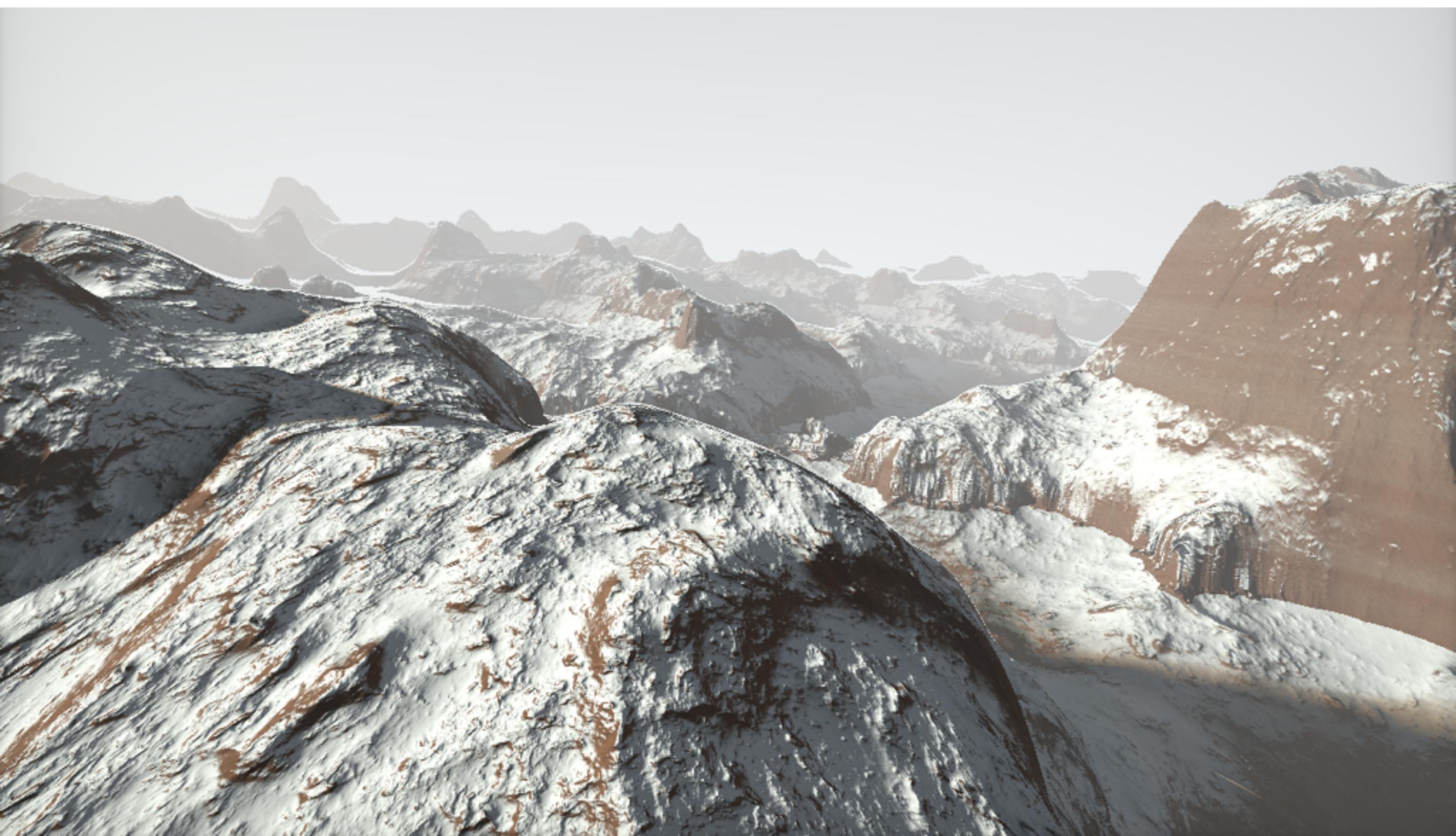
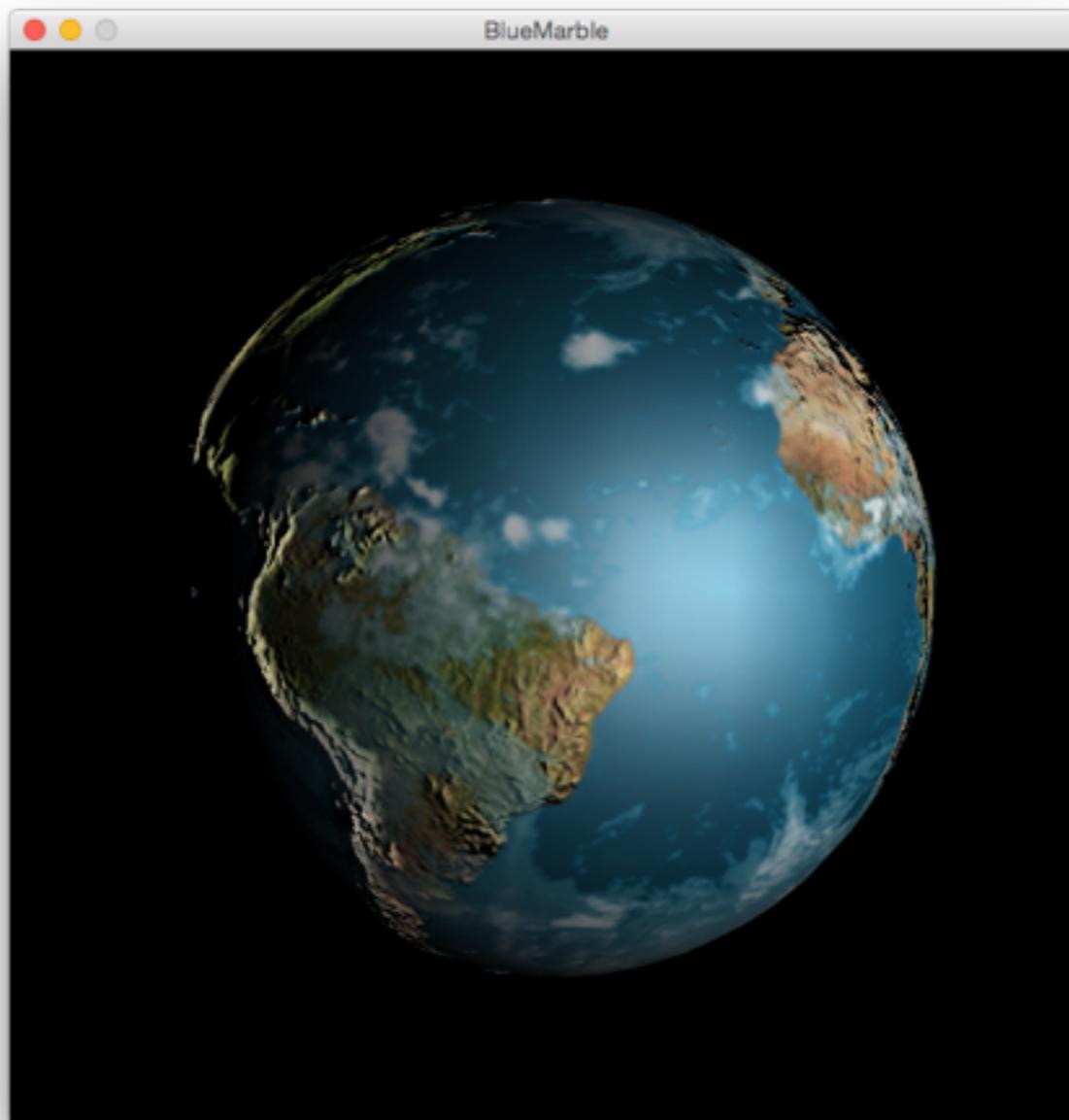


