

硕 士 研 究 生 读 书 报 告



题目 计算机图形学与多媒体

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摘要

计算机图形学在追求真实感方向的研究发展已进入一个发展的平台期，基本上各种真实感特效在不计较计算代价的前提下均能较好得以重现。然而，人们创造和生成图片的终极目的不仅仅是展现真实的世界，更重要的是表达所需要传达的信息。例如，在一个所需要描绘的场景中每个对象和元素都有其相关需要传达的信息，可根据重要度不同可采用不同的绘制策略来进行分层渲染再加以融合，最终合成具有一定表意性的图像。为此，研究者已经开始研究如何与多媒体等领域相结合，探索合适表意性图形生成方法。而这一技术趋势的兴起，实际上延续了已有的非真实感绘制研究中的若干进展，必将在未来有更多的发展

关键词 计算机图形学，应用，发展

Abstract

Computer graphics in the pursuit of realistic direction of research and development has entered a development platform, basically a variety of realistic special effects in the don t care about the computational cost under the premise can be reproduce. However, people create and generate the ultimate goal is not only to show the real world, more important is the need to convey the information expression. For example, in a scene depicting the need of each object and its associated elements are needed to convey information, according to the different importance can adopt different rendering strategies to layered rendering further fusion, the final synthesis has a certain representation of image. Therefore, researchers have begun to study and how multimedia, to explore the appropriate expressional pattern generating method. The technical trend of the rise, in fact lasted for non-photorealistic rendering research progress.

Keywords：Graphic ,application,development