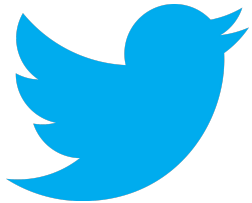
Les technologies de rendu 3D dans le cinéma et le jeu vidéo

Outils

Google Scholar

pocket

YouTube



Zotero

ACM
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DIGITAL
LIBRARY

ACMSIGGRAPH

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Mixed / augmented reality Virtual reality
Graphics input devices
Computational geometry
Randomness, geometry and discrete structures
Image manipulation
Texturing
Rendering
Shape modeling
Volumetric models Document types
Computer graphics
Animation 3D imaging
Parametric curve and surface models
Graphics systems and interfaces
Virtual reality
Graphics recognition and interpretation
Special purpose systems
Human computer interaction (HCI)

JOURNAL

Proceedings of the ACM on Computer Graphics and Interactive Techniques

The Proceedings of the ACM in Computer Graphics and Interactive Techniques (PACMCGIT) publishes original research of the highest quality dealing with all areas of computer graphics and interactive techniques including rendering, modeling, animation, and digital...

NEWSLETTER

ACM SIGGRAPH Computer Graphics

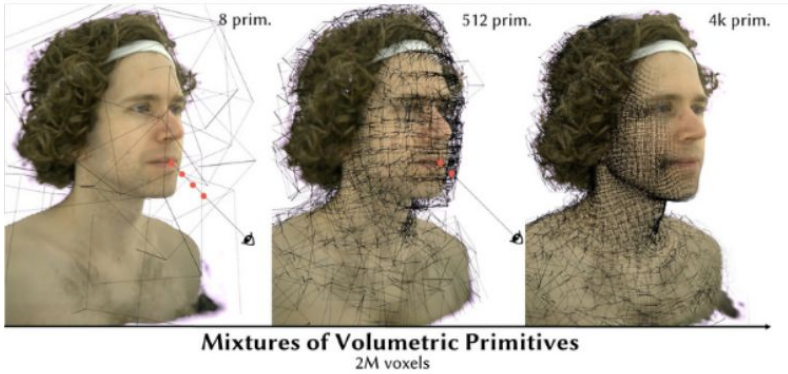
SIGGRAPH's mission is to promote the generation and dissemination of information on computer graphics and interactive techniques. Members include researchers, developers and users from the technical, academic, business, and artistic communities....

