

OSVETLJENJE 2015
Zlatibor, 13. – 16. 10.2015.

PRIMENA ALGORITAMA U PRORAČUNU OSVETLJENJA

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Sadržaj

- Primer grafike
- Algoritam i podaci
- Kompijuterska grafika
- Proračun osvetljenja
- Zaključak

Primer grafike



Primer grafike



Primer grafike



Primer grafike



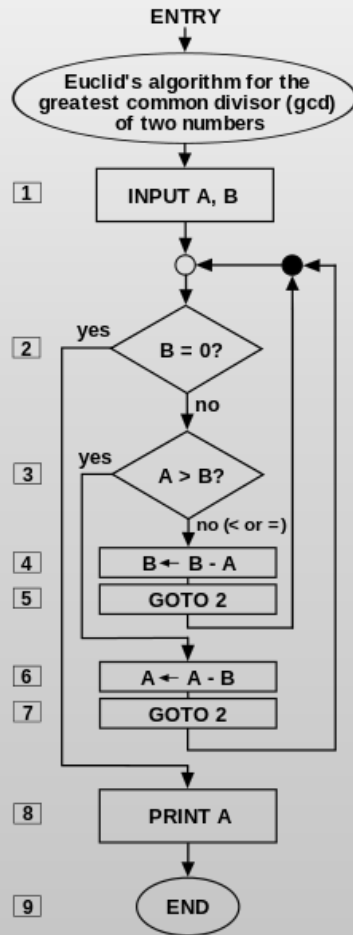
Primer grafike



Primer grafike



Algoritam i podaci



Signed:

from $-(2^3) - 1$ to $2^3 - 1$

Unsigned:

$2^4 - 1$

Signed:

from $-(2^{31}) - 1$ to $2^{31} - 1$

Unsigned:

$2^{32} - 1$

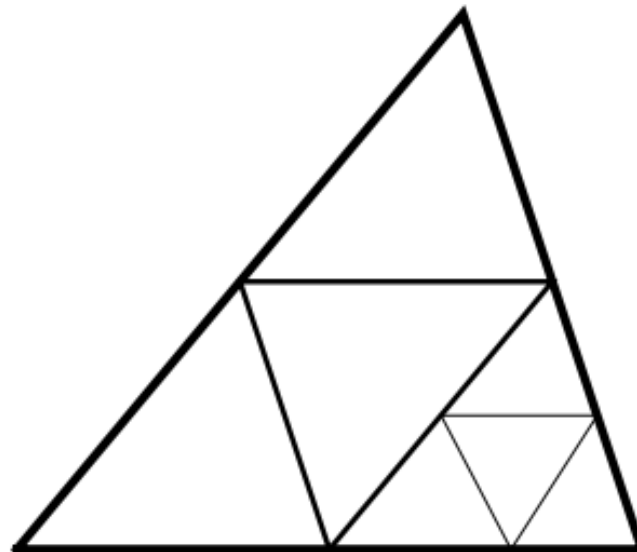
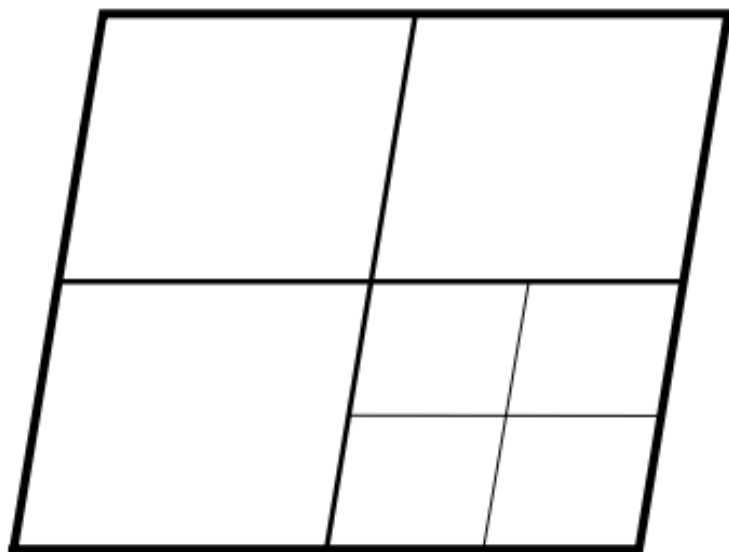
Signed:

from $-(2^{127}) - 1$ to $2^{127} - 1$

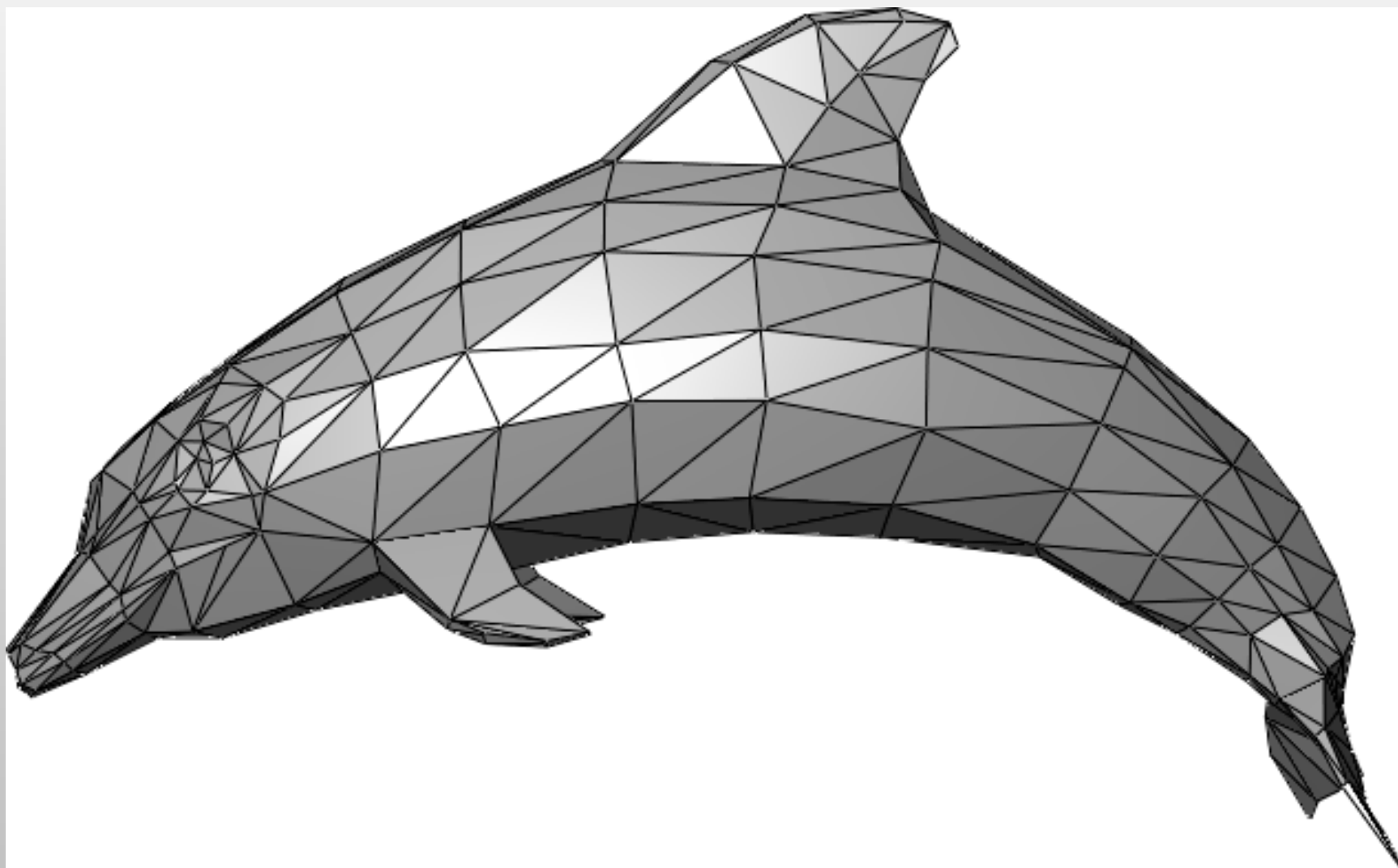
Unsigned:

$2^{128} - 1$

Kompijuterska grafika

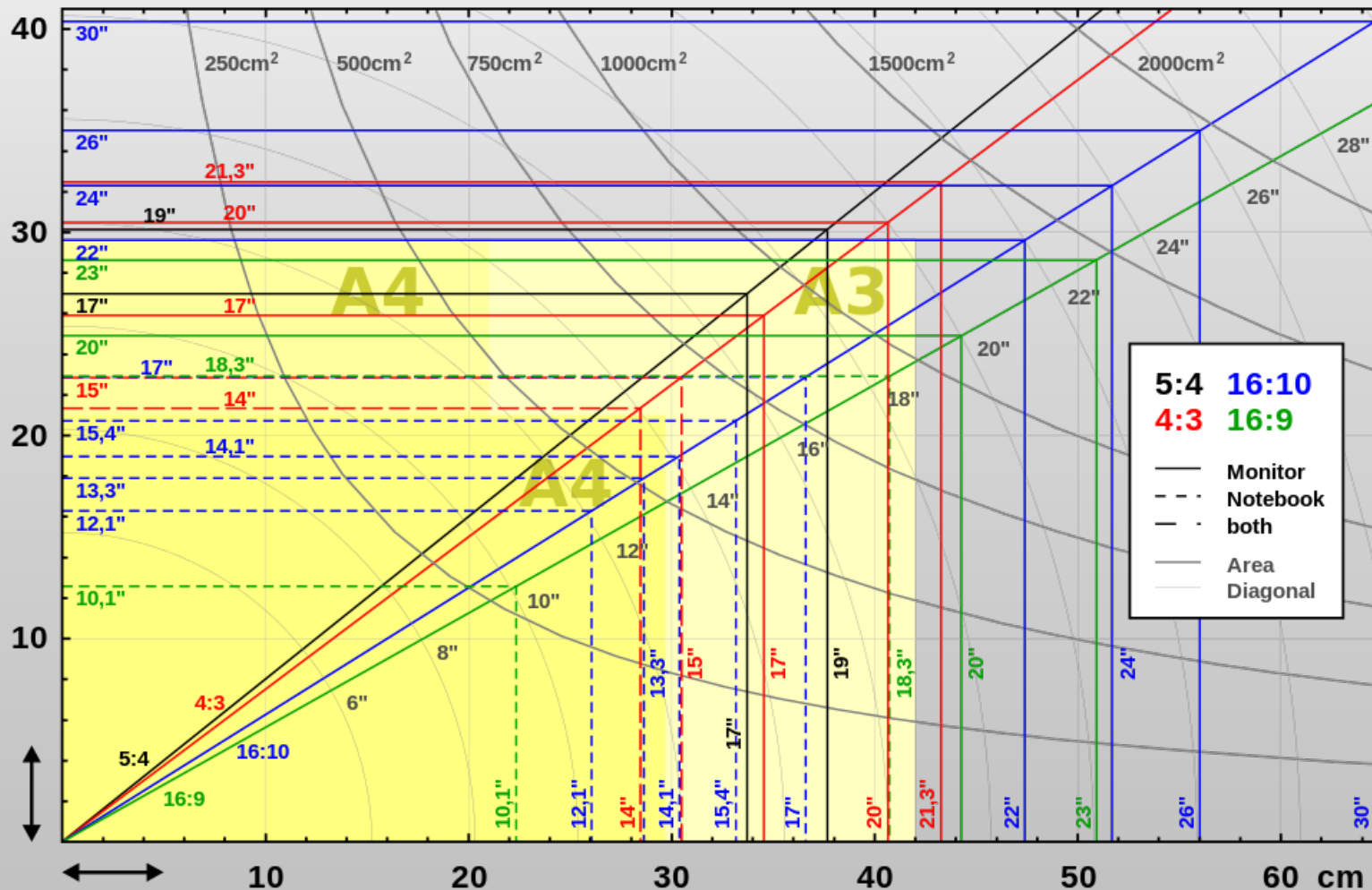


Kompijuterska grafika



