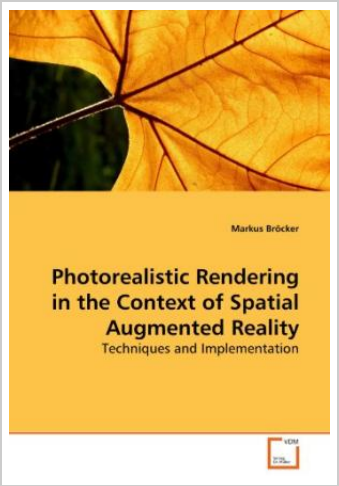

Photorealistic Rendering in the Context of Spatial Augmented Reality

By Bröcker, Markus

Condition: New. Publisher/Verlag: VDM Verlag Dr. Müller | Techniques and Implementation | Spatial Augmented Reality tries to enhance the physical world with realtime graphical information. Instead of using a dedicated display, the environment itself acts as the projective surface. There are many applications and uses for such a technology, ranging from early prototyping to entertainment. The work described in this book brings together Spatial Augmented Reality and modern, programmable shader-based computer graphics. Rendering pipelines, material systems and high-dynamic range rendering are core parts of this work. The goal is realtime photorealistic images created with a projector- based rendering system. | Format: Paperback | Language/Sprache: english | 180 gr | 128 pp.

Reviews

Great eBook and useful one. it was actually writtern really completely and useful. You are going to like the way the article writer publish this publication.
-- ***Prof. Ernestine Emard***

Merely no words to clarify. I could comprehended almost everything using this published e publication. It is extremely difficult to leave it before concluding, once you begin to read the book.
-- ***Lori Terry***