(Más) aplicaciones de shaders

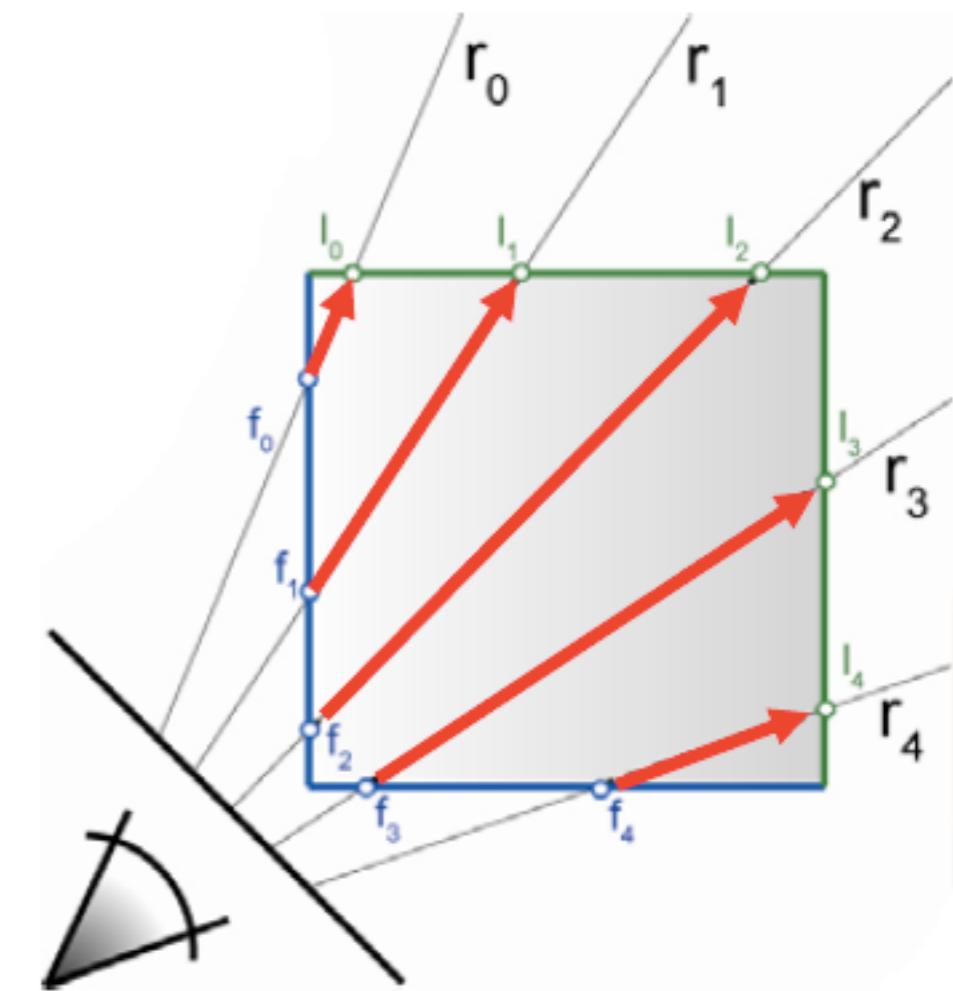
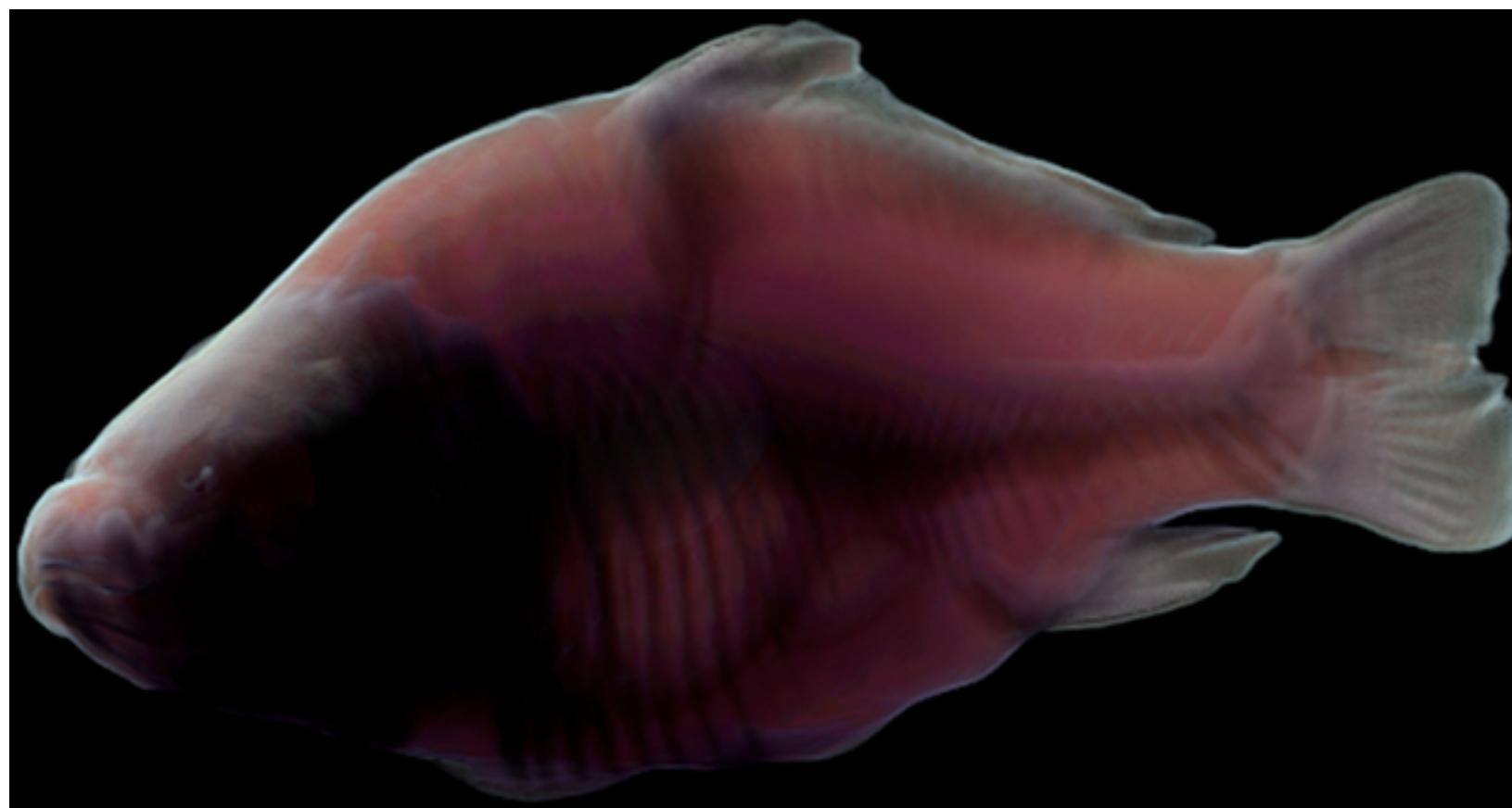


