Siggraph 97: 24th International Acm Conference on Computer Graphics & Interactive Techniques : Visual Proceedings

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Laurent Lucas,Céline Loscos,Yannick Rémion

Siggraph 97 24th International Acm Conference On Computer Graphics Interactive Techniques Visual Proceedings:

Fundamentals of Computer Graphics Steve Marschner,Peter Shirley,2018-10-24 Drawing on an impressive roster of experts in the field Fundamentals of Computer Graphics Fourth Edition offers an ideal resource for computer course curricula as well as a user friendly personal or professional reference Focusing on geometric intuition the book gives the necessary information for understanding how images get onto the screen by using the complementary approaches of ray tracing and rasterization It covers topics common to an introductory course such as sampling theory texture mapping spatial data structure and splines It also includes a number of contributed chapters from authors known for their expertise and clear way of explaining concepts Highlights of the Fourth Edition Include Updated coverage of existing topics Major updates and improvements to several chapters including texture mapping graphics hardware signal processing and data structures A text now printed entirely in four color to enhance illustrative figures of concepts The fourth edition of Fundamentals of Computer Graphics continues to provide an outstanding and comprehensive introduction to basic computer graphic technology and theory It retains an informal and intuitive style while improving precision consistency and completeness of material allowing aspiring and experienced graphics programmers to better understand and apply foundational principles to the development of efficient code in creating film game or web designs Key Features Provides a thorough treatment of basic and advanced topics in current graphics algorithms Explains core principles intuitively with numerous examples and pseudo code Gives updated coverage of the graphics pipeline signal processing texture mapping graphics hardware reflection models and curves and surfaces Uses color images to give more illustrative power to concepts **Vision, Modeling, and Visualization 2006** Leif Kobbelt,2006 Summary These proceedings include the contributions to the 11th international Workshop Vision Modeling and Visualization 2006 held in Aachen Germany The papers cover the following topics Image based Reconstruction Textures and Rendering GPU Programming Simulation and Visualization Image Processing Volume Visualization Geometry Processing and Rendering Publisher description Advanced High Dynamic Range Imaging Francesco Banterle,Alessandro Artusi,Kurt Debattista,Alan Chalmers,2017-07-28 This book explores the methods needed for creating and manipulating HDR content HDR is a step change from traditional imaging more closely matching what we see with our eyes In the years since the first edition of this book appeared HDR has become much more widespread moving from a research concept to a standard imaging method This new edition incorporates all the many developments in HDR since the first edition and once again emphasizes practical tips including the authors popular HDR Toolbox available on the authors website for MATLAB and gives readers the tools they need to develop and experiment with new techniques for creating compelling HDR content Key Features Contains the HDR Toolbox for readers experimentation on authors website Offers an up to date detailed guide to the theory and practice of high dynamic range imaging Covers all aspects of the field from capture to display Provides

benchmarks for evaluating HDR imagery   **Image Blending Techniques and their Application in Underwater Mosaicing** Ricard Prados,Rafael Garcia,László Neumann,2014-04-05 This work proposes strategies and solutions to tackle the problem of building photo mosaics of very large underwater optical surveys presenting contributions to the image preprocessing enhancing and blending steps and resulting in an improved visual quality of the final photo mosaic The text opens with a comprehensive review of mosaicing and blending techniques before proposing an approach for large scale underwater image mosaicing and blending In the image preprocessing step a depth dependent illumination compensation function is used to solve the non uniform illumination appearance due to light attenuation For image enhancement the image contrast variability due to different acquisition altitudes is compensated using an adaptive contrast enhancement based on an image quality reference selected through a total variation criterion In the blending step a graph cut strategy operating in the image gradient domain over the overlapping regions is suggested Next an out of core blending strategy for very large scale photo mosaics is presented and tested on real data Finally the performance of the approach is evaluated and compared with other approaches   Data-driven Reflectance Acquisition and Modeling for Predictive Rendering Behnaz Kavoosighafi,2025-05-22 Recent developments in computer graphics and particularly within predictive rendering have enabled highly realistic simulations of object appearances While physically based re ectance PBR models offer widespread utility measured material re ectance data yields signi cantly higher accuracy through the direct empirical observation of complex light scattering interactions Nevertheless acquiring and modeling re ectance data entails substantial computational overhead This thesis investigates data driven approaches to improve the acquisition representation and rendering of re ectance data with a focus on predictive rendering to achieve precise and reliable visual simulations The rst part of the thesis focuses on acquisition of Bidirectional Re ectance Distribution Function BRDF and Spatially Varying BRDF SVBRDF functions that describe light surface interactions at each point based on incoming and re ected light directions Lightweight setups are initially explored to enable ef cient SVBRDF capture however their accuracy falls short for predictive rendering applications motivating the adoption of goniore ectometer based setups To improve measurement ef ciency of such setups a compressed sensing framework is introduced which incorporates a deterministic sampling strategy Additionally a uni ed formulation for sparse BRDF acquisition is presented allowing for the adaptation of sampling patterns and sample counts to the unique properties of each material This approach signi cantly enhances reconstruction quality while preserving the same sampling budget The second part of the thesis addresses modeling of re ectance measurements particularly the Bidirectional Texture Function BTF and BRDF Sparse representation techniques applied to existing BTF datasets prove effective in compressing texture data while enabling real time rendering of the measured BTFs Despite these advances a discrepancy often arises between model space errors introduced during approximation and the image space errors perceived in rendered outputs To bridge this gap a systematic psychophysical experiment is performed to analyze the impact of BRDF modeling techniques on