Kompijuterska grafika

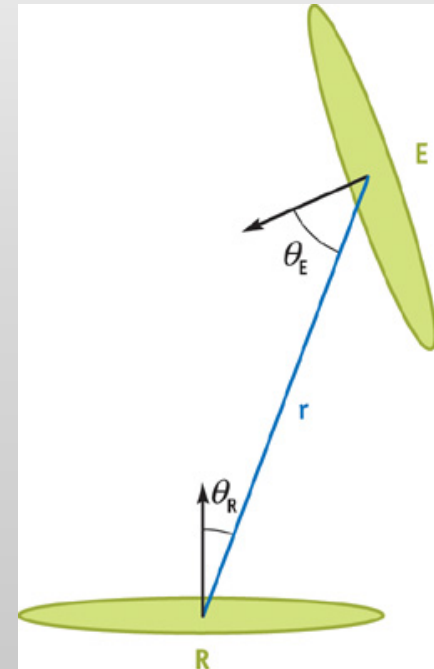
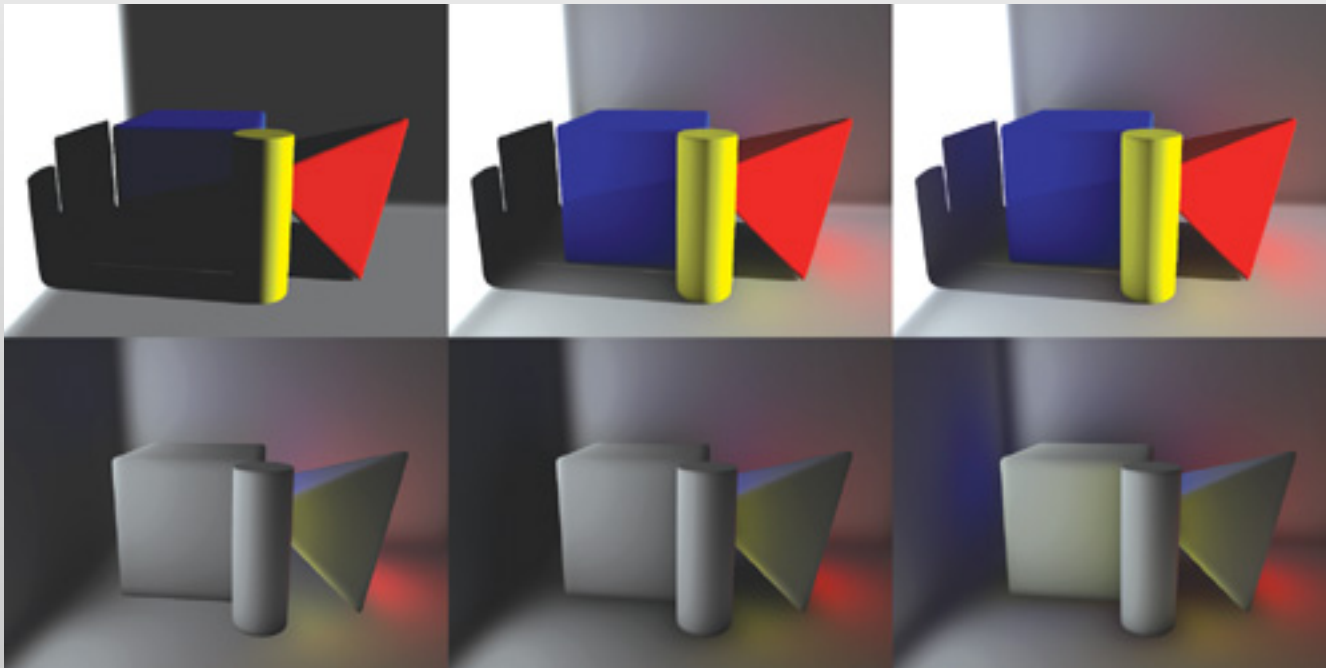
1920X1080 px