Algoritmos más realistas de iluminación



<http://learningthreejs.com/blog/2013/09/16/how-to-make-the-earth-in-webgl/>

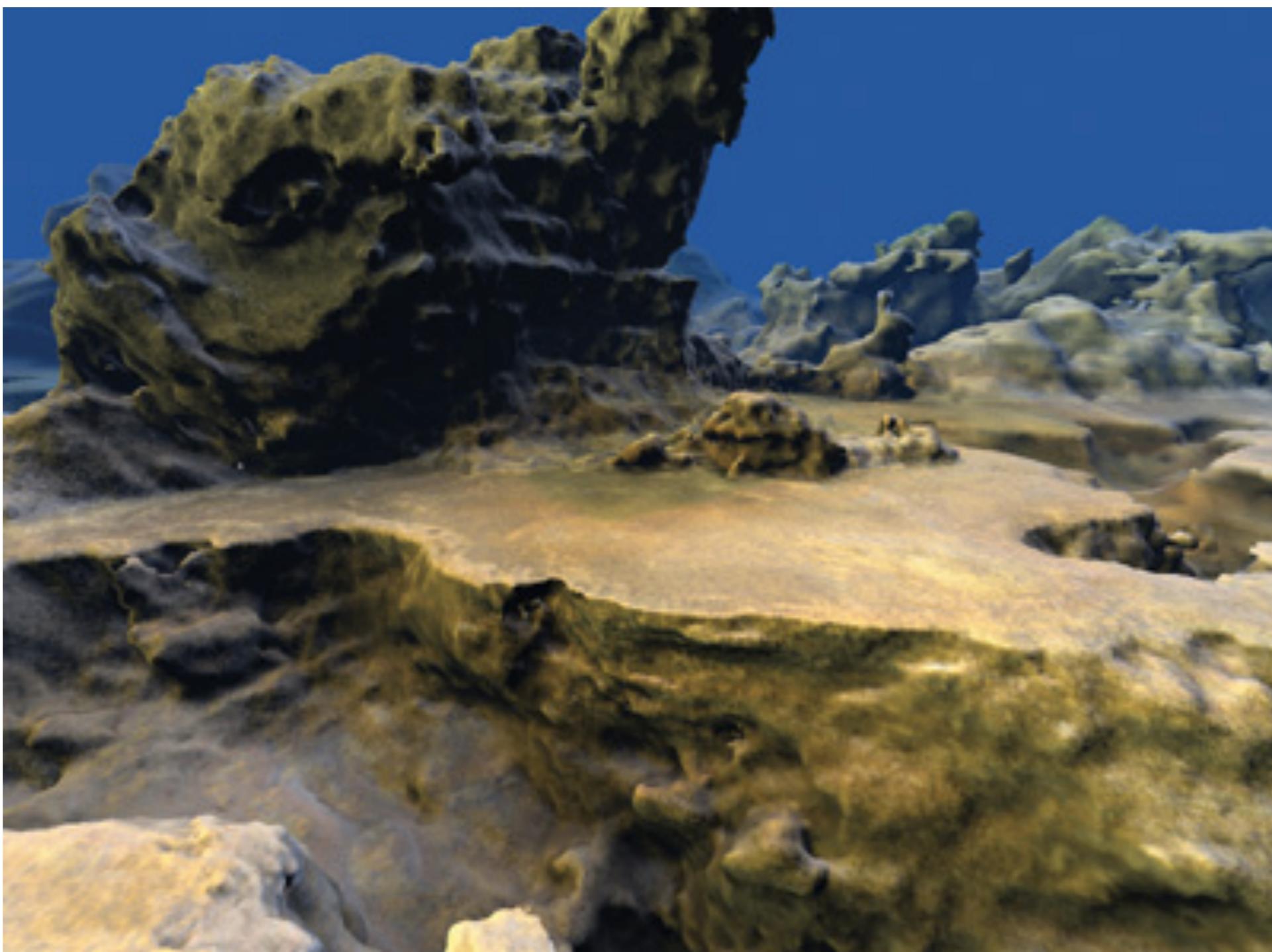
Render volumétrico



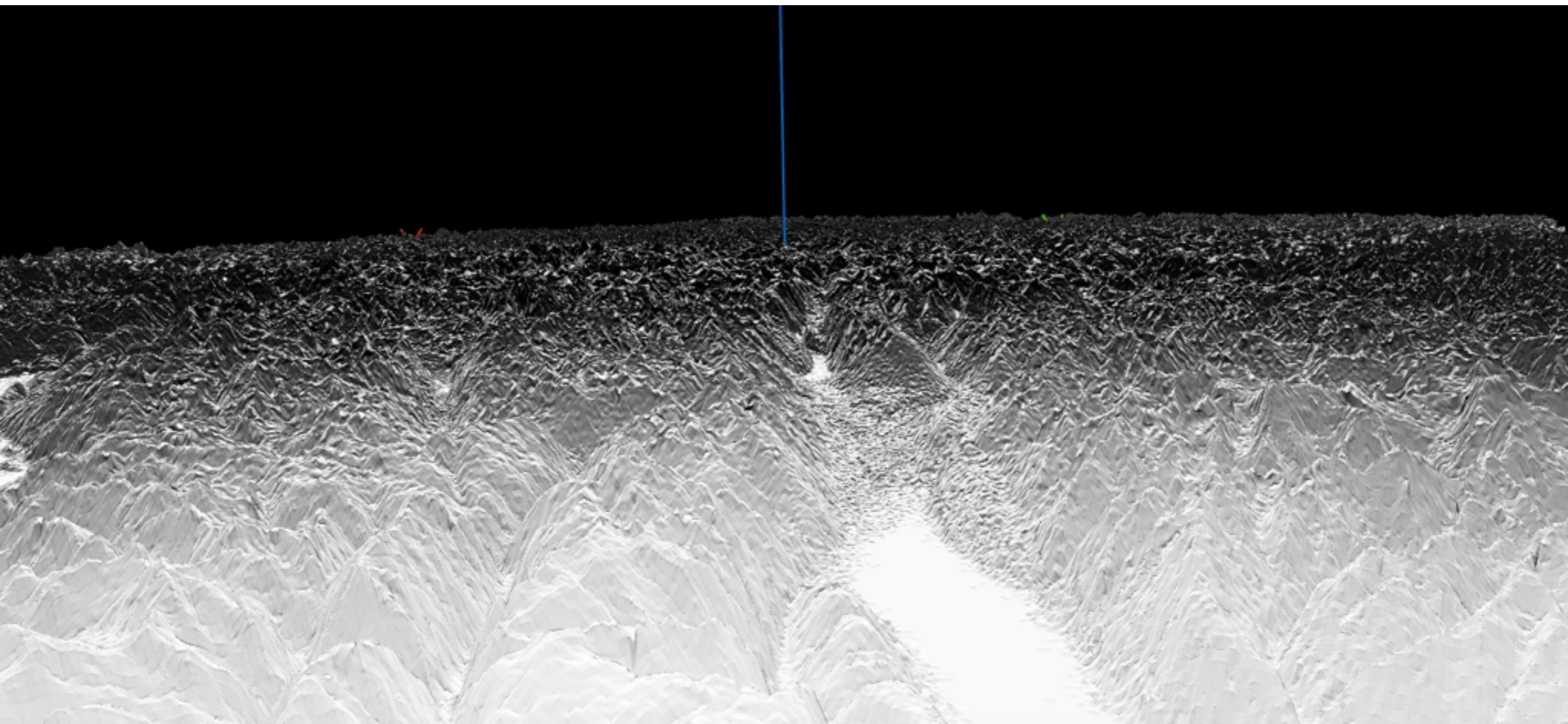
http://http.developer.nvidia.com/GPUGems/gpugems_ch39.html

