



Creating Digital Twin of Color & Appearance to Reduce Time to Market

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AxF

Has become the industry standard to communicate Color & Appearance



A UNIVERSAL FILE FORMAT THAT OFFERS A STANDARD WAY TO CAPTURE, STORE, EDIT, AND COMMUNICATE COMPLEX COLOR AND APPEARANCE DATA AND META DATA OF A MATERIAL IN ONE SINGLE FILE, ENABLING COMMUNICATION OF HIGHLY ACCURATE, ACHIEVABLE DIGITAL MATERIALS; “**DIGITAL TWINS**”

PANTORA

Total Appearance Eco-System



Development of digital material libraries have:

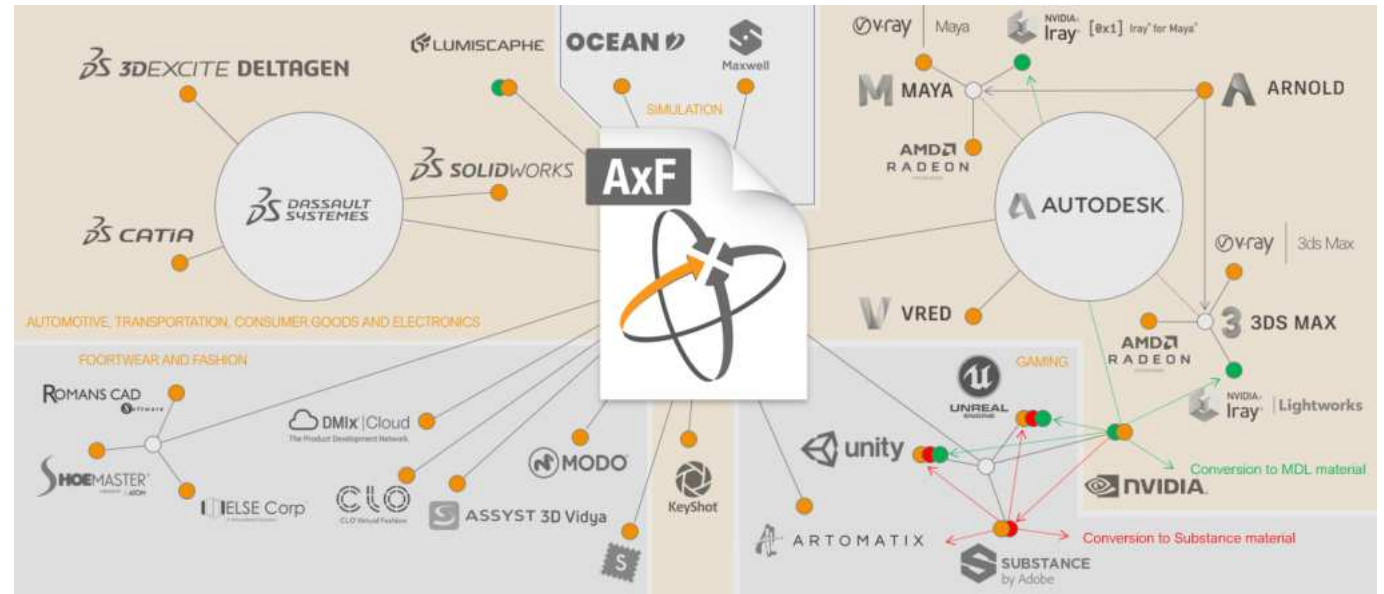
- Reduced Time to market
- Increased ability to iterate & refine designs
- Leveraged from Design to Marketing
- Saved material & helping sustainability
- Proven to save Cost

PARTNERS SUPPORTING AxF DIGITAL MATERIALS

The Digital Twin of a Physical Material

Design with Confidence and Communicate with Ease

AxF files provide a way to capture, store, edit, and communicate complex material characteristics using numerical data throughout the digital design workflow.



Rivian at Autodesk AIF



Rivian benefits from a digital workflow



Porsche at Autodesk AIF



MA-T12 VS TAC7

X-RITE MA-T12



- Handheld Spectrophotometer
 - 2 pick-ups with 15° & 45°
 - 6 fixed illumination angles
 - 1 RGB Camera at 15°
- High resolution (40 px/mm; 1016 dpi)
- Accurate color based on spectral image measurement
- Correlated gloss measurement
- Well suited for Paints with Effect Pigments
- Optimized for QC purposes (0.18 ΔE_{2000})

X-RITE TAC7



- Full appearance measurement device
 - Four pick-ups at different altitude angles, rotation stage for up to five azimuth angles
 - 32 b/w + 8 spectral illumination angles, up to 270 additional b/w altitude angles with linear light source
 - 1 backlight illumination angle
- Medium resolution (14,5 px/mm; 385 dpi)
- Accurate color based on spectral image measurement
- True gloss measurement
 - Full range of gloss types from matte to high-gloss surfaces supported
- Precise normal and height maps through structured light projector
- Captures Fresnel effect (IOR) and Anisotropy
- Measured Translucency
- Optimized for Design purposes

COMPARISON BETWEEN THE DIFFERENT SYSTEMS

Dark Green Car Effect Paint



MA-T12 scan
X-Rite SPLQC light booth (D65) virtual environment (D65)



TAC7 scan
X-Rite SPLQC light booth (D65) virtual environment (D65)

