Photorealistic composition of 3D models into real location images

Luis Calçada/Herbert Zodet
Photo-compositing
Choosing a photo
Camera and photo details

Location
Lens details
Scene setup
Light setup

1 infinite light source (sun)
  yellowish tint
  area shadow
1 sky object
  bluish tint
Light Setup
Light Setup - Global illumination
Antenna Models
Materials
Render and compositing
Render and compositing
Use of Digital Elevation Data

Martin Kommesser, Luis Calçada

Paranal
NASA SRTM Data
Cerro Paranal modeling references
Cerro Paranal modeling

references
Cerro Paranal modeling
references
Cerro Paranal modeling
Cerro Paranal texturing

references
Cerro Paranal texturing
Cerro Paranal texturing
Several LOD textures
Cerro Paranal texturing
Several LOD textures
Telescope modeling and texturing
Telescope modeling and texturing
Additional texturing
Procedural detail in low-res digital elevation data

Luis Calçada/Herbert Zodet
Camera mapping
Camera mapping
Thank you

Luis Calçada
Martin Kommesser
Herbert Zodet