Task 4. Cloth Rendering

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1   Introduction

Rendering realistic images is a challenging task, specially if there are memory or time constrains for the computation. Cloth is a complex material composed of interwoven threads of different types. Moreover, its appearance can vary from diffuse to highly specular.

2   Previous work

Several methods have been proposed to render cloth fabrics efficiently and realistically. One of the earliest approaches was based on simple empirical shading models [1]. The main objective was to accomplish believe shading, disregarding physical accuracy. As a general division, there are image based approached, geometric models and volumetric models.

References

[1] Jerry Weft and Murray Hill. The Synthesis of Cloth Objects. *SIGGRAPH Comput. Graph.*, 20(4):49–54, 1986.