



Photorealistic Rendering in the Context of Spatial Augmented Reality

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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.



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