

# 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.

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## ACM Classification Keywords

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

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## INTRODUCTION

The paper title should be shortened: valid alternatives are

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

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## ARCHITECTURE

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

1. the Editor
2. the Backing service
3. the Navigator

## 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

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