Denoising Shadows Using Image-to-Image Translation Networks

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1 INTRODUCTION

This work reports the work done and results achieved for the final project in CMSC740: Advanced Computer Graphics. We were tasked with using image-to-image translation to add rendering effects, specifically creating low-noise shadows from images rendered with noisy shadows.

2 BACKGROUND

Background Section

3 DATA GENERATION

We began collecting scenes to generate data by looking at the pbrt-v3-scenes repository [1]

4 TRAINING

Training Section

5 RESULTS

Results Section

6 FUTURE WORK

Future Work Section

7 CONCLUSION

REFERENCES

[1] Humphreys Pharr, Jakob. Scenes for pbrt-v3, 2016. https://pbrt.org/scenes-v3.html.

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