

# Computing in Visual Arts

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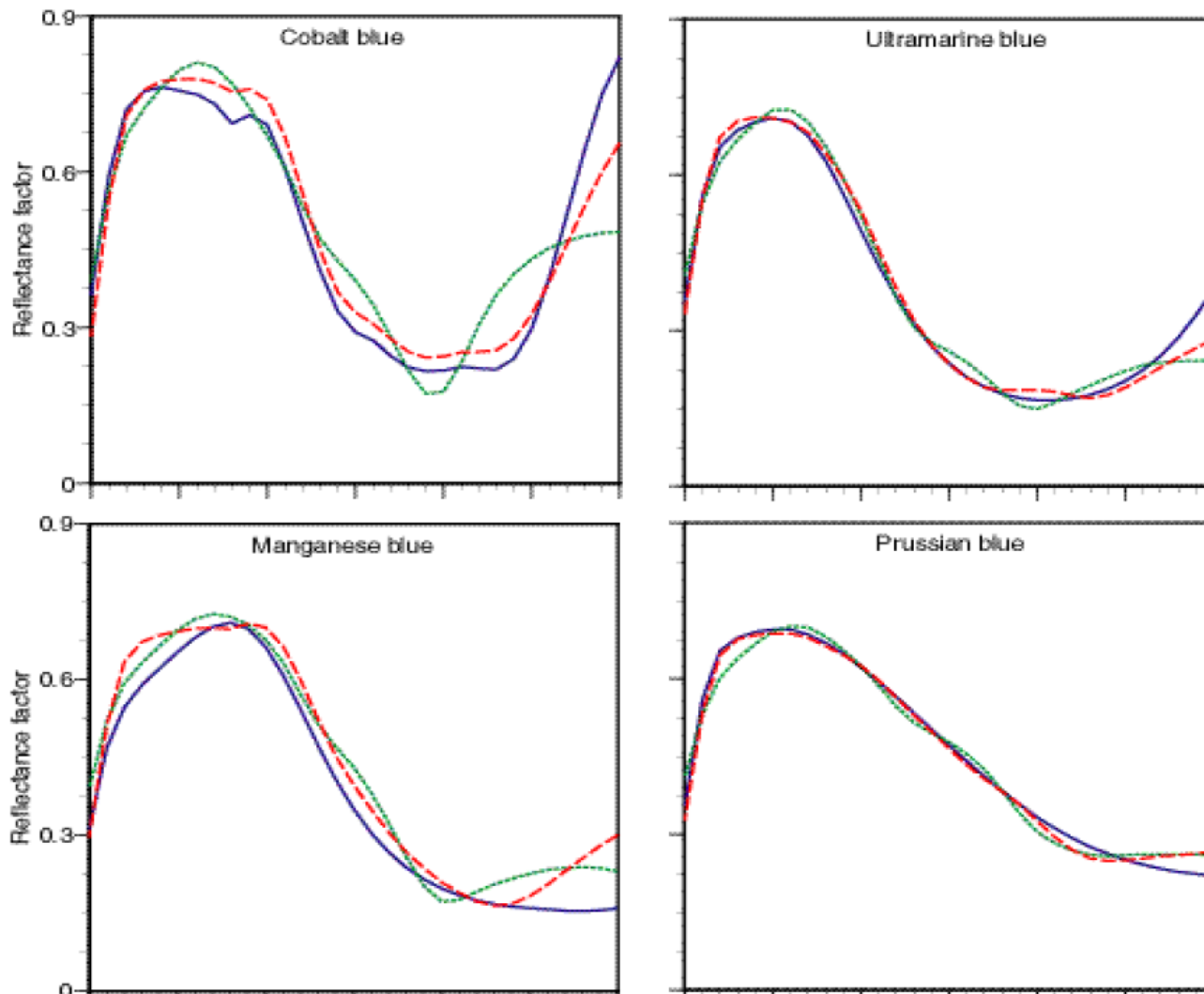
# Digitizing and Restoring Pictures

[http://www.cis.rit.edu/mcsl/research/PDFs/Berns\\_art\\_digitize\\_lowres.pdf](http://www.cis.rit.edu/mcsl/research/PDFs/Berns_art_digitize_lowres.pdf)



Figure 29. *The Tragedy*, Pablo Picasso 1903, oil on wood, 1.053 x .690 m (41 7/16 x 27 3/16 in.) Chester Dale Collection, National Gallery of Art, Washington: Photographed using Kodak Ektachrome 64T and tungsten illumination.

# Spectral reflectance



# Computer Graphics

<http://www.cs.utah.edu/~shirley/papers/gi06.pdf>



Figure 1: An image generated using adjoint photon tracing in a scene with millions of instanced polygons, a heterogeneous medium from simulation data, and Rayleigh scattering for the sky. The Sun is the only source of light in the scene (i.e. there is no background radiance or sky map) and uses a spectral radiance emission function.

# Digital Printing

