

Graphische Datenverarbeitung - Projekte SS 2013

[CoGVis/MMC]

www.uni-weimar.de/medien/cg

April 3, 2013

- Lectures
 - Computer Animation (M.Sc.)
 - Start: Wednesday , 10.04.13 11:00; SR 015, B11
 - Fundamentals of Imaging (