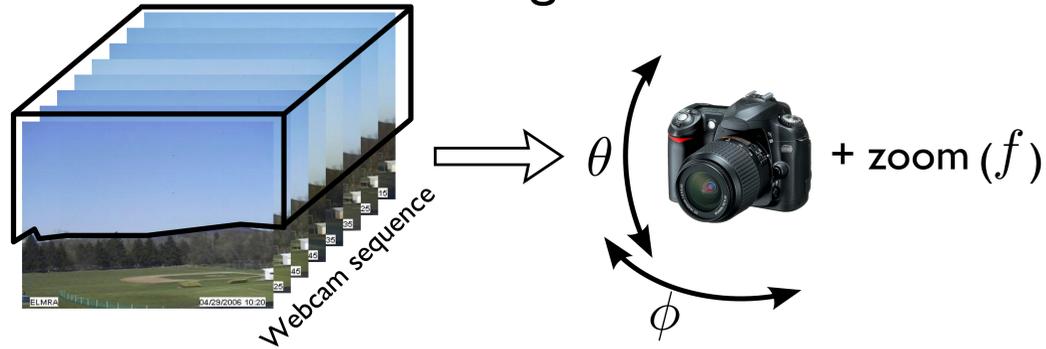


Our goal

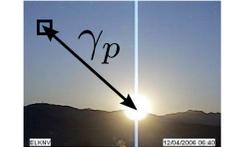


Physically-based sky model (Perez, '93)

Sky gradient



Sun scattering



$$l_p = [1 + a \exp(b / \cos \theta_p)] \times [1 + c \exp(d \gamma_p) + e \cos^2 \gamma_p]$$

Weather coefficients

for clear skies,

$$a = -1, b = -0.32, c = 10, d = -3, e = 0.45$$

can also be parameterized by turbidity (Preetham, '99)

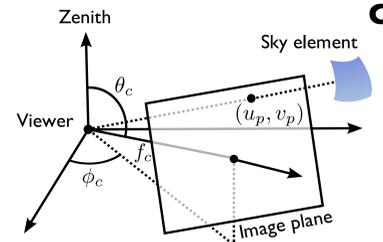
Low turbidity



High turbidity



Camera parameters



$$\theta_p = \arccos \left(\frac{v_p \sin \theta_c - f_c \cos \theta_c}{\sqrt{f_c^2 + u_p^2 + v_p^2}} \right)$$

$$\gamma_p = \arccos (\cos \theta_s \cos \theta_p + \sin \theta_s \sin \theta_p \cos (\phi_p - \phi_s))$$

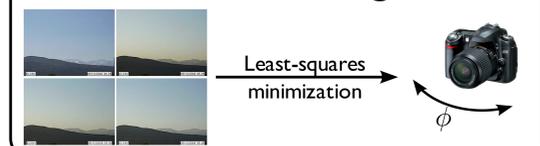
$$\phi_p = \arctan \left(\frac{f_c \sin \phi_c \sin \theta_c - u_p \cos \phi_c + v_p \sin \phi_c \cos \theta_c}{f_c \cos \phi_c \sin \theta_c + u_p \sin \phi_c + v_p \cos \phi_c \cos \theta_c} \right)$$

