

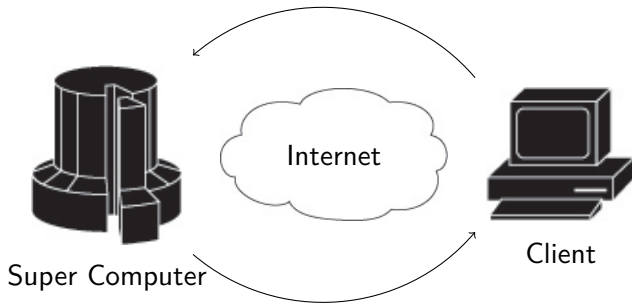
Optimierung und Übertragung von Tiefengeometrie für Remote-Rendering

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Motivation



Ziel der Arbeit:

- Entwicklung eines Remote-Visualisierungssystems
- zu verwendende Technologien JavaScript, WebSockets, WebGL
- approximation des Tiefenbildes durch ein Dreiecksnetz
- auswertung mit Hilfe von Test Szenen

bla

bla

hj



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