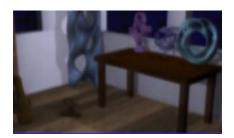**SEMINARIO DE IMÁGENES Y VISIÓN**

**INSTITUTO DE OPTICA (CSIC)**

**CSIC**

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# Vision Realistic Rendering

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# Abstract

The quest for *photorealistic rendering* has been a central theme of research in the field of computer graphics. Our work attempts to extend this to *vision-realistic rendering* (VRR) by incorporating the human vision system. VRR is the simulation of the actual human vision of a particular subject  not merely a model of vision, but the computer generation of  synthetic images that incorporate characteristics of a particular individual's optical system.  Using measured aberration data from a Shack-Hartmann wavefront aberrometry device, VRR modifies input images with depth information to simulate the appearance of the scene for the individual patient

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**Jueves, 17 Marzo 2011**

**12:30 horas**

**Sala Juntas.  Serrano 121, Madrid**

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*Información:*
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