



Rendering Techniques '97 : Proceedings of the Eurographics Workshop in St. Etienne, France, June 16-18, 1997 /

Dorsey, J. (Julie)

Springer Vienna,
1997

Electronic books

Monografía

The papers in this volume present new research results in the areas of finite-element and Monte-Carlo illumination algorithms, image-based rendering, ray tracing, clustering techniques, texture generation and sampling, and efficient hardware rendering. While some contributions report results from more efficient or elegant algorithms, others pursue new and experimental approaches to find better solutions to the open problems in rendering

<https://rebiunoda.pro.baratznet.cloud:38443/OpacDiscovery/public/catalog/detail/b2FpOmNlbGVicmF0aW9uOmVzLmJhcmF0ei5yZW4vMjE5MDA0NjM>

Título: Rendering Techniques '97 Proceedings of the Eurographics Workshop in St. Etienne, France, June 16-18, 1997 edited by Julie Dorsey, Philipp Slusallek

Editorial: Vienna Springer Vienna 1997

Descripción física: 1 online resource (ix, 342 pages 172 illustrations)

Mención de serie: Eurographics 0946-2767

Contenido: Polyhedral Geometry and the Two-Plane Parameterization -- Image-based Rendering with Controllable Illumination -- View-based Rendering: Visualizing Real Objects from Scanned Range and Color Data -- Applying Shape from Lighting Variation to Bump Map Capture -- Interactive Common Illumination for Computer Augmented Reality -- An Error Metric for Monte Carlo Ray Tracing -- Selective Culling of Discontinuity Lines -- Reconstructing the Visual Field of Compound Eyes -- Interactive Rendering of Globally Illuminated Glossy Scenes -- Incremental Updates to Scenes Illuminated by Area Light Sources -- Progressive Previewing of Ray-Traced Images Using Image Plane Discontinuity Meshing -- An Adaptive Representation of Spectral Data for Reflectance Computations -- A Geometry Dependent Texture Generation Framework for Simulating Surface Imperfections --

Nailboards: A Rendering Primitive for Image Caching in Dynamic Scenes -- Filtered Local Shading in the Wavelet Domain -- An Empirical Comparison of Progressive and Wavelet Radiosity -- Hierarchical Radiosity on Curved Surfaces -- A Hierarchical Subdivision Algorithm for Stochastic Radiosity Methods -- Bidirectional Radiosity -- Hierarchical Visibility in Terrains -- Hierarchical Lighting Simulation for Outdoor Scenes -- Plane-Parallel Radiance Transport for Global Illumination in Vegetation -- Lighting Reconstruction Using Fast and Adaptive Density Estimation Techniques -- A Neuro-Evolutionary Unbiased Global Illumination Algorithm -- Improved Irradiance Computation by Importance Sampling -- Adaptive Sampling and Bias Estimation in Path Tracing -- Application of Rendering Techniques to Monte-Carlo Physical Simulation of Gas Diffusion -- Global Illumination Techniques for the Simulation of Participating Media -- Invited Talk: Global Illumination for Professional 3D Animation, Visualization, and Special Effects -- Color Section

Copyright/Depósito Legal: 840302786 934997876 936318725 968660939 1016402255

ISBN: 9783709168585 electronic bk.) 3709168589 electronic bk.) 9783211830017 3211830014

Materia: Computer science Computer simulation Computer graphics Computer vision Computer graphics
Computer science Computer simulation Computer vision

Autores: Slusallek, Philipp

Enlace a formato físico adicional: Print version 9783211830017

Punto acceso adicional serie-Título: Eurographics

Baratz Innovación Documental

- Gran Vía, 59 28013 Madrid
- (+34) 91 456 03 60
- informa@baratz.es