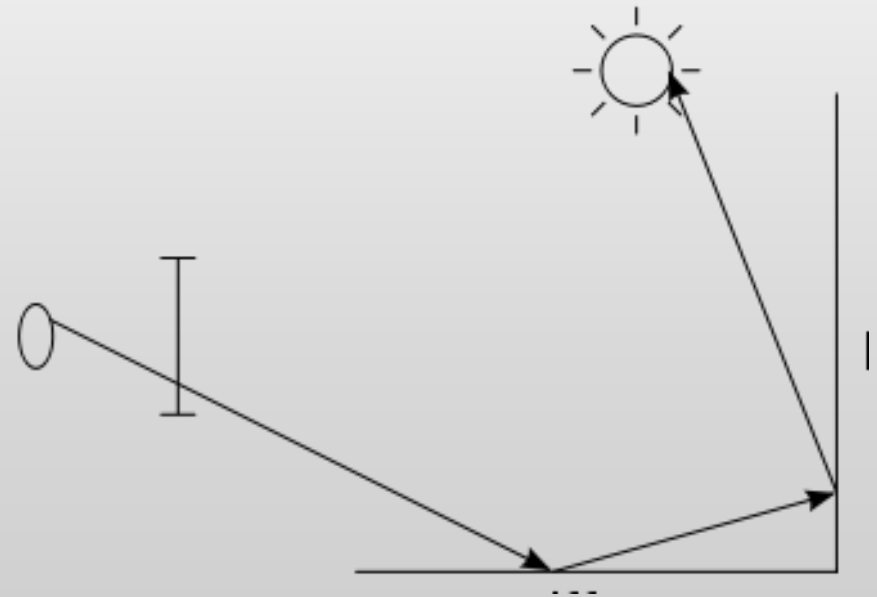
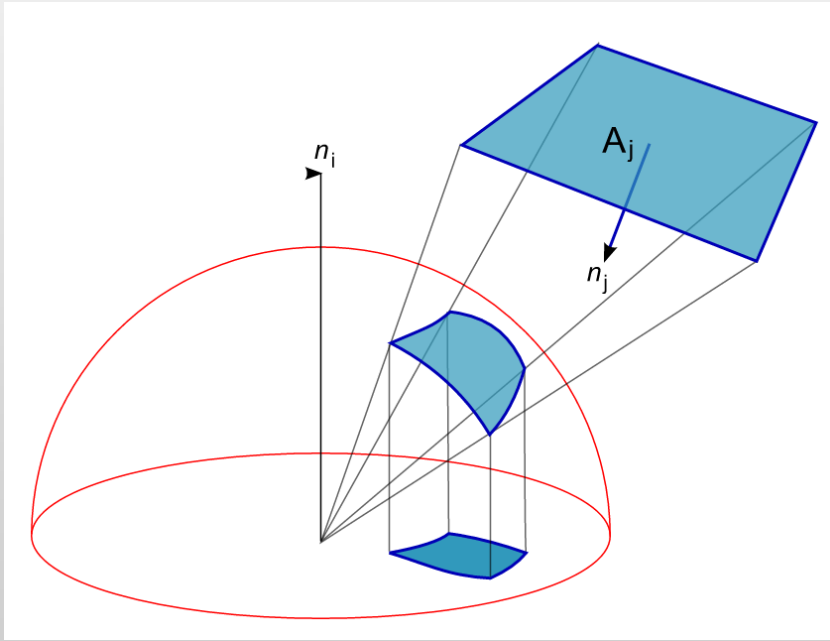
Proračun osvetljenja