SIGGRAPH : Special Interest Group on Computer Graphics

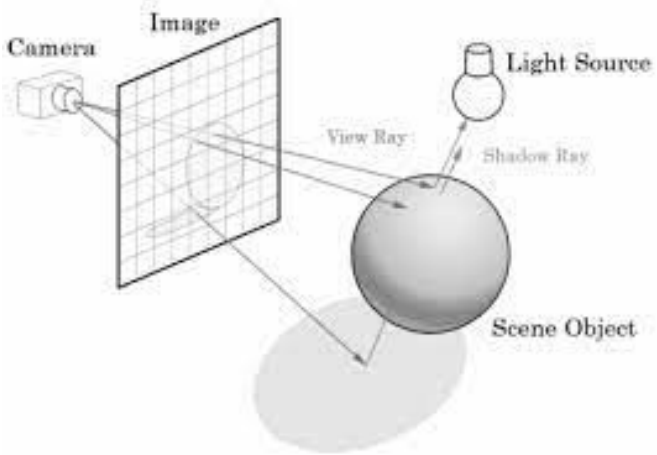
ACMSIGGRAPH

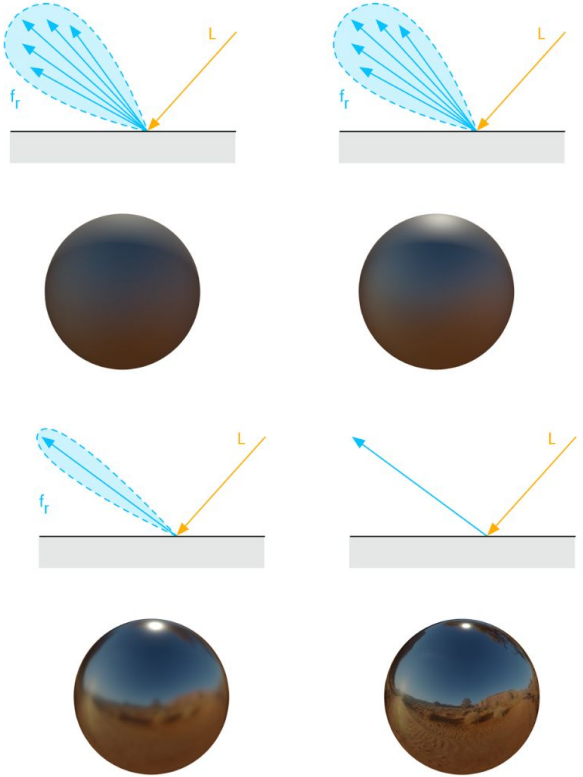
Since 1974, ACM SIGGRAPH has been fostering and celebrating innovation in Computer Graphics and Interactive Techniques, building communities that invent, educate, inspire, and redefine the computer graphics landscape. For more news and headlines, visit the ACM SIGGRAPH news feed.

- Conférences
- Blogs
- Publications
- Interview



Le Ray Tracing

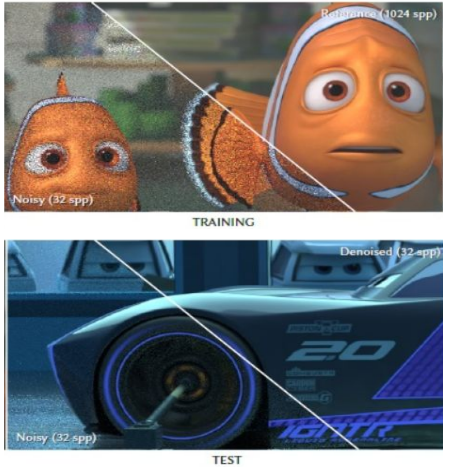




Disney RESEARCH STUDIOS

- Publications scientifiques
- Plus large que simplement rendu 3D

Deep Scattering

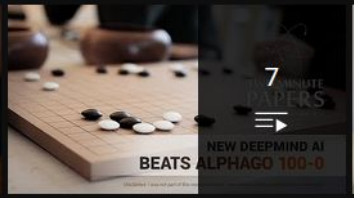


Denoising

TWO MINUTE PAPERS

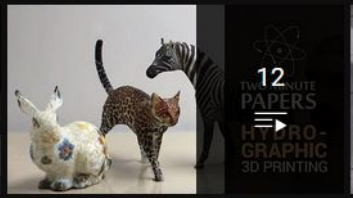
Virtual Reality, Alternative Reality, Metaverse

AFFICHER LA PLAYLIST COMPLÈTE



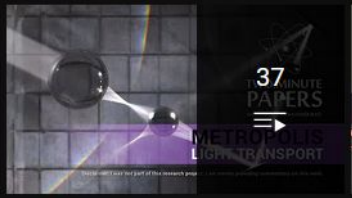
AlphaGo, AlphaZero, AlphaGo Zero

AFFICHER LA PLAYLIST COMPLÈTE



3D Printing / 3D Fabrication

AFFICHER LA PLAYLIST COMPLÈTE



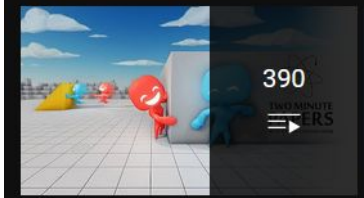
Light Transport, Ray Tracing and Global Illumination (Two Minute...