<http://prideout.net/blog/?p=60>

Generación de terrenos

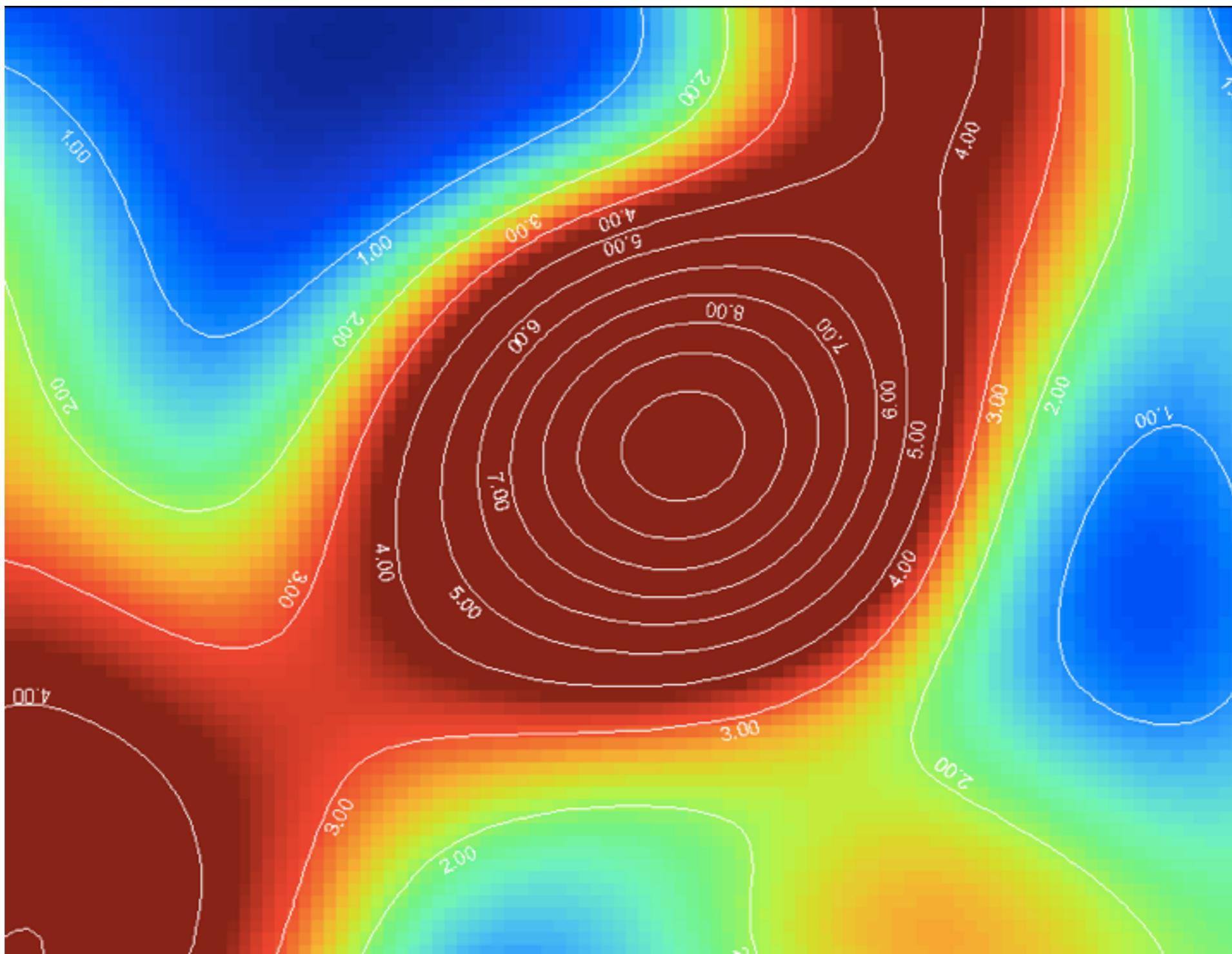


Con shaders de teselación



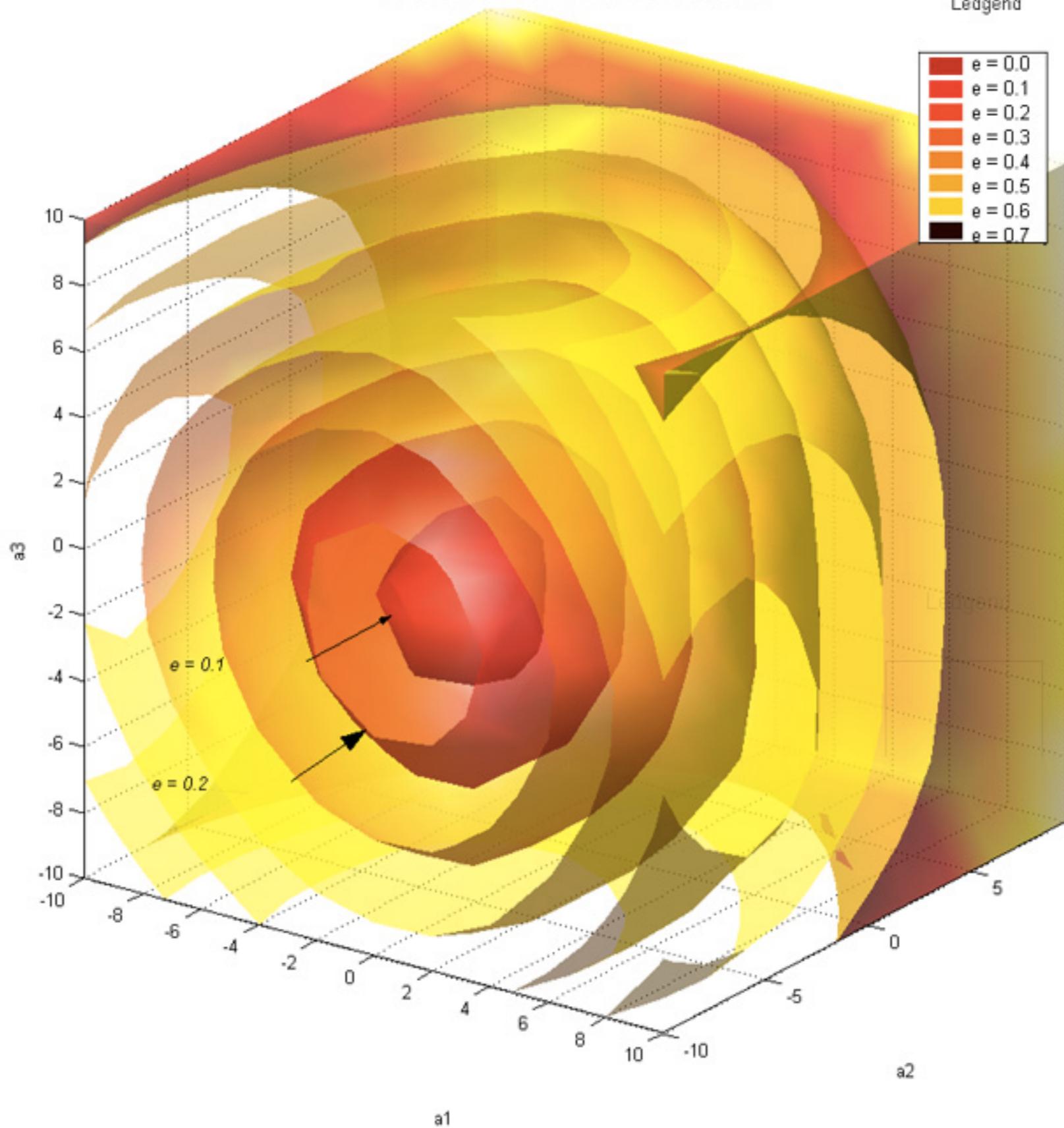
<http://codeflow.org/entries/2010/nov/07/opengl-4-tessellation/>

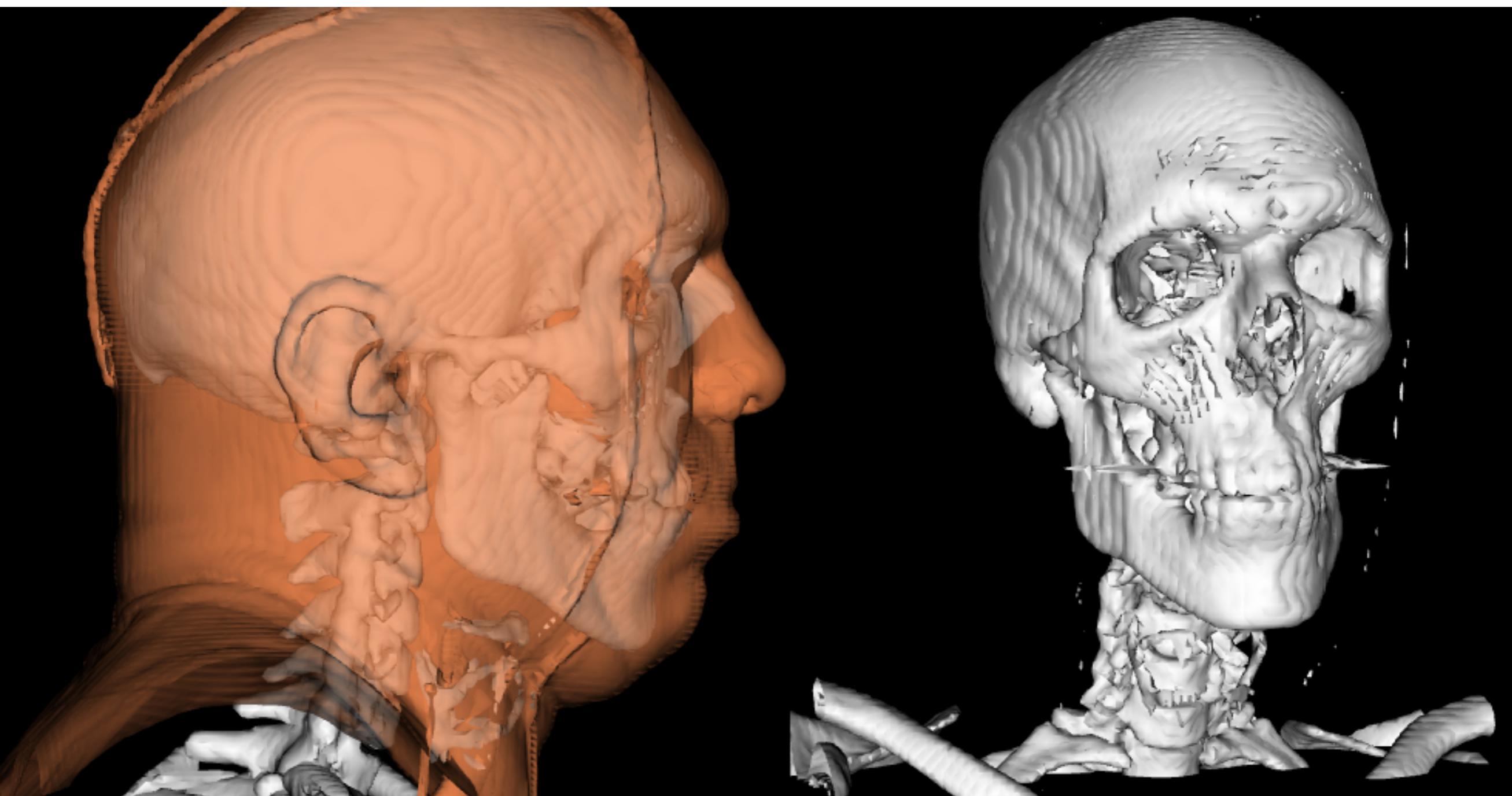
Métodos implícitos para generar superficies