rendered material quality Building on these ndings a neural metric is developed to evaluate perceptual accuracy directly in BRDF space This metric exhibits strong correlation with subjective human evaluations and presents the potential to guide BRDF tting algorithms toward solutions that produce visually accurate and compelling renderings of real world materials

Understanding Virtual Reality William R. Sherman,Alan B. Craig,2018-11-08 Understanding Virtual Reality Interface Application and Design Second Edition arrives at a time when the technologies behind virtual reality have advanced dramatically The book helps users take advantage of the ways they can identify and prepare for the applications of VR in their field By approaching VR as a communications medium the authors have created a resource that will remain relevant even as underlying technologies evolve Included are a history of VR systems currently in use the application of VR and the many issues that arise in application design and implementation including hardware requirements system integration interaction techniques and usability Features substantive illuminating coverage designed for technical or business readers and the classroom Examines VR s constituent technologies drawn from visualization representation graphics human computer interaction and other fields Provides via a companion website additional case studies tutorials instructional materials and a link to an open source VR programming system Includes updated perception material and new sections on game engines optical tracking VR visual interface software and a new glossary with pictures **Handbook of Research on Emerging Technologies for Digital Preservation and Information Modeling** Ippolito, Alfonso,Cigola, Michela,2016-09-12 The effective use of technology offers numerous benefits in protecting cultural heritage With the proper implementation of these tools the management and conservation of artifacts and knowledge are better attained The Handbook of Research on Emerging Technologies for Digital Preservation and Information Modeling is an authoritative resource for the latest research on the application of current innovations in the fields of architecture and archaeology to promote the conservation of cultural heritage Highlighting a range of real world applications and digital tools this book is ideally designed for upper level students professionals researchers and academics interested in the preservation of cultures

3D Video Laurent Lucas,Céline Loscos,Yannick Rémion,2013-12-04 While 3D vision has existed for many years the use of 3D cameras and video based modeling by the film industry has induced an explosion of interest for 3D acquisition technology 3D content and 3D displays As such 3D video has become one of the new technology trends of this century The chapters in this book cover a large spectrum of areas connected to 3D video which are presented both theoretically and technologically while taking into account both physiological and perceptual aspects Stepping away from traditional 3D vision the authors all currently involved in these areas provide the necessary elements for understanding the underlying computer based science of these technologies They consider applications and perspectives previously unexplored due to technological limitations This book guides the reader through the production process of 3D videos from acquisition through data treatment and representation to 3D diffusion Several types of camera systems are considered multiscopic or multiview which lead to

different acquisition modeling and storage rendering solutions The application of these systems is also discussed to illustrate varying performance benefits making this book suitable for students academics and also those involved in the film industry

