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(54) **Title:** RENDERING OF AUGMENTED REALITY CONTENT

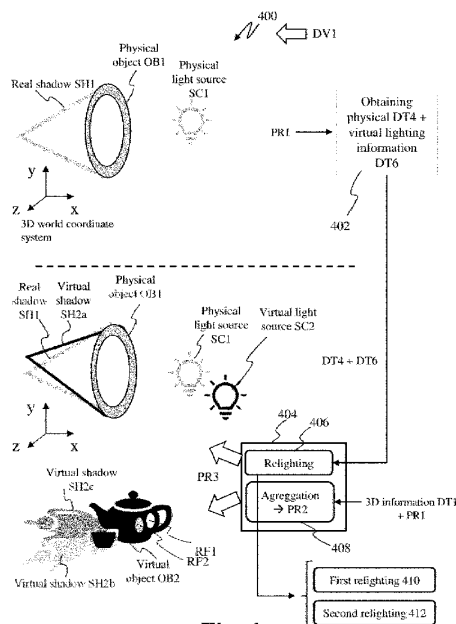


Fig. 4

(57) **Abstract:** The present application relates to a method (400) for performing AR content rendering, the method comprising: obtaining (410) virtual relighting effects based on virtual lighting information (DT6) representative of at least one virtual light source (SC2); obtaining (412) hybrid relighting effects based on the virtual lighting information (DT6) and based on physical lighting information (DT4) representative of at least one physical light source (SC1); and generating (408) an AR video picture (PR3) by aggregating a real-world scene relighted based on the virtual relighting effects (RL1) and at least one virtual object relighted based on the hybrid relighting effects (RL2). The AR video picture (PR3) may then be rendered.

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