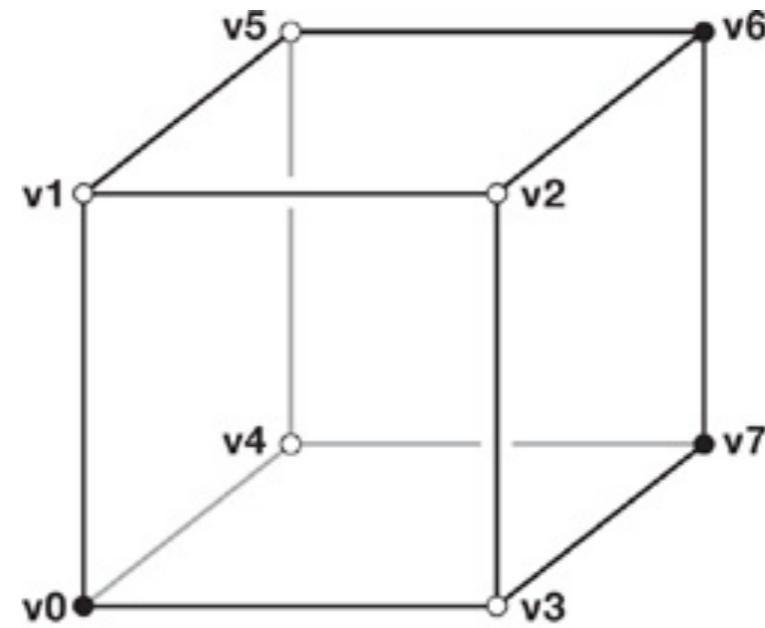
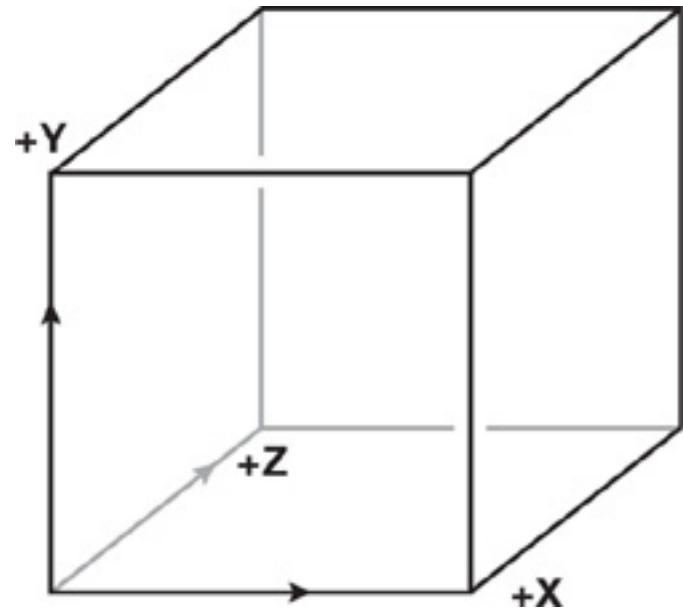
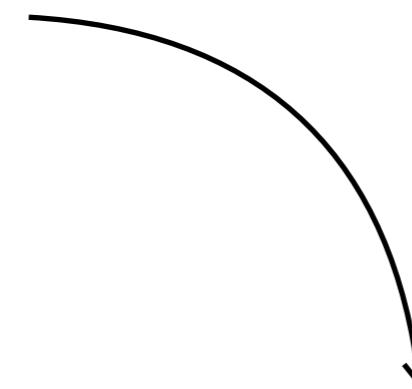
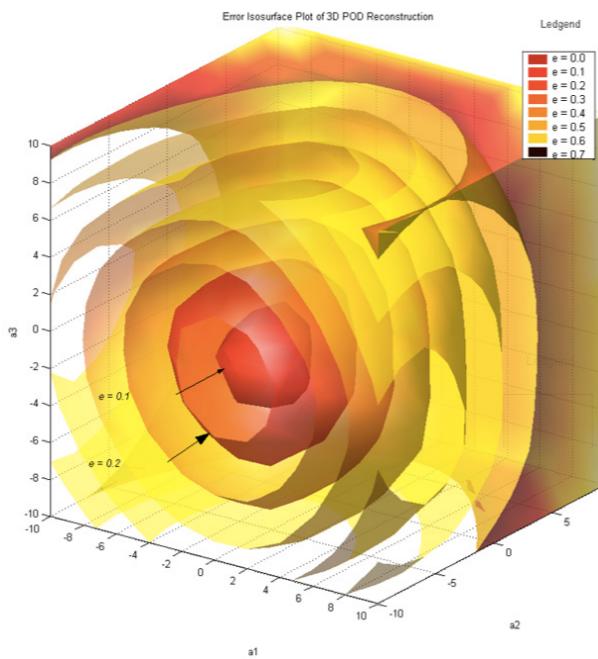
Error Isosurface Plot of 3D POD Reconstruction

Legend

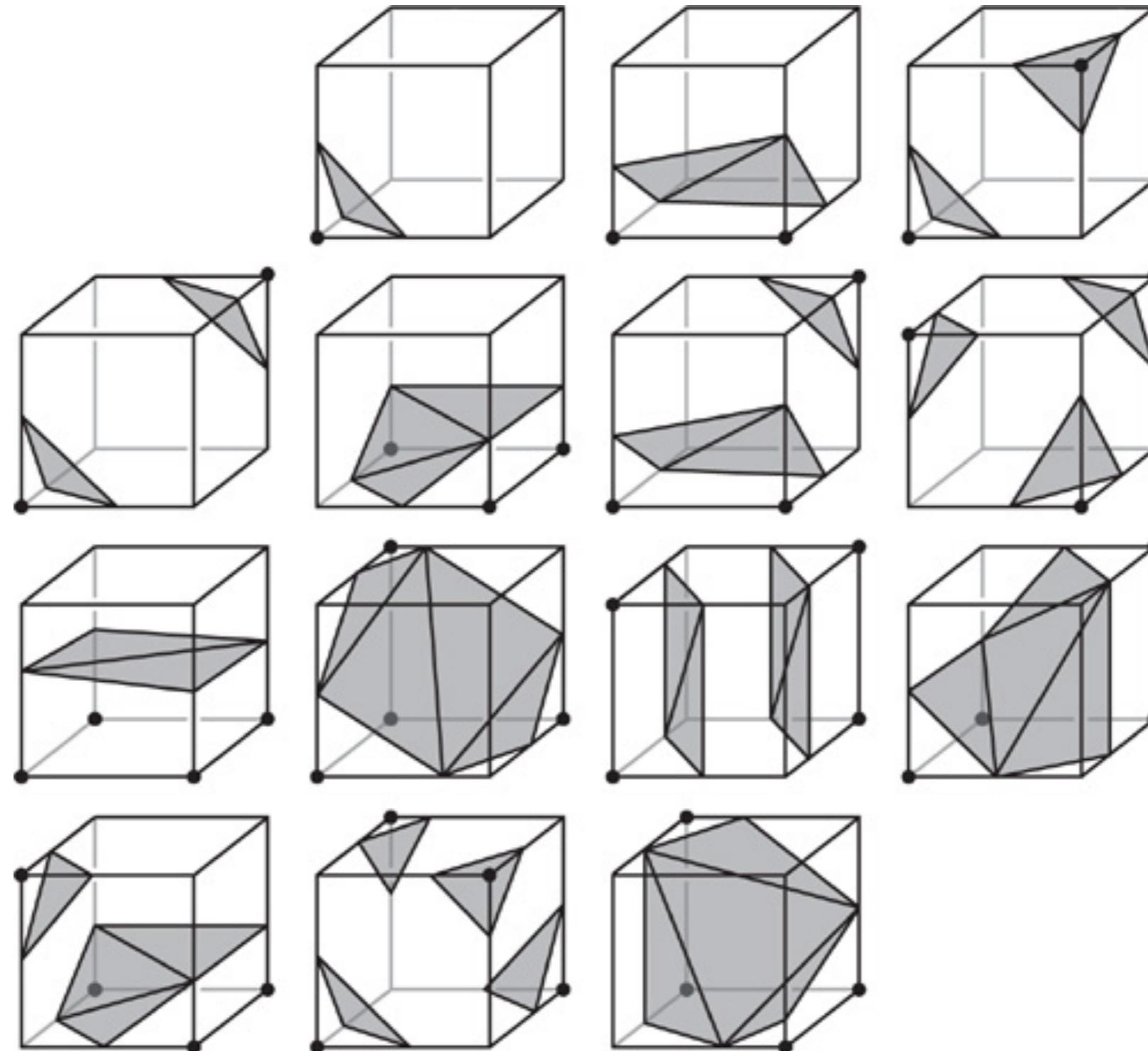




El algoritmo de Marching Cubes (1987)



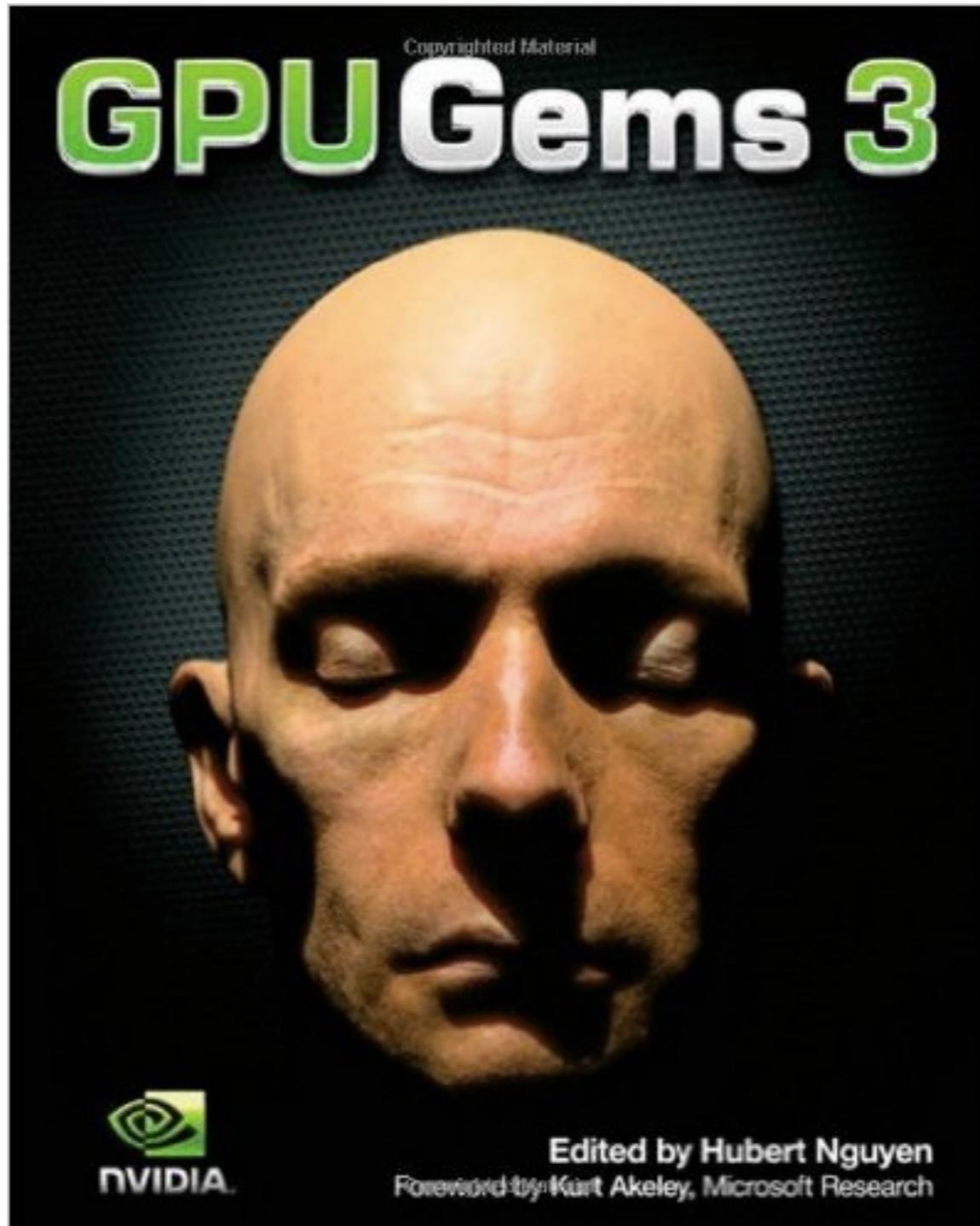
Case = v7|v6|v5|v4|v3|v2|v1|v0
= 11000001
= 193



