

Weathering of Urban Scenes: Challenges and Possible Solutions

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In this paper, we propose to discuss on one of the main challenges in realistic rendering of urban scenes: changes in appearance over time within a urban context. After studying the previous work on weathering techniques, we have found that there is a lack of estimation for some important environmental parameters (such as sun radiation) that have a wrong impact on weathering phenomena simulation and, thus, on the appearance of virtual objects. We also think that such a problem needs to be addressed on large urban models. Here, we discuss some possible solutions we have studied in our research. These solutions are focused on

screen-space techniques, in order to efficiently compute those factors and use them to interactively generate weathering effects.