   Computational Photography Rastislav Lukac,2017-12-19 Computational photography refers broadly to imaging techniques that enhance or extend the capabilities of digital photography This new and rapidly developing research field has evolved from computer vision image processing computer graphics and applied optics and numerous commercial products capitalizing on its principles have already appeared in diverse market applications due to the gradual migration of computational algorithms from computers to imaging devices and software Computational Photography Methods and Applications provides a strong fundamental understanding of theory and methods and a foundation upon which to build solutions for many of today s most interesting and challenging computational imaging problems Elucidating cutting edge advances and applications in digital imaging camera image processing and computational photography with a focus on related research challenges this book Describes single capture image fusion technology for consumer digital cameras Discusses the steps in a camera image processing pipeline such as visual data compression color correction and enhancement denoising demosaicking super resolution reconstruction deblurring and high dynamic range imaging Covers shadow detection for surveillance applications camera driven document rectification bilateral filtering and its applications and painterly rendering of digital images Presents machine learning methods for automatic image colorization and digital face beautification Explores light field acquisition and processing space time light field rendering and dynamic view synthesis with an array of cameras Because of the urgent challenges associated with emerging digital camera applications image processing methods for computational photography are of paramount importance to research and development in the imaging community Presenting the work of leading experts and edited by a renowned authority in digital color imaging and camera image processing this book considers the rapid developments in this area and addresses very particular research and application problems It is ideal as a stand alone professional reference for design and implementation of digital image and video processing tasks and it can also be used to support graduate courses in computer vision digital imaging visual data processing and computer graphics among others   **High Dynamic Range Video** Alan Chalmers,Patrizio Campisi,Peter Shirley,Igor García Olaizola,2016-12-05 High Dynamic Range Video Concepts Technologies and Applications gives an introduction to a full range of topics within the end to end HDR video pipeline covering the issues around capturing HDR and stereo HDR video such as ghosting and use of legacy LDR systems how HDR video can be manipulated including real time mixing the very latest designs for HDR displays HDR video on mobile devices and the applications of HDR video With this book the reader will gain an overview of the current state of the art of HDR video learn the potential of HDR video to provide a step change to a wide range of imaging applications and attain the knowledge needed to introduce HDR video in their own applications Written by experts who have been actively researching High Dynamic Range Video Covers a full range of topics

within the end to end HDR video pipeline Provides applications that demonstrate how HDR video can be applied

   Computing Handbook Teofilo Gonzalez,Jorge Diaz-Herrera,Allen Tucker,2014-05-07 The first volume of this popular handbook mirrors the modern taxonomy of computer science and software engineering as described by the Association for Computing Machinery ACM and the IEEE Computer Society IEEE CS Written by established leading experts and influential young researchers it examines the elements involved in designing and implementing software new areas in which computers are being used and ways to solve computing problems The book also explores our current understanding of software engineering and its effect on the practice of software development and the education of software professionals

   Computing Handbook Allen Tucker,Teofilo Gonzalez,Heikki Topi,Jorge Diaz-Herrera,2022-05-29 This two volume set of the Computing Handbook Third Edition previously theComputer Science Handbook provides up to date information on a wide range of topics in computer science information systems IS information technology IT and software engineering The third edition of this popular handbook addresses not only the dramatic growth of computing as a discipline but also the relatively new delineation of computing as a family of separate disciplines as described by the Association for Computing Machinery ACM the IEEE Computer Society IEEE CS and the Association for Information Systems AIS Both volumes in the set describe what occurs in research laboratories educational institutions and public and private organizations to advance the effective development and use of computers and computing in today s world Research level survey articles provide deep insights into the computing discipline enabling readers to understand the principles and practices that drive computing education research and development in the twenty first century Chapters are organized with minimal interdependence so that they can be read in any order and each volume contains a table of contents and subject index offering easy access to specific topics The first volume of this popular handbook mirrors the modern taxonomy of computer science and software engineering as described by the Association for Computing Machinery ACM and the IEEE Computer Society IEEE CS Written by established leading experts and influential young researchers it examines the elements involved in designing and implementing software new areas in which computers are being used and ways to solve computing problems The book also explores our current understanding of software engineering and its effect on the practice of software development and the education of software professionals The second volume of this popular handbook demonstrates the richness and breadth of the IS and IT disciplines The book explores their close links to the practice of using managing and developing IT based solutions to advance the goals of modern organizational environments Established leading experts and influential young researchers present introductions to the current status and future directions of research and give in depth perspectives on the contributions of academic research to the practice of IS and IT development use and management   Handbook of Digital Image Synthesis Vincent Pegoraro,2016-12-12 The Handbook of Digital Image Synthesis is the most up to date reference guide in the rapidly developing field of computer graphics A wide range of topics such as applied mathematics data structures and optical

perception and imaging help to provide a well rounded view of the necessary formulas for computer rendering In addition to this diverse approach the presentation of the material is substantiated by numerous figures and computer generated images From basic principles to advanced theories this book provides the reader with a strong foundation of computer formulas and rendering through a step by step process Key Features Provides unified coverage of the broad range of fundamental topics in rendering Gives in depth treatment of the basic and advanced concepts in each topic Presents a step by step derivation of the theoretical results needed for implementation Illustrates the concepts with numerous figures and computer generated images Illustrates the core algorithms using platform independent pseudo code   UAV or Drones for Remote Sensing Applications Felipe Gonzalez Toro,Antonios Tsourdos,2018-11-23 This book is a printed edition of the Special Issue UAV or Drones for Remote Sensing Applications that was published in Sensors   **Practical Holography** Graham Saxby,2015-09-22 Continuing in the steps of its predecessors the fourth edition of Practical Holography provides the most comprehensive and up to date resource available Focused on practical techniques in holography at all levels it avoids any unnecessary mathematical theory Features of the Fourth EditionHighlights new information on color holograms sensitive m

