

# **EG MAM 2018**

## **Eurographics 2018 Workshop on Material Appearance Modeling**

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## Preface

The purpose of this workshop series is to discuss and define open issues in the modeling of material appearance. Acquiring, modeling, editing and rendering material appearance are active areas in computer graphics. In this workshop series we gather researchers and users of material appearance models to review the progress made in this domain, and what the promising lines of new research are.

The format of the workshop is presentation of positions and ideas followed by questions and comments. Position papers and/or ideas for presentations are submitted by potential speakers, and reviewed by the workshop co-chairs for relevance and clarity. Thirteen presentations were accepted. Eleven of the presentations were accompanied by position papers that are included in this proceedings. The position papers are not like conventional conference papers. The main purpose of the papers is to summarize topics, report progress, pose problems and suggest research directions, rather than present finished results.

This year the event was divided into three parts – “Measurement and fluorescence”, “Cloth and cars”, and “Thermal infrared, SVB\*F and benchmarking”. Under “Measurement and fluorescence”, in addition to the position papers listed, Alexander Wilkie led a discussion on the need for bi-spectral rendering to account for fluorescence. He began the discussion with demonstrating the effect of shining a purple laser on a variety of common materials. Under “Thermal infrared, SVB\*F and benchmarking” in addition to the position papers Pieter Peers gave an update on the new benchmark he is developing for material models.

Holly Rushmeier  
Reinhard Klein  
Workshop Co-Chairs

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