Fitting the model to images

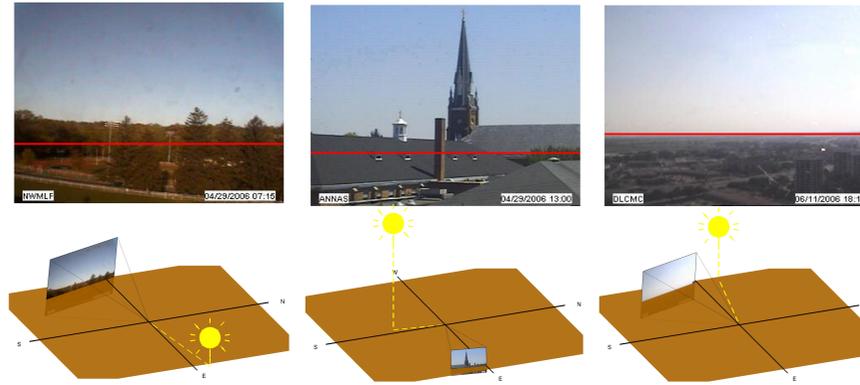
Sky gradient



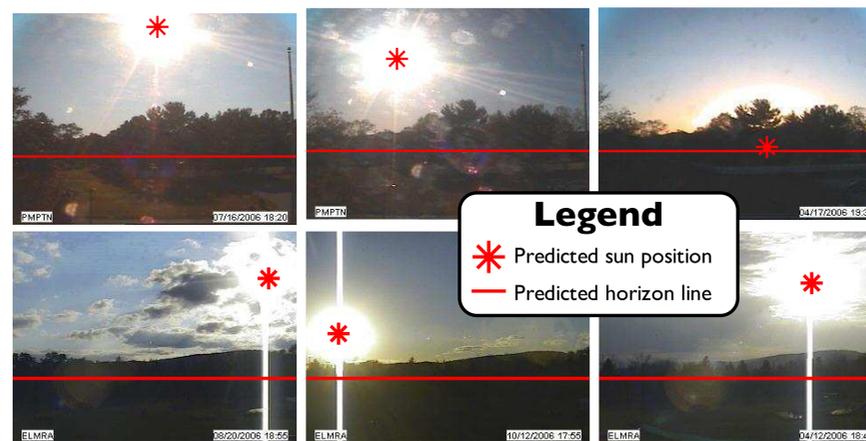
Sun scattering



Camera geometry from sky appearance

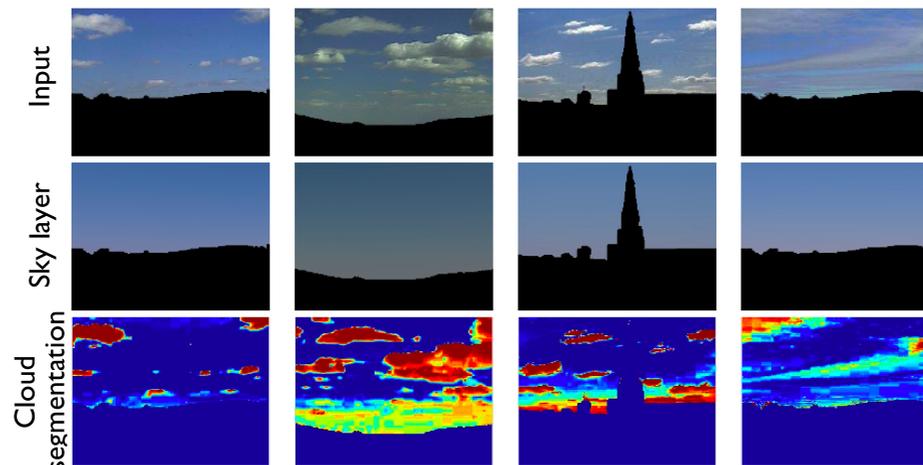


Validation using sun position prediction

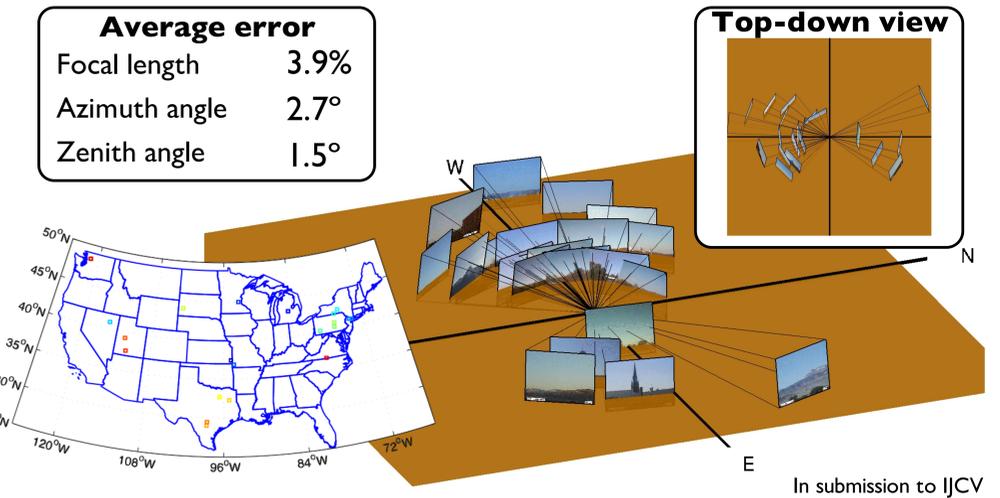


Legend
 * Predicted sun position
 — Predicted horizon line

Separation of sky and cloud layers



Calibrating the webcams of the world



Matching skies across image sequences