http://http.developer.nvidia.com/GPUGems3/gpugems3_ch01.html

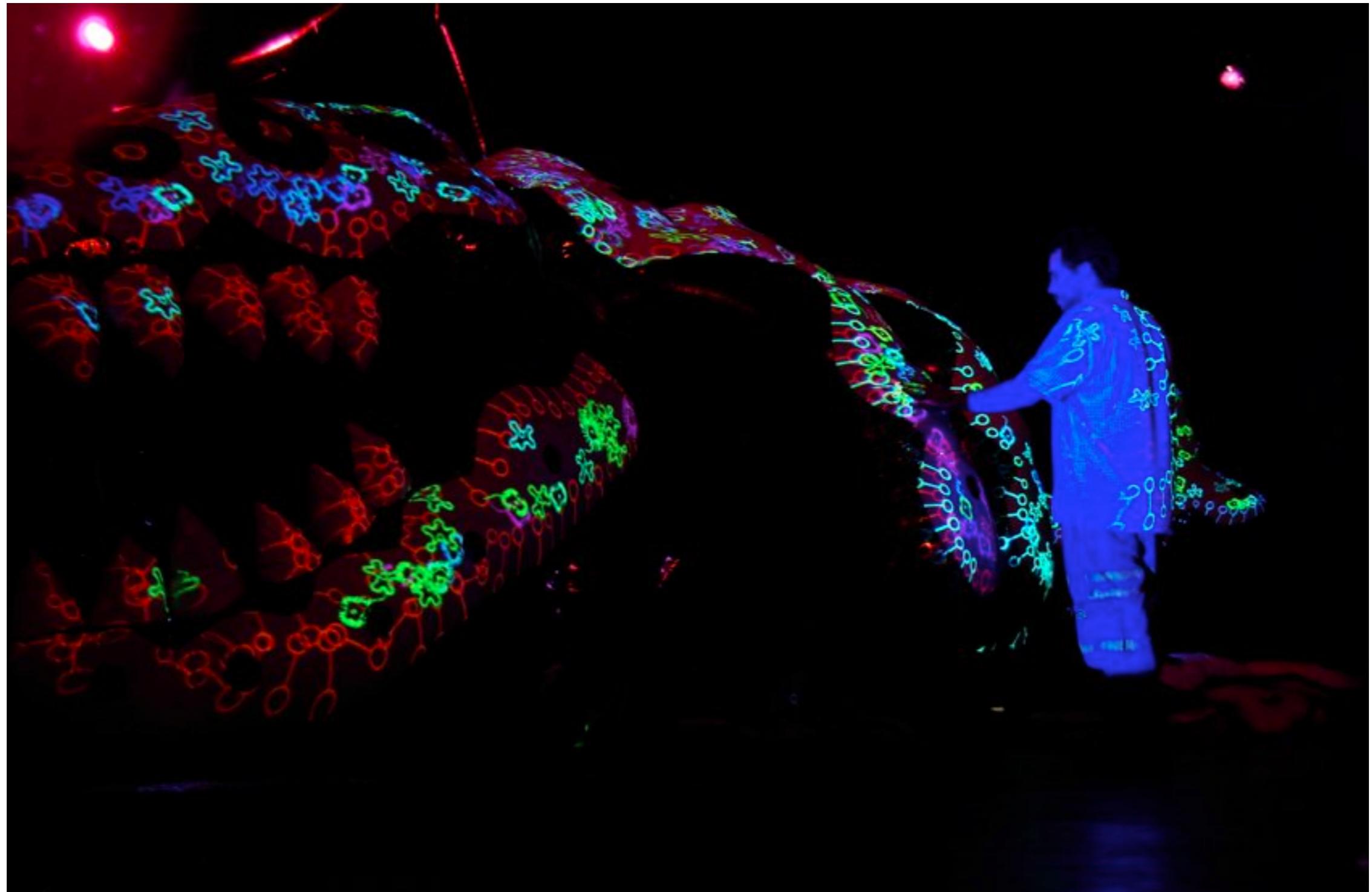
Algunas bibliotecas en Processing para geometría computacional:

- HE_Mesh (<http://www.wblut.com/>)
- Computational Geometry
- toxiclibs (<http://toxiclibs.org/>)



<http://developer.nvidia.com/object/gpu-gems-3.html>

Grupo Biopus (Emiliano Causa, Matias Costas)



<http://biopus.com.ar/>

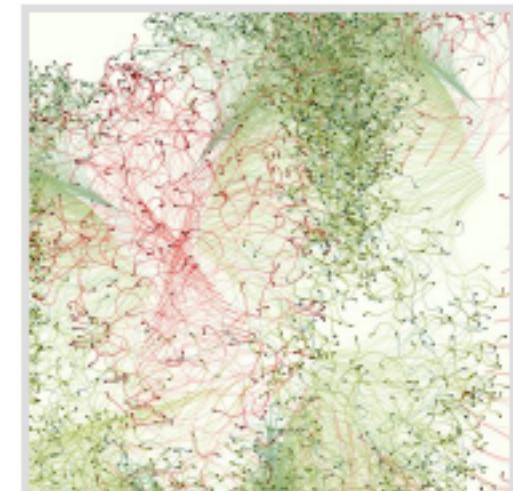
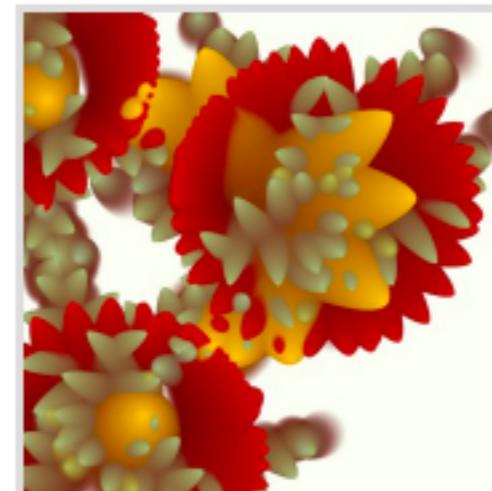
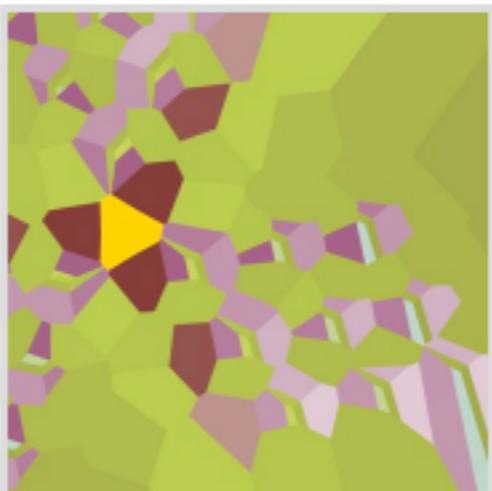
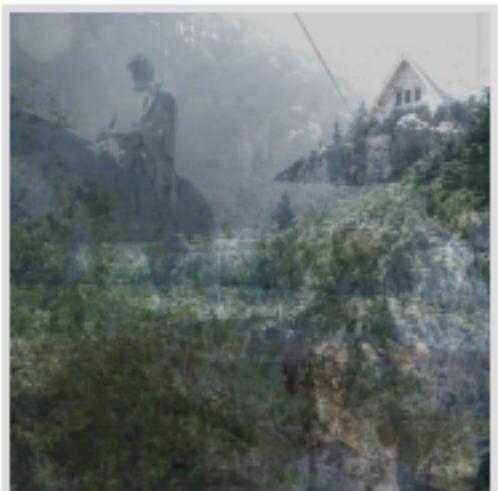
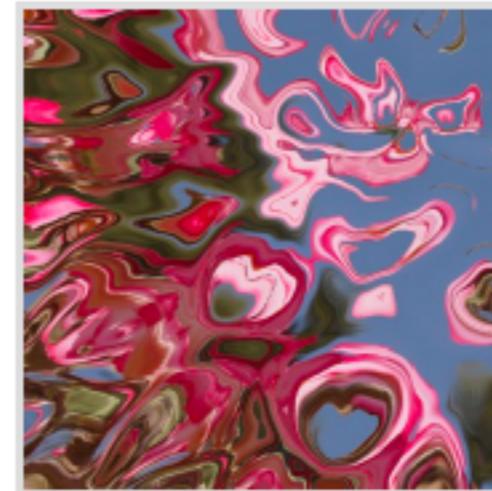
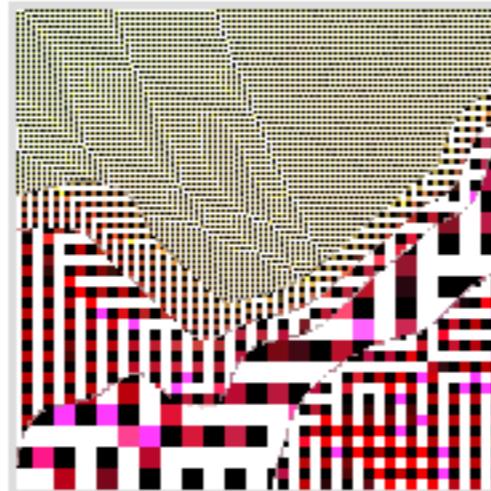
<http://www.estudio.biopus.com.ar/>