AFFICHER LA PLAYLIST COMPLÈTE

Fluid, Cloth and Hair Simulations (Two Minute Papers)

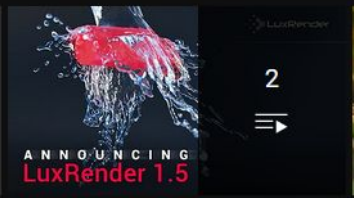
Mise à jour il y a 2 jours

AFFICHER LA PLAYLIST COMPLÈTE



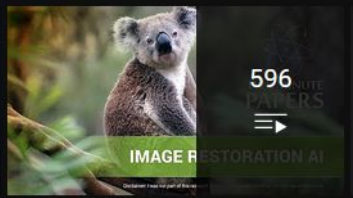
AI and Deep Learning - Two Minute Papers

AFFICHER LA PLAYLIST COMPLÈTE



LuxRender

AFFICHER LA PLAYLIST COMPLÈTE



Two Minute Papers

Mise à jour il y a 2 jours

AFFICHER LA PLAYLIST COMPLÈTE

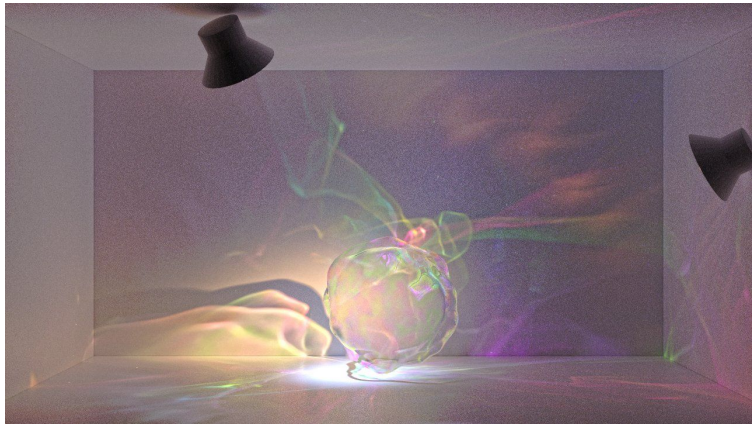
TU Wien Rendering / Ray Tracing Course

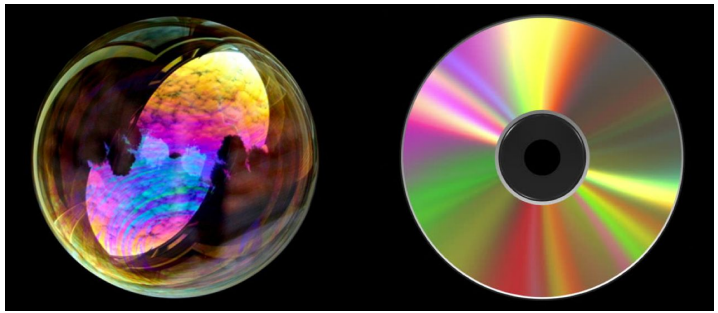
AFFICHER LA PLAYLIST COMPLÈTE

Mostly Science Videos

AFFICHER LA PLAYLIST COMPLÈTE

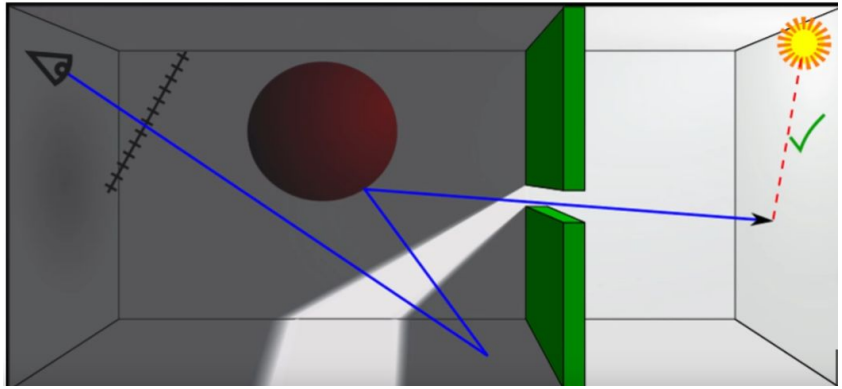
Besoins spécifiques en fonction de l’objet à rendre

