Quasi-Photorealistic Indoor Scene Creation, Editing and Navigation as a Service

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ABSTRACT

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Author Keywords

Guides; instructions; author's kit; conference publications; keywords should be separated by a semi-colon.
Optional section to be included in your final version, but strongly encouraged.

ACM Classification Keywords

H.5.m. Information Interfaces and Presentation (e.g. HCI): Miscellaneous

See: **http://www.acm.org/about/class/1998/** for more information and the full list of ACM classifiers and descriptors. Optional section to be included in your final version, but strongly encouraged. On the submission page only the classifiers' letter-number combination will need to be entered.

INTRODUCTION

The paper title should be shortened: valid alternatives are

- *"Quasi-Photorealistic Indoor Scene Managemenet as a Service"*

- *"Quasi-Photorealistic Indoor Scene Lifecycle Managemenet as a Service"*

ARCHITECTURE

In this section will be introduced the three constitutive components of the systems:

1. the `Editor`

2. the `Backing service`

3. the `Nvigator`

USER INTERACTION

In this section will be listed the implemented user interactions.

RENDERING MODEL

Enabling Conditions

This section should report about enabling conditions for lightweight render loop, i.e. indoor still scene, for which shadows can be precomputed.

Lightweight Render Loop

It is the case to merely list the numerous precautions and devices enabling such a simplified render loop.

EXPERIMENTAL RESULTS

Experimental data are the salt of the research. It is probably the case to add some data about user interaction, being the paper mainly focused on that aspect.

DISCUSSION

This section is devoted to the comparison with other systems

1. *https://www.shapespark.com*

2. http://cgcloud.pro

CONCLUSION

Recap of the whole work

ACKNOWLEDGMENTS