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Componentes geométricas na simulação gráfica do envelhecimento de estruturas arquitectónicas

Resumo:

Today, modeling buildings using 3D software ensures almost instantaneously the creation of photorealistic images from a near inexperienced user.

Nevertheless recognizing a reality from a computer render image meant to be photorealistic depends not only of the user's skill to humanize the scene by creating and placing anchor elements, but most of all by the plastic characterization of the models that bring us closer to a recognized natural reality.

Graphical simulation of architectural aging is one way to answer this challenge.

My approach, departs from the understanding of geometric components as generators of the visual aging and degradation effect