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MA-T12 SVBRDF with Pantora 2023.1

Enabling fast capture of a wide variety of materials for Design and Quality Control

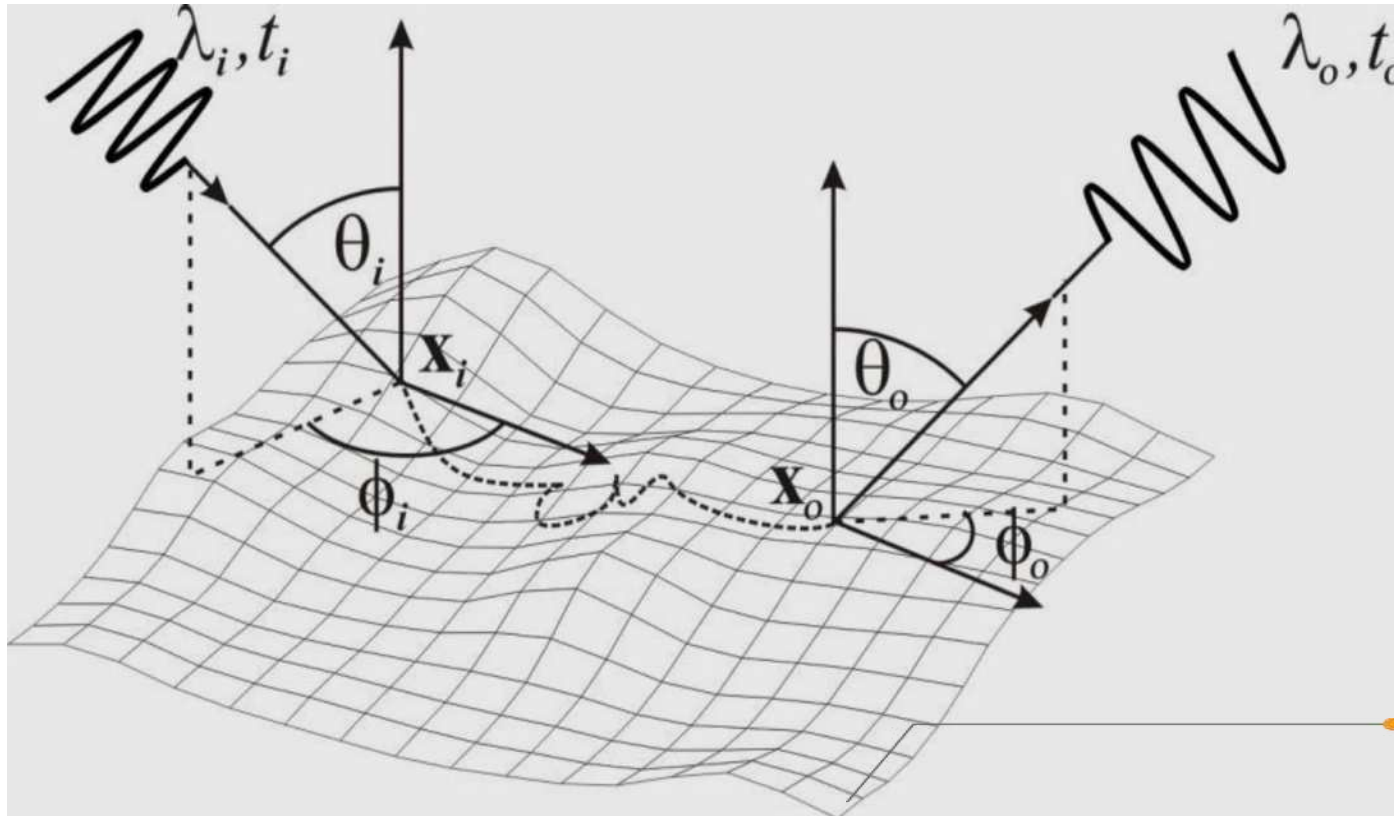


Expanded capabilities:

- Portable & fast acquisition of multiangle spectral and high-resolution image data.
- Supports workflows for both design and production quality, with close tolerance devices enabling remote virtual assessment.
- Data can be combined with TAC7 and other X-Rite Connect devices within Pantora, providing a scalable solution.

MODELLING LIGHT TRANSPORT

FUNDAMENTALS





- To describe the appearance of a material it is important to develop a model that explains how light interacts with an object.
- Real-life materials vary in complexity as they might be composed of different layers with individual optical properties (e.g. a clear coat applied on the surface) or there is a spacial variation of optical properties (e.g. effect pigments distributed in x and y axis).
- Computer graphics typically use simplified models, which ignore certain optical phenomena because they are either difficult to determine or they increase computational effort significantly.

THIS GRAPH SHOWS A SIMPLIFIED MODEL OF LIGHT MATTER INTERACTION WHICH EXPLAINS EFFECTS LIKE 1ST SURFACE REFLECTION (GLOSS), ABSORPTION AND SUB-SURFACE SCATTERING (SSS).

