Technology
Arts Sciences
TH Köln

Project Documentation

Interactive Lighting Detector

written by

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Image Processing in SS 2017

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1.1 Motivation

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2 State of the Art

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2.1 Image Forensic

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2.2 Light Vectors

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3 Materials

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3.1 Hardware

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CGPC6	Beschreibung
Prozessor	Intel Core i7 6700 CPU @ $4 \times 3.4 - 4.0$ GHz
Arbeitsspeicher	16 GB
Grafikkarte	NVIDIA GeForce GTX 980
Betriebssystem	Windows 10 Education 64 bit
Schnittstellen	2× USB 3.0, 5× USB 2.0, 1× HDMI

Table 1: Übersicht der technischen Daten des Computers für die *Unity*-Simulation.

4 System

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4.1 Lighting Model

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4.2 Different Approaches

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4.2.1 1. Approach: One Lightvector

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4.2.2 2. Approach: Averaging Lightvectors

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4.2.3 3. Approach: Lightvector with highest Intensity

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5 Evaluation

Vera und Laura: Stichpunkte

Vera: Ausformulierung

6 Project Management

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6.1 Project Definition

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6.2 Project Planning

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