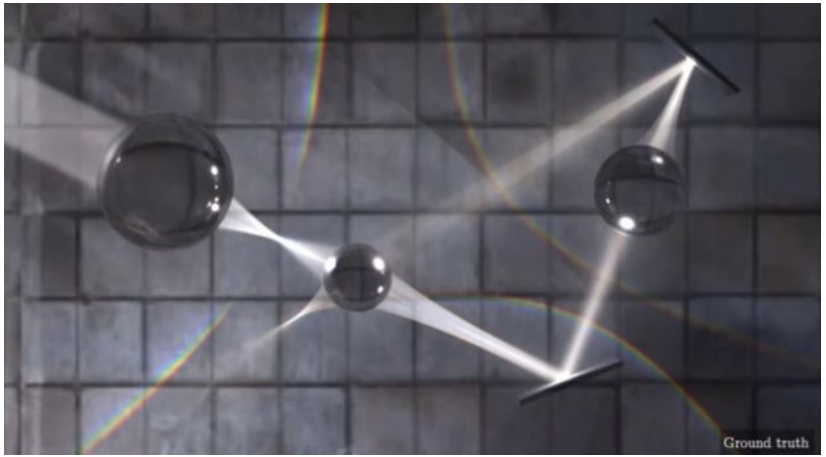


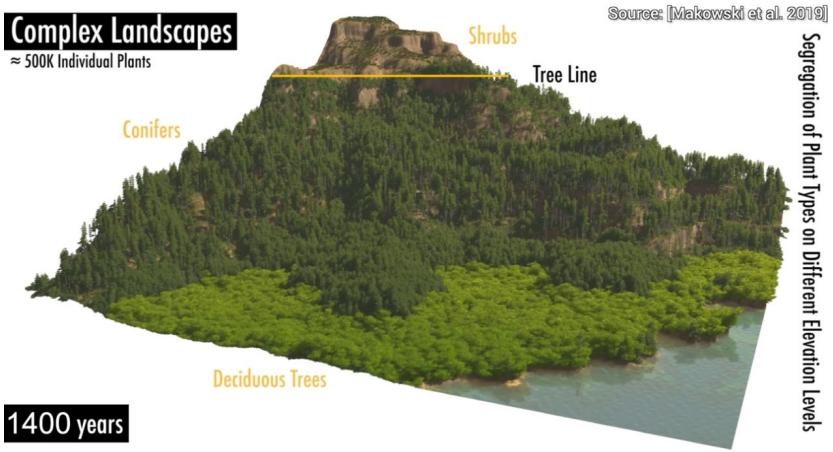


- Lumière caustique
- Dispersion
- Fluorescence
- Phosphorescence
- …

Metropolys light transport







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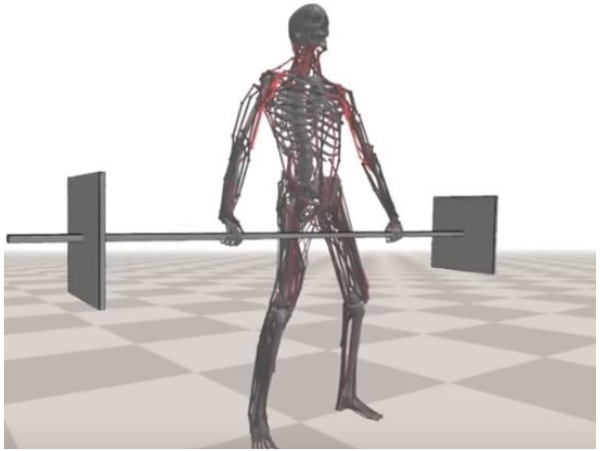

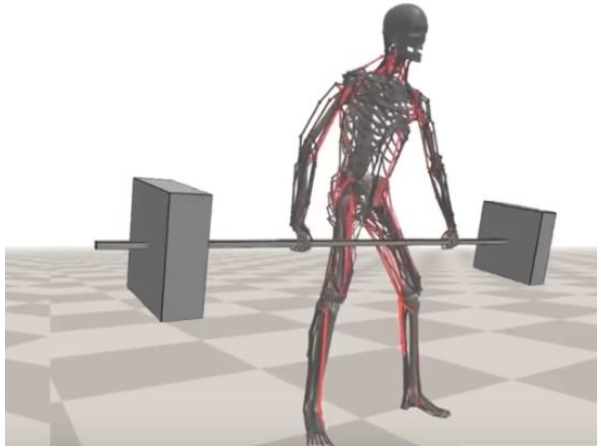

https://youtu.be/kie4wjB1MCw?t=21

https://zivadynamics.com/case-study/lion