allows us to combine real and synthetic graphics with consistent illumination, using images as light sources





