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### Summary

This article discusses the importance of skin perception within computer graphics, and developing products that provide effective virtual realism. The authors go into great detail in regards to the importance a person's skin is in regards to their appearance, such as being able to see their perceived youth and level of oxygenation. Going off of this point, they denote that skin dimensions when characterized can only be correlated to attractiveness or realism, with a significant lack of overlap between the two qualities. To improve upon the future of virtual realism within generating human features, the authors state that artists must do what they can to bridge that gap in order to provide representation of humans as close as possible to how they are perceived through biology and natural processes. Through focusing on this goal and advancements in graphics technology, the future of skin rendering will be effectively optimized.