MATRIX






Measurement Capabilities



	Ci7800	META VUE	MA-T12	TAC7
Spectral Measurement & Workflow	●	●	●	●
Diffuse Color	●	●	●	●
Normal	●	●	●	●
Specular Color	●	●	●	●
Roughness	●	●	●	●
Height Information	●	●	●	●
Anisotropy	●	●	●	●
Fresnel	●	●	●	●
Transparency	●	●	●	●
Volumetric Scattering	●	●	●	●
CarPaint with Effect Pigments	●	●	●	●
Orange Peel / DOI	●	●	●	●
Colored / Tinted Clear Coat	●	●	●	●

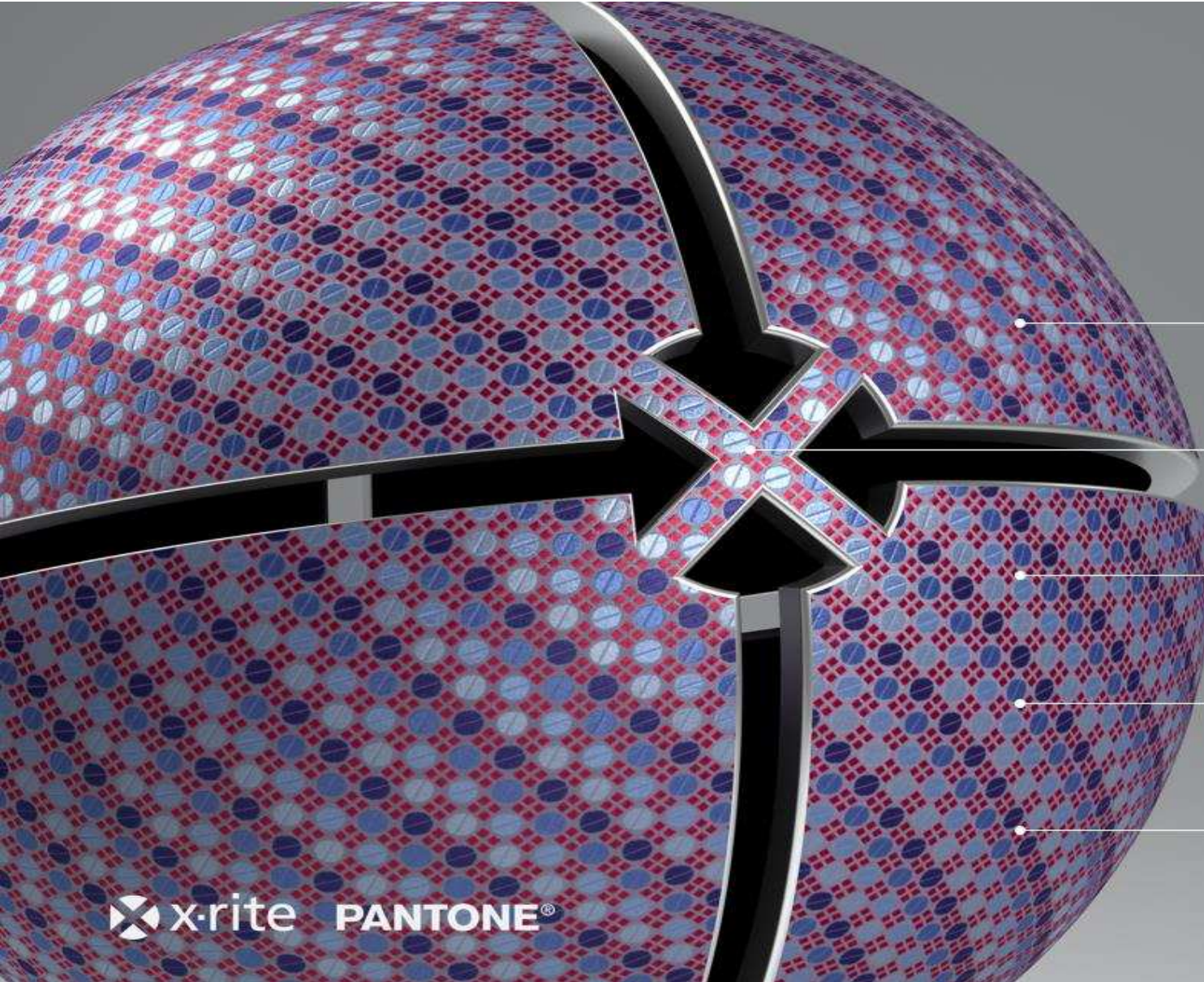


● Not Supported
● Limited (Spot)
● Supported

MATRIX

Measurement Capabilities

					
	Car Refinish / Paint	Plastics	Textile	Leather	Metal
Diffuse Color	●	●	●	●	●
Normal	●	●	●	●	●
Specular Color	●	●	●	●	●
Roughness	●	●	●	●	●
Height Information	●	●	●	●	●
Anisotropy	●	●	●	●	●
Fresnel	●	●	●	●	●
Transparency	●	●	●	●	●
Volumetric Scattering	●	●	●	●	●
CarPaint with Effect Pigments	●	●	●	●	●
Orange Peel / DOI	●	●	●	●	●
<u>Colored / Tinted Clear Coat</u>	●	●	●	●	●



● Not Supported
● Limited
● Supported



REPRESENTATION CLASSES | SVBRDF

ISOTROPIC VS. ANISOTROPIC MATERIALS

Some materials like brushed metals or woven fabrics show a directionally dependent behavior for gloss and color. They will look different when rotated by 90°. Such a behavior is called **anisotropy** and can be stored in the anisotropic rotation map.

