

Part 6

All good things come to an end...

(Bad ones, too)

Subject: Mobile Graphics

- **All you need to know to get an introduction to the field of mobile graphics:**
 - Scope and definition of “mobile graphics”
 - Brief overview of current trends in terms of available hardware architectures and research apps built on top of them
 - Quick overview of development environments
 - Rendering, with focus on rendering massive/complex surface and volume models
 - Capture, with focus on data fusion techniques

Contacts (in alphabetical order)

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Funding...



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Projects VIGEC / VIDEOLAB**



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Thanks for your attention!

Q&A NOW (TIME PERMITTING...)

More information...



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