    Computational Interaction Antti Oulasvirta,Per Ola Kristensson,Xiaojun Bi,Andrew Howes,2018-01-10 This book presents computational interaction as an approach to explaining and enhancing the interaction between humans and information technology Computational interaction applies abstraction automation and analysis to inform our understanding of the structure of interaction and also to inform the design of the software that drives new and exciting human computer interfaces The methods of computational interaction allow for example designers to identify user interfaces that are optimal against some objective criteria They also allow software engineers to build interactive systems that adapt their behaviour to better suit individual capacities and preferences Embedded in an iterative design process computational interaction has the potential to complement human strengths and provide methods for generating inspiring and elegant designs Computational interaction does not exclude the messy and complicated behaviour of humans rather it embraces it by for example using models that are sensitive to uncertainty and that capture subtle variations between individual users It also promotes the idea that there are many aspects of interaction that can be augmented by algorithms This book introduces computational interaction design to the reader by exploring a wide range of computational interaction techniques strategies and methods It explains how techniques such as optimisation economic modelling machine learning control theory formal methods cognitive models and statistical language processing can be used to model interaction and design more expressive efficient and versatile interaction   **Engineering Haptic Devices** Christian Hatzfeld,Thorsten A. Kern,2014-09-15 In this greatly reworked second edition of Engineering Haptic Devices the psychophysic content has been thoroughly revised and updated Chapters on haptic interaction system structures and design methodology were rewritten from scratch to include further basic principles and recent findings New chapters on the evaluation of haptic systems and the design of three exemplary

haptic systems from science and industry have been added This book was written for students and engineers that are faced with the development of a task specific haptic system It is a reference book for the basics of haptic interaction and existing haptic systems and methods as well as an excellent source of information for technical questions arising in the design process of systems and components Divided into two parts part 1 contains typical application areas of haptic systems and a thorough analysis of haptics as an interaction modality The role of the user in the design of haptic systems is discussed and relevant design and development stages are outlined Part II presents all relevant problems in the design of haptic systems including general system and control structures kinematic structures actuator principles and sensors for force and kinematic measures Further chapters examine interfaces and software development for virtual reality simulations <u>Displays</u> Rolf R. Hainich,Oliver Bimber,2016-12-12 In the extensive fields of optics holography and virtual reality technology continues to evolve Displays Fundamentals and Applications Second Edition addresses these updates and discusses how real time computer graphics and vision enable the application and displays of graphical 2D and 3D content This book explores in detail these technological developments as well as the shifting techniques behind projection displays projector camera systems stereoscopic and autostereoscopic displays This new edition contains many updates and additions reflecting the changes in fast developing areas such as holography and near eye displays for Augmented and Virtual reality applications Perfect for the student looking to sharpen their developing skill or the master refining their technique Rolf Hainich and Oliver Bimber help the reader understand the basics of optics light modulation visual perception display technologies and computer generated holography With almost 500 illustrations Displays will help the reader see the field of augmentation and virtual reality display with new eyes Features Covers physics technology and techniques behind flat panel as well as projection displays projector camera systems stereoscopic and autostereoscopic displays computer generated holography and near eye displays Discusses how real time computer graphics and computer vision enable the visualization of graphical 2D and 3D content Augmented by close to 500 rich illustrations which give readers a clear understanding of existing and emerging display technology **GPU Pro 360 Guide to 3D Engine Design** Wolfgang Engel,2018-12-07 Wolfgang Engel s GPU Pro 360 Guide to 3D Engine Design gathers all the cutting edge information from his previous seven GPU Pro volumes into a convenient single source anthology that covers the design of a 3D engine This volume is complete with articles by leading programmers that focus on various aspects of 3D engine design such as quality and optimization as well as high level architecture GPU Pro 360 Guide to 3D Engine Design is comprised of ready to use ideas and efficient procedures that can help solve many computer graphics programming challenges that may arise Key Features Presents tips tricks on real time rendering of special effects and visualization data on common consumer software platforms such as PCs video consoles mobile devices Covers specific challenges involved in creating games on various platforms Explores the latest developments in rapidly evolving field of real time rendering Takes practical approach that helps graphics programmers solve their daily challenges **GPU Pro 2**

Wolfgang Engel,2016-04-19 This book focuses on advanced rendering techniques that run on the DirectX and or OpenGL run time with any shader language available It includes articles on the latest and greatest techniques in real time rendering including MLAA adaptive volumetric shadow maps light propagation volumes wrinkle animations and much more The book emphasizes te

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