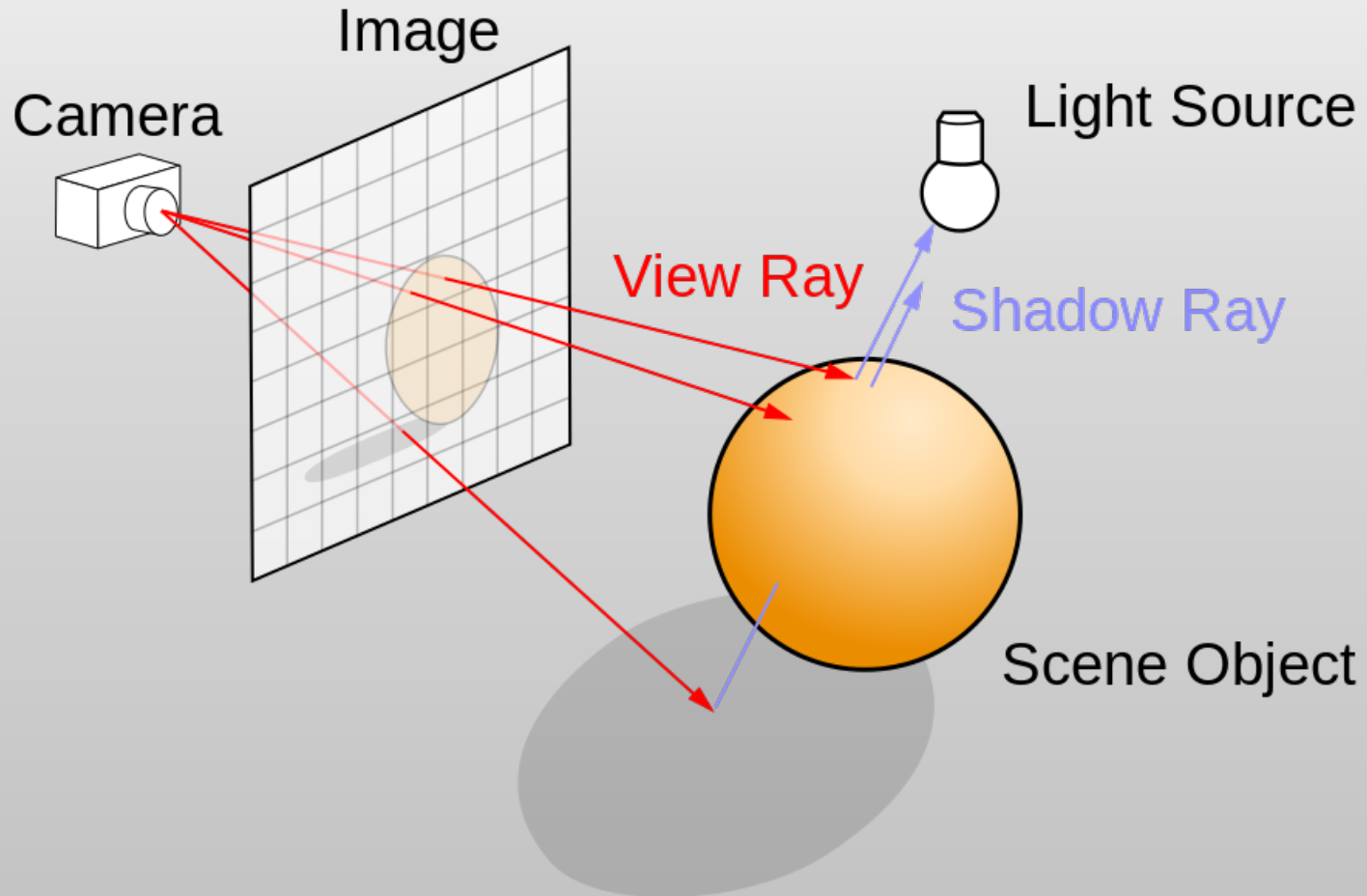
Proračun osvetljenja



Proračun osvetljenja

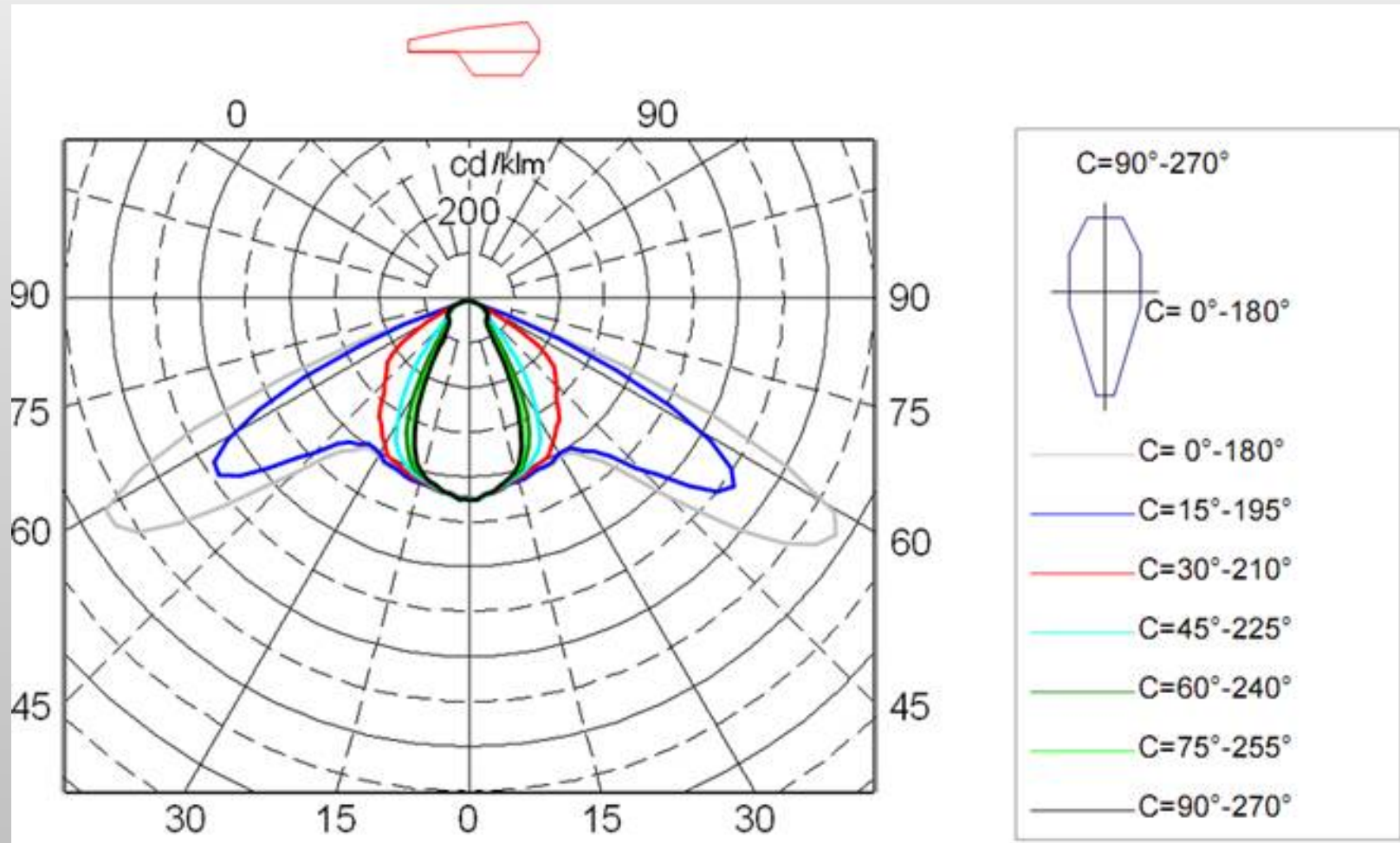


Proračun osvetljenja



Proračun osvetljenja

CEN File format
SRPS EN 13032-1:2004



Zaključak

Relux 3D render



Zaključak



Hvala na pažnji!