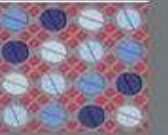
Diffuse Color Map

Body color of the material (albedo)



Specular Color Map

Color of the specular highlight



Normal Map

Orientation of the surface normal



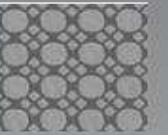
Roughness (iso- or anisotropic) Map

Defining spatially varying gloss



Anisotropic Rotation Map

Rotation angle of the specular highlight



REPRESENTATION CLASSES | CPA2

THE MODEL FOR PAINT AND COATINGS

Since metallic paints – as they are typically used in automotive industry – are not well represented by either SVBRDFs or standard BTFs AxF supports a specialized representation for measured paints called CPA.

The model for the opaque base paint layer consists of three main parameters:

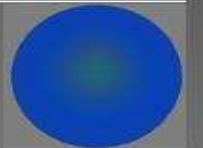
Flake BTF Textures

captures the visible
Flakes of the paint



Color table

captures low-frequency
color travel of the paint



Brightness BRDF

captures the angular brightness
variation of the paint

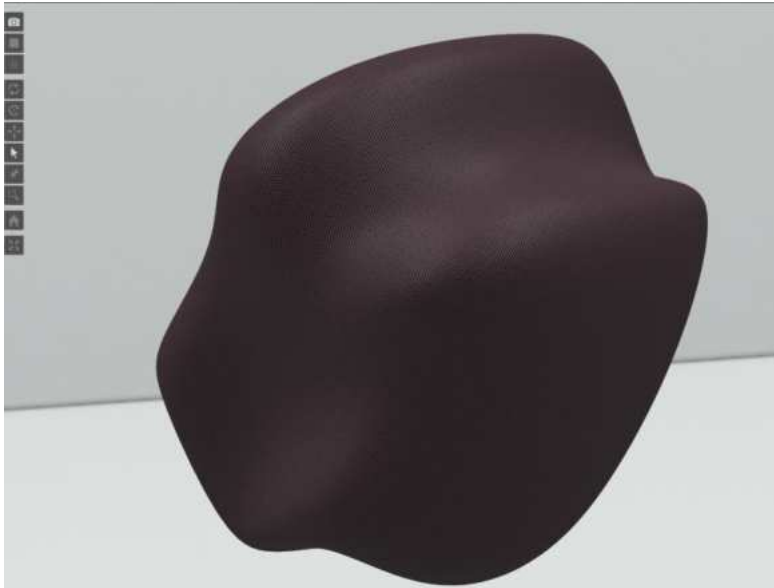


 x-rite PANTONE®

PANTORA 2023.2 Update

Improved Color Accuracy

- Some materials have a strong response in the infrared band, that the MA-T12 camera does not fully filter out
- Correction in Pantora now provides accurate color on these material types



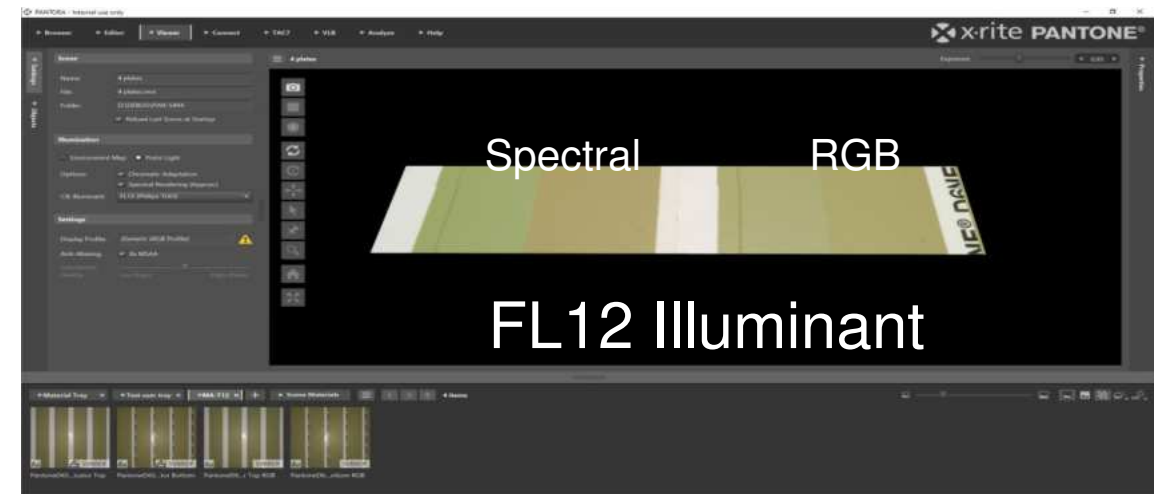
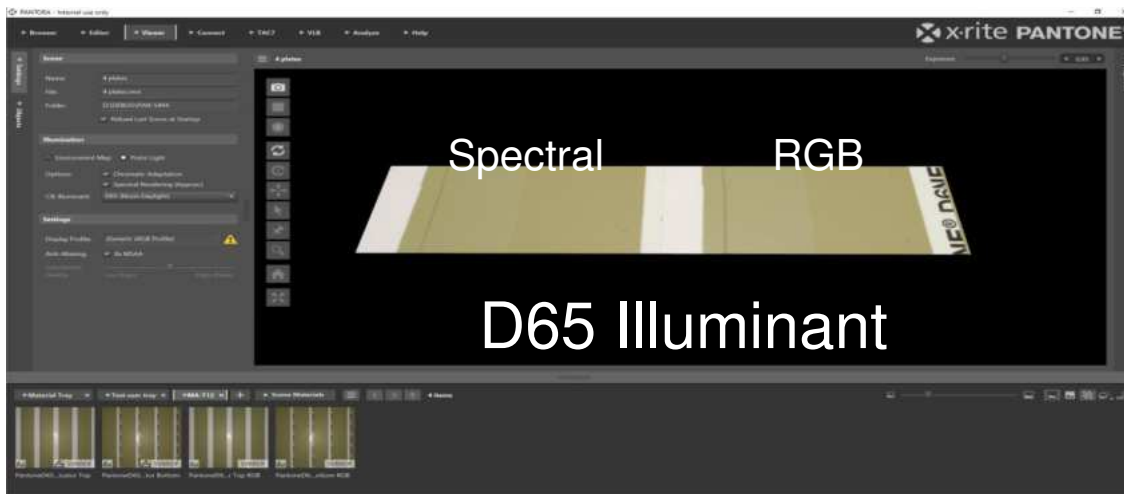
Previous Versions