El Jardin de las Historias, Biopus



<http://cargocollective.com/auzal/el-jardin-de-las-historias>

Leonardo Solaas



<http://www.solaas.com.ar/>



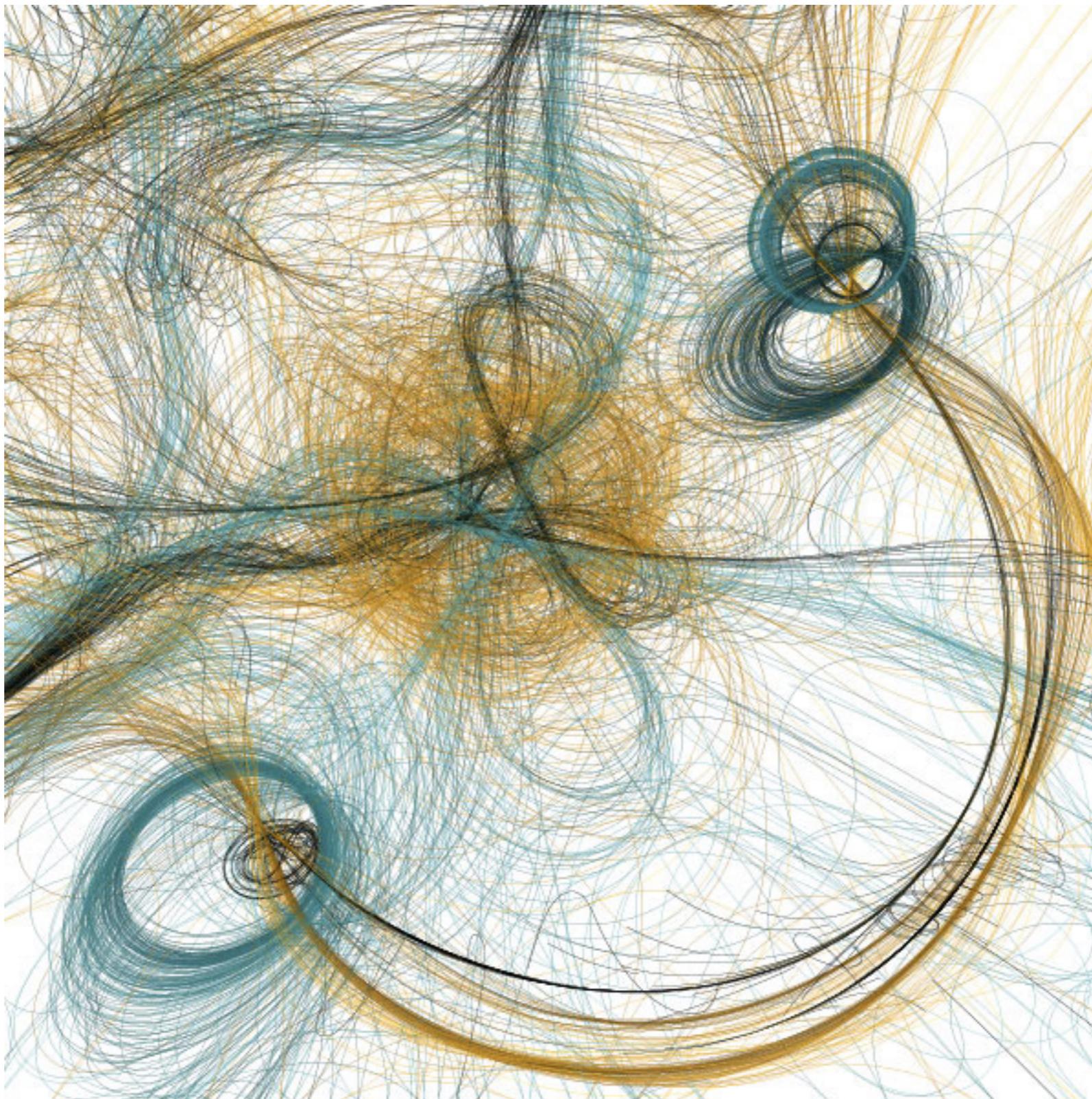
Casey Reas <http://reas.com/>

Ben Fry <http://benfry.com/>, <https://fathom.info/>

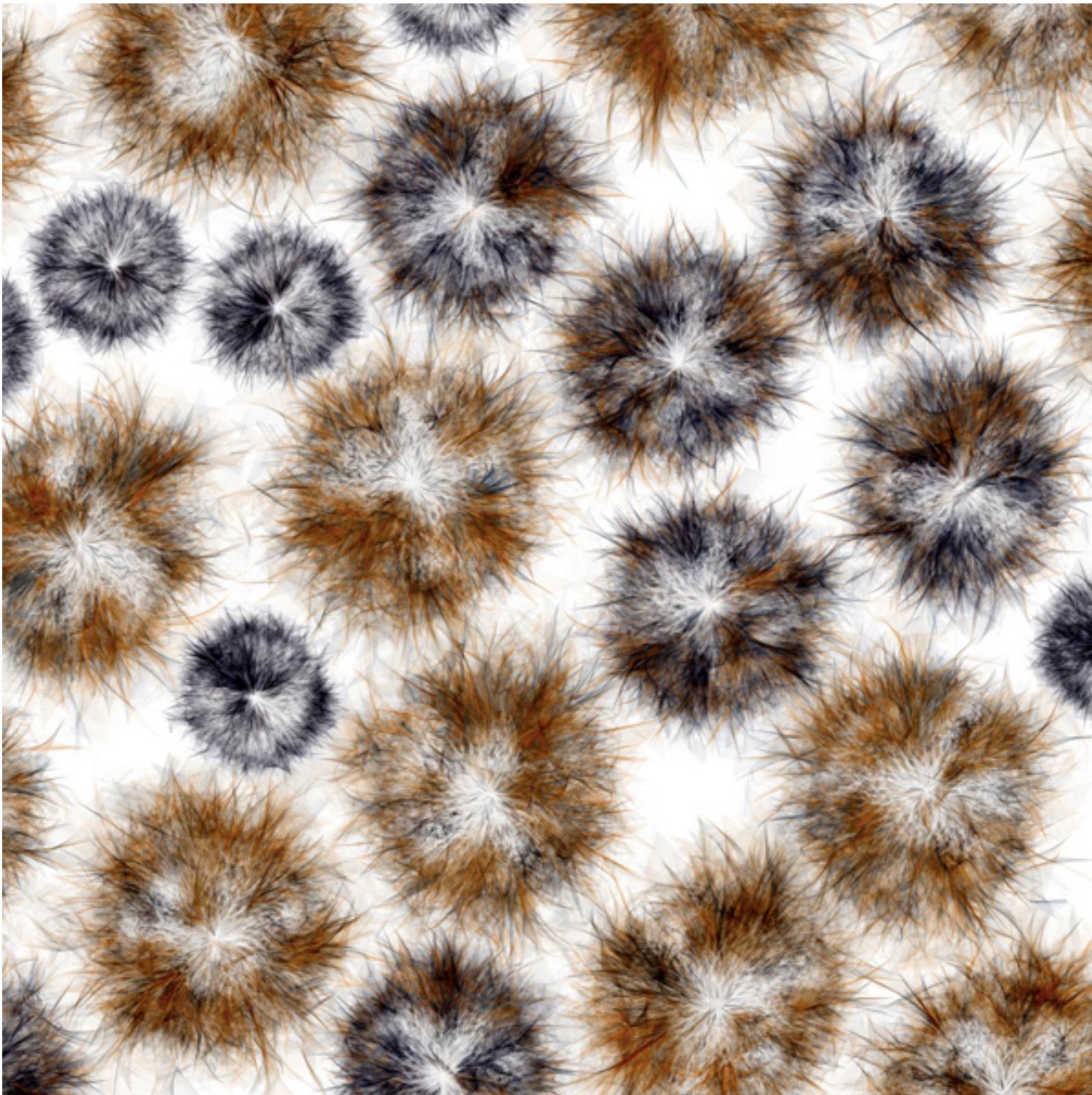
How to Draw with Code, entrevista a Casey Reas



