Jacob Leboeuf
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Dr. Haim Levkowitz
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Summary

This article discusses an approach that is an extension of the SIRFS model, which provides such a model from a single RGB-D image. What sets this apart from the existing "Shape, Illumination and Reflectance from Shading" model is its ability to improve upon its lack of consistency when working with more natural scenes. By taking input images of these scenes instead of images of segmented objects (which the authors note is good normally but not so much in these situations), the creators effectively break down the SIRFS model into more simplistic terms, allowing it to utilize its mixture of illuminations and shapes in order to improve the estimations of the image shapes in question. By providing several figures displaying many image types and situations, the authors provide a clear visual showcase of what their product does in reference to the existing model. Especially in topics discussing graphics in great detail, such figures are necessary so that their audience, no matter their prior knowledge on the issue, can effectively be informed of the topic and understand the purpose of the article itself.