Pantora 2023.2

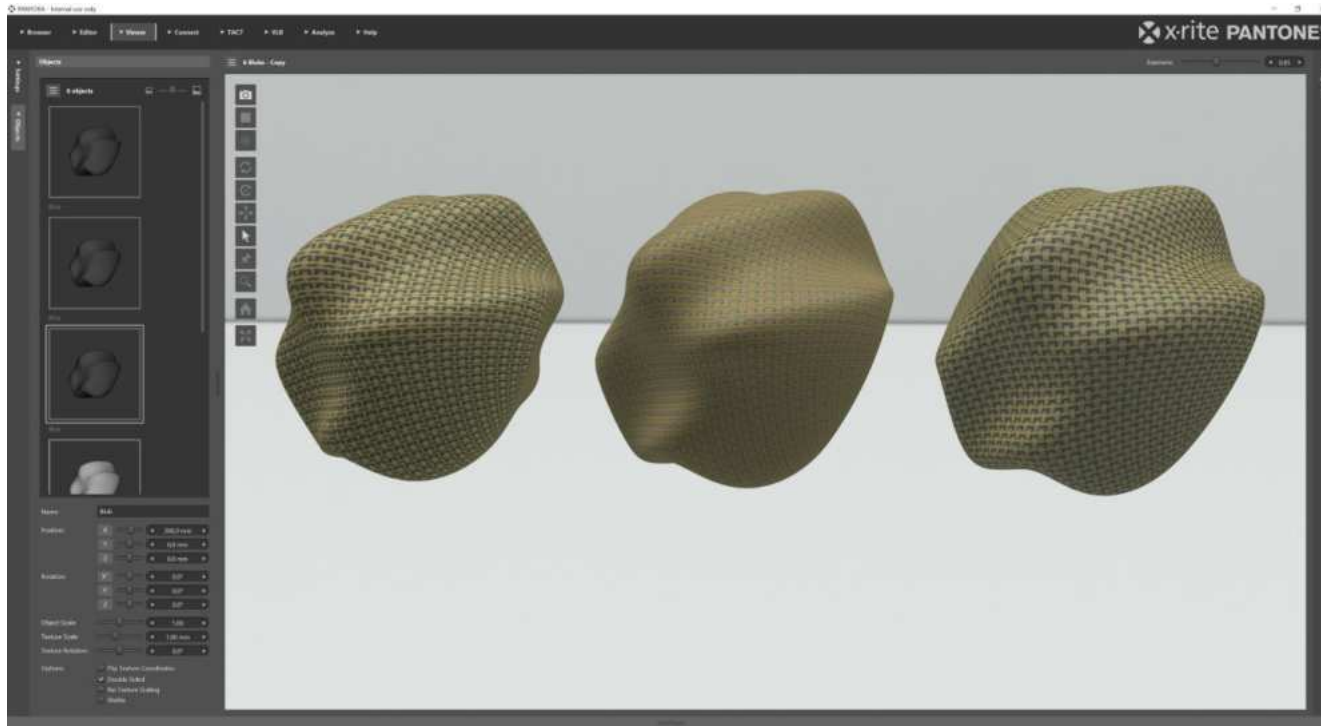
Spectralization

- MA-T12 outputs images in calibrated RGB
- Pantora now combines RGB images with spectral measurements to “spectralize” images and create spectral SVBRDF
- Improved color rendering under different light conditions



Improved rendering performance

- New MA-T12 firmware switches off “high-pass filter” improving SVBRDF
- High-pass filter caused structures in image along high contrast edges



*Please note:
MetaVue and MA-T12
measurements captured
a different ROI which explains
the different tiling. Appearance
and color are quite similar