https://www.youtube.com/watch?v=_8DMEHxOLQE



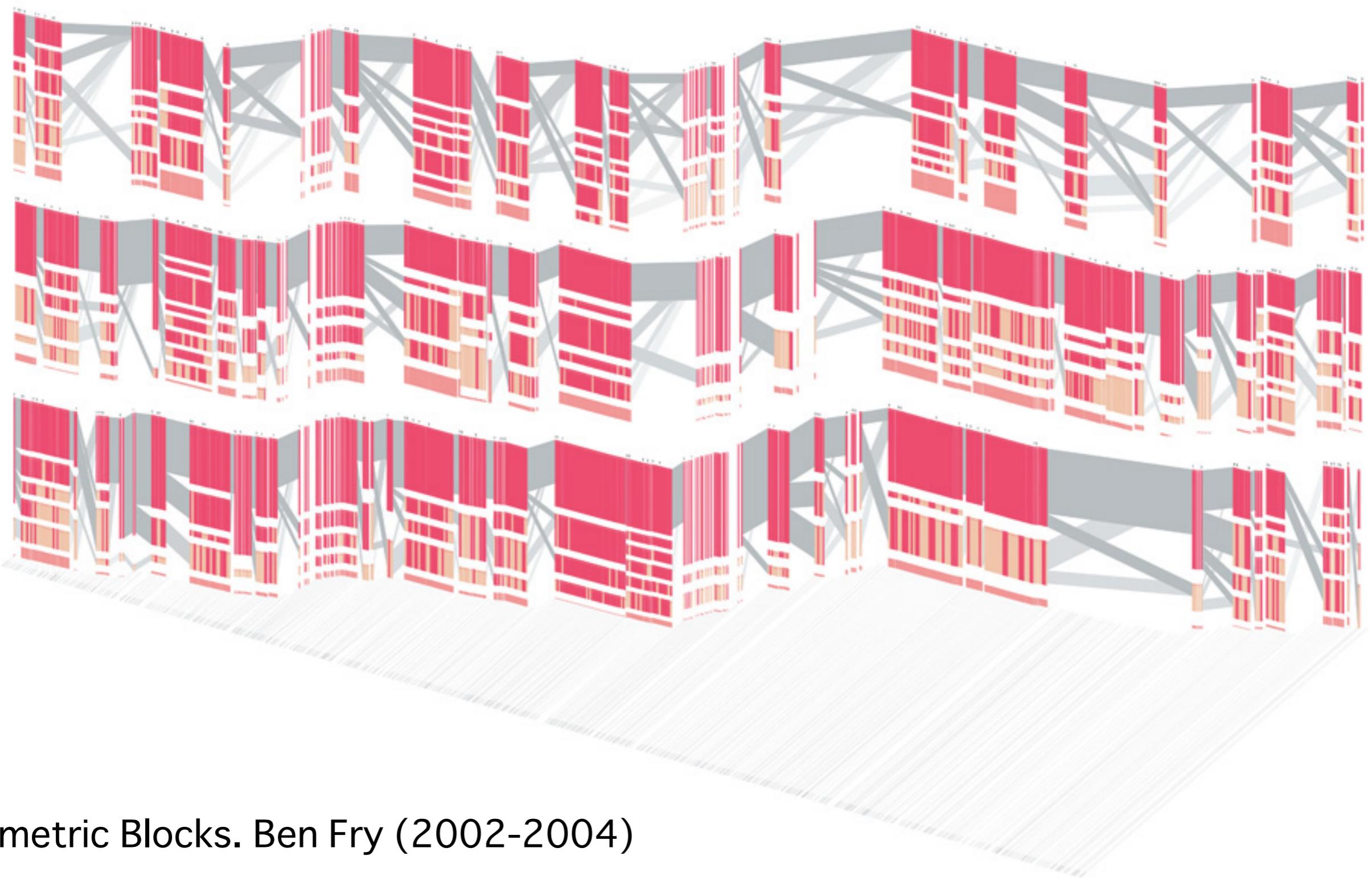
Path 00. Casey Reas (2001)



Process 6. Casey Reas (2005)



Valence. Ben Fry (1999-2002)

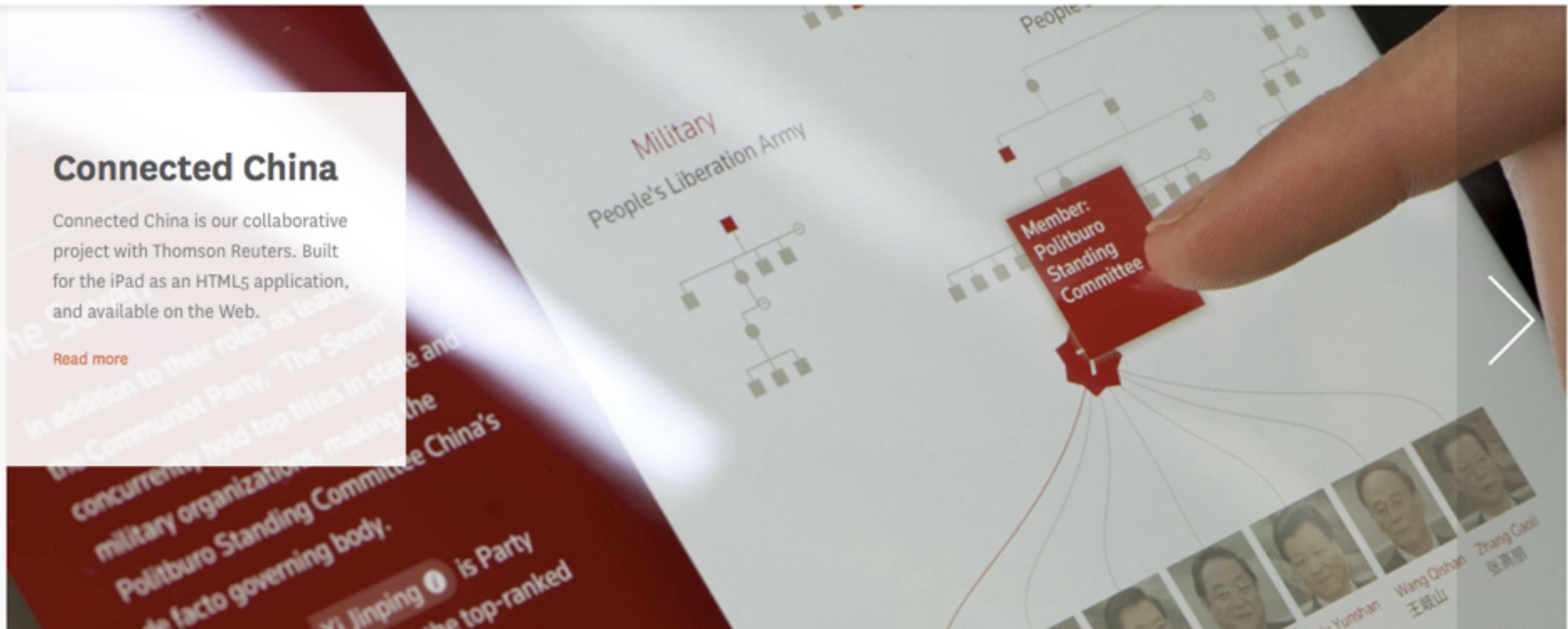


Isometric Blocks. Ben Fry (2002-2004)

Fathom Information Design

Fathom

Projects Notebook About Careers Contact



About Fathom

Fathom Information Design, in Boston, MA, works with clients to explain complex data through interactive tools and software for mobile devices, the web, and large format installations. Founded in 2010 by Ben Fry, Fathom

<https://fathom.info/>

<https://fathom.info/projects/>

<http://www.nationalgeographic.com/what-the-world-eats/>

<http://measure.fathom.info>

<http://china.fathom.info/>

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<http://fyprocessing.tumblr.com/>

<http://www.complexification.net/>

<https://www.openprocessing.org/>

<http://inconvergent.net/>

¡Muchas Gracias!

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andres.colubri@gmail.com