



Virtual Environments and Scientific Visualization '96 : Proceedings of the Eurographics Workshops in Monte Carlo, Monaco, February 19-20, 1996, and in Prague, Czech Republic, April 23-25, 1996 /

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Springer Vienna,
1996

Electronic books

Monografía

Selected papers from this year's Workshops on Virtual Environments and on Visualization in Scientific Computing are included in this volume. The papers on VE discuss Virtual Environment System architecture, communication requirements, synthetic actors, crowd simulations and modeling aspects, application experience in surgery support, geographic information systems, and engineering and virtual housing systems. Contributions from the Visualization workshop are presented in four groups: volume rendering, user interfaces in scientific visualization, architecture of scientific visualization systems and flow visualization

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Título: Virtual Environments and Scientific Visualization '96 Proceedings of the Eurographics Workshops in Monte Carlo, Monaco, February 19-20, 1996, and in Prague, Czech Republic, April 23-25, 1996 edited by Martin Göbel, Jacques David, Pavel Slavik, Jarke J. Wijk

Editorial: Vienna Springer Vienna 1996

Descripción física: 1 online resource (viii, 324 pages 169 illustrations)

Mención de serie: Eurographics 0946-2767

Contenido: Virtual Environments 96 -- Optimizing Communication in Distributed Virtual Environments by Specialized Protocols -- MAVERIK The Manchester Virtual Environment Interface Kernel -- MPSC A Model of Distributed Virtual Environments -- Virtual Reality Programming in Oz -- TELEPORT An Augmented Reality Teleconferencing Environment -- Achieving Virtual Presence with a Semi-Autonomous Robot Through a Multi-Reality and Speech Control Interface -- Quick Elimination of Non-interference Polytopes in Virtual Environments -- Integrating Graphics into Video Image-Based Camera Tracking and Filtering -- 3D-Morphing and its Application to Virtual Reality -- Motor Functions in the VLNET Body-Centered Networked Virtual Environment -- Crowd Simulation in Immersive Space Management -- Collaborative Geometrical Modelling in Immersive Virtual Environments -- Multi-User Interactions in the Context of Concurrent Virtual World Modelling -- System Integration of VR-Simulated Surgical Support System -- Distributed Extensible Virtual Reality Laboratory (DEVRL) -- Dynamic Management of Geographic Data in a Virtual Environment -- VRML for LHC Engineering -- Virtual Housing System -- Scientific Visualization 96 -- Volume Rendering -- DiscMC: An Interactive System for Fast Fitting Isosurfaces on Volume Data -- Nearest Neighbour Search for Visualization Using Arbitrary Triangulation -- Fast Ray-Tracing of Rectilinear Volume Data -- Metric Volume Rendering -- User Interfaces and Scientific Visualization -- Scientific Visualization and Virtual Prototyping in the Product Development Process -- Characterizing Global Features of Simulation Data by Selected Local Icons -- Doing it Right: Psychological Tests to Ensure the Quality of Scientific Visualization -- Architecture of Scientific Visualization Systems -- CSE: A Modular Architecture for Computational Steering -- The Dataflow Visualization Pipeline as a Problem Solving Environment -- Unhiding Hidden Markov Models by their Visualization (Application in Speech Processing) -- Flow Visualization -- Visualization of Turbulent Flow by Spot Noise -- Flow Visualization for Multiblock Multigrid Simulations -- Appendix: Colour Figures

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ISBN: 9783709174883 electronic bk.) 3709174880 electronic bk.) 9783211828861 3211828869

Materia: Computer science Software engineering Computer simulation Computer graphics Computer graphics Computer science Computer simulation Software engineering

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Enlace a formato físico adicional: Print version 9783211828861

Punto acceso adicional serie-Título: Eurographics

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