EBERHARD KARLS TÜBINGEN

Motivation

Implicit 3D functions have shown impressive



Rendering Equation

$$L(\mathbf{p}, \mathbf{v}, \mathbf{l}, \mathbf{n}) = \int_{\Omega} \text{svBRDF}(\mathbf{p}, \mathbf{r}, \mathbf{v}) \cdot \mathbf{l}(\mathbf{r}) \cdot (\mathbf{n}^T \mathbf{r})$$



Manipulating the Illumination

Shape Encoding

– Target Image I Predicted Image \mathbf{I} Loss \mathcal{L}

Light setting





Complex Lighting



Manipulating the Illumination

Target Image]



cSLF of Single Objects

Varying Light Locations



TexFields

Img2Img

Ours w/ PE

GT























Generative Model for cSLF







































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