Scene

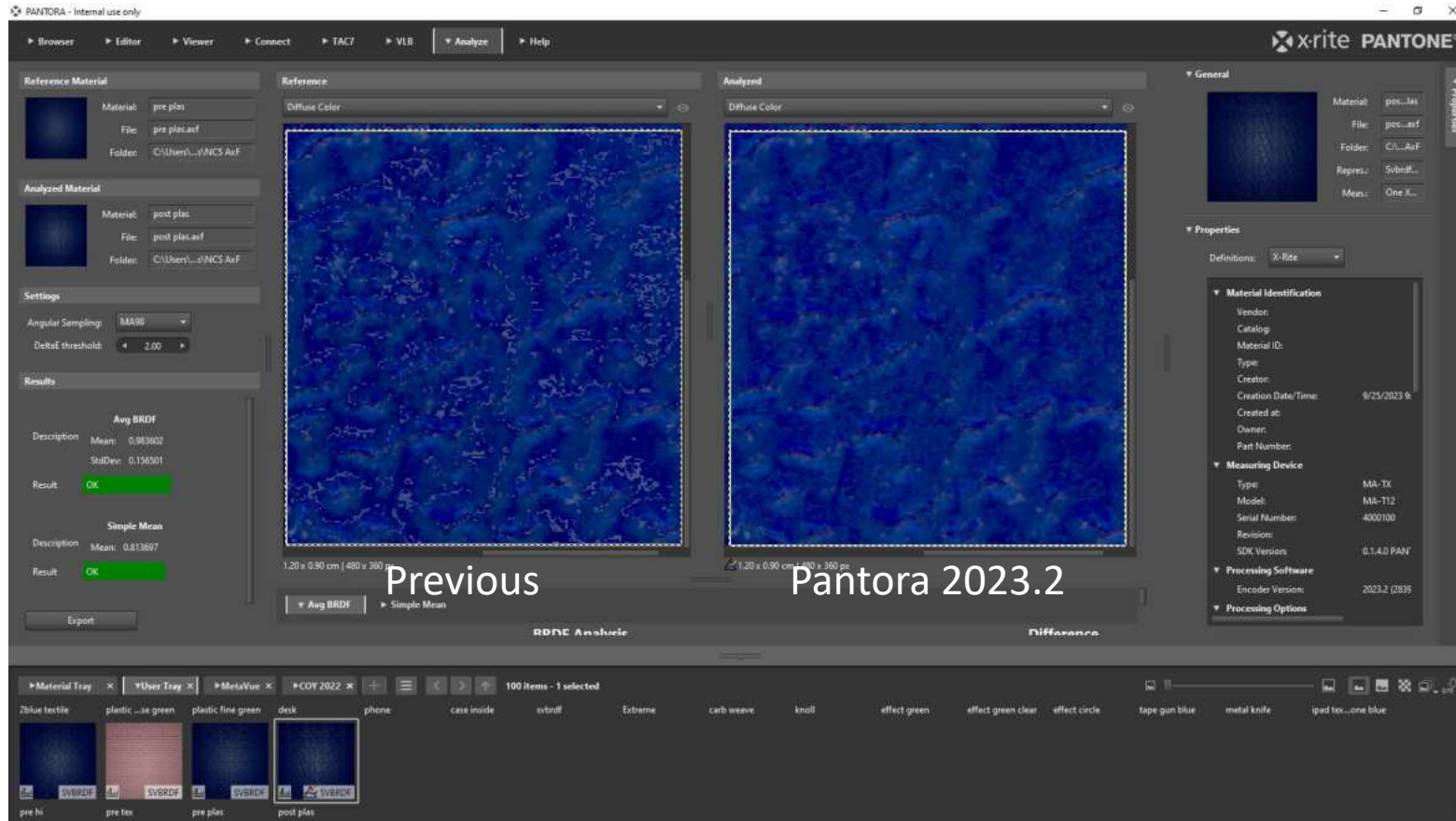
Plastic flat green 2 panel

Exposure: 0.77

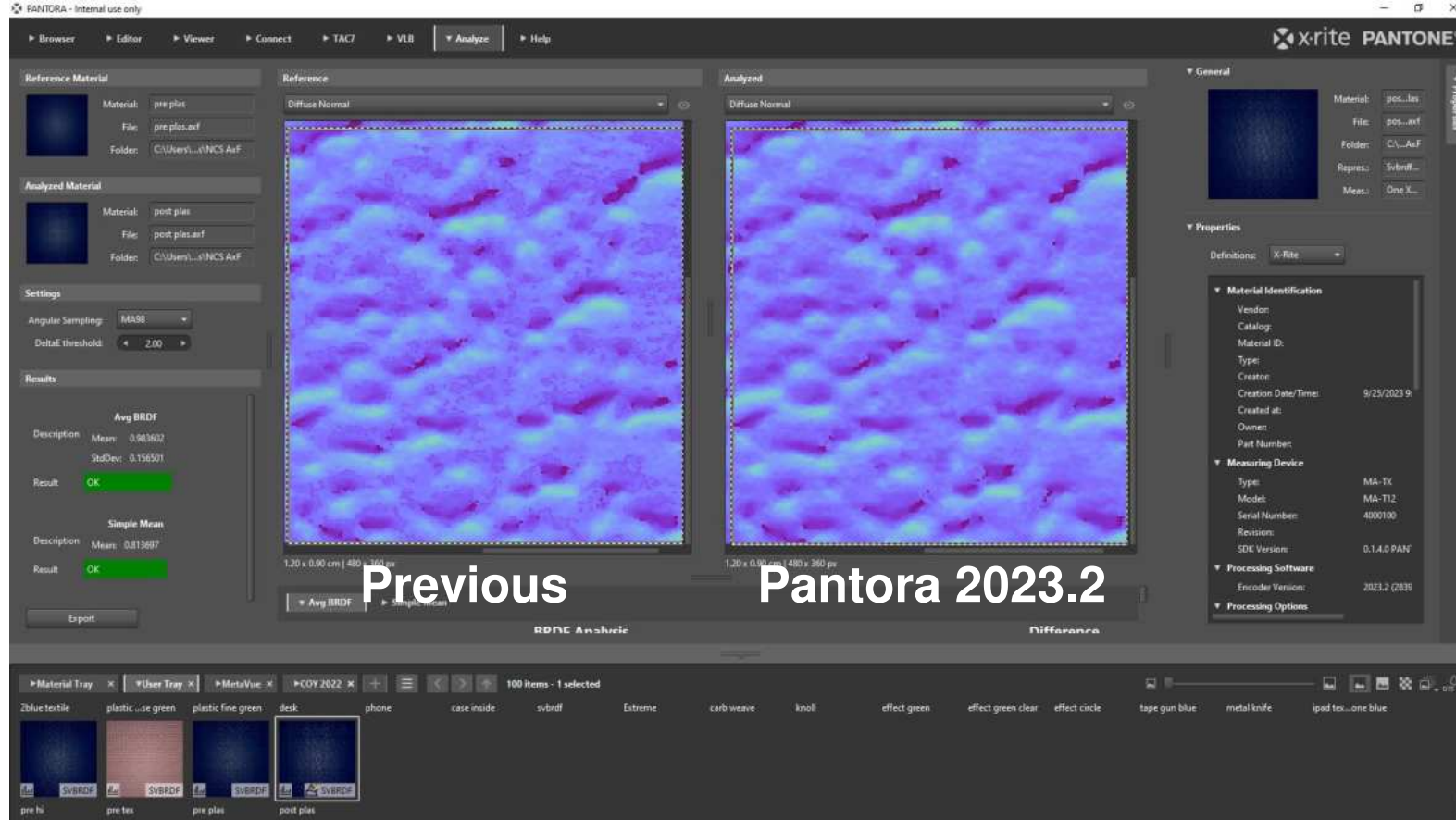
A video call window is positioned on the left side of the interface. It features a standard window control bar at the top (minimize, maximize, close) and a toolbar on the right with icons for video, audio, and chat. The video feed shows a man with a grey beard and hair, wearing a plaid shirt and a headset, looking towards the camera. A black box at the bottom left of the video window displays the timer '00:00'.



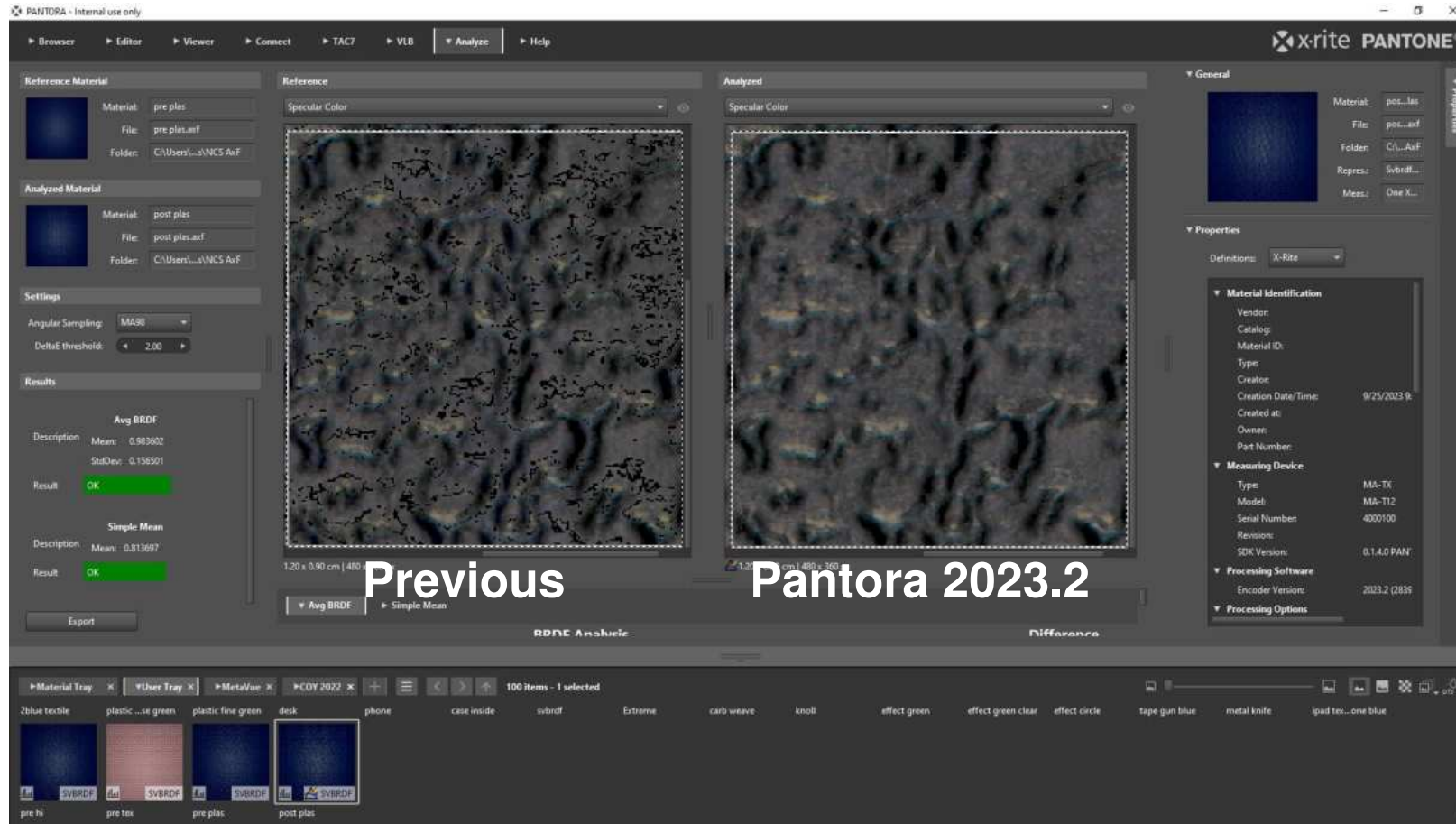
Closeup of Blue Sample



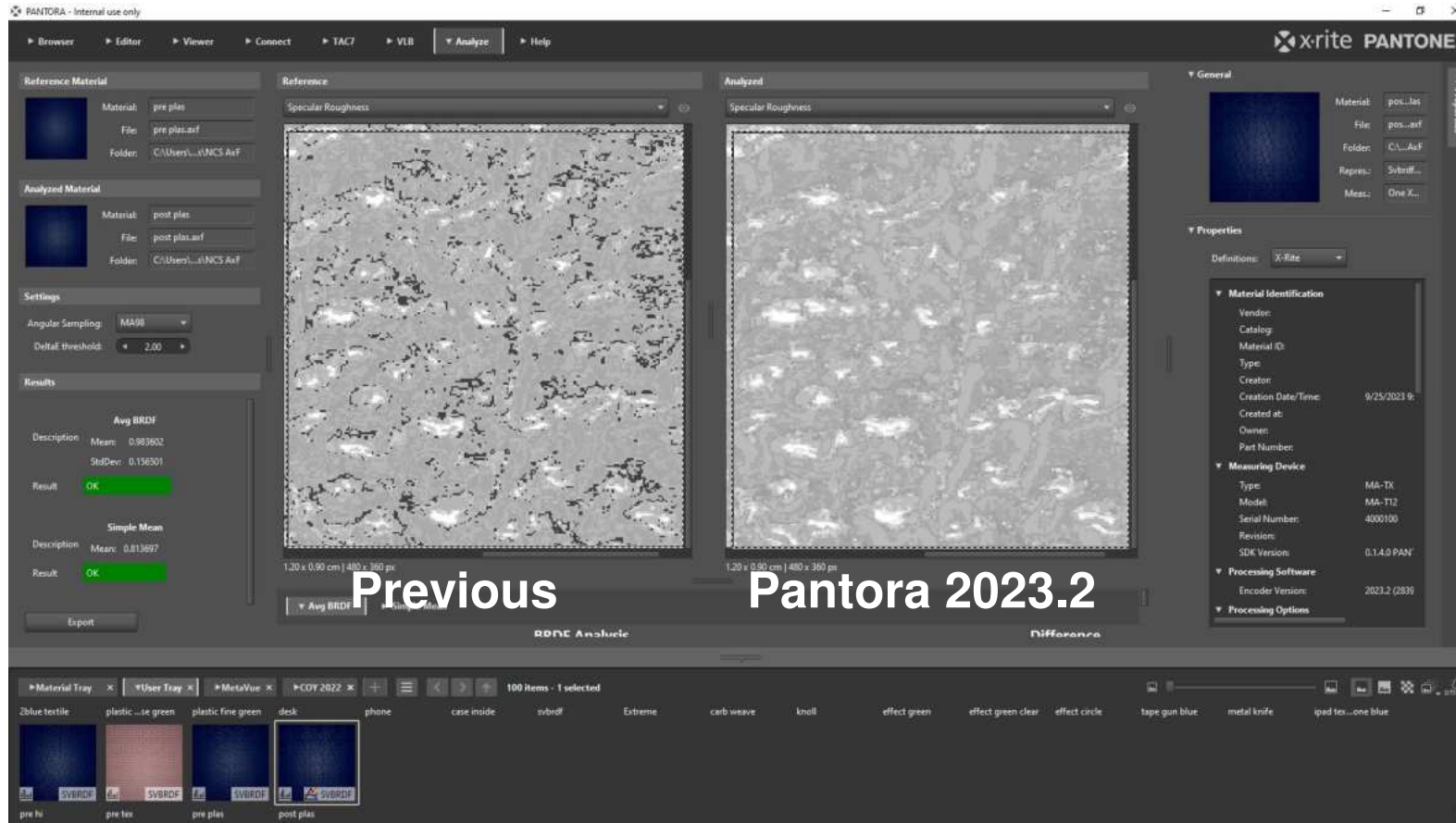
Closeup of Blue Sample



Closeup of Black Sample



Closeup of Grey Sample



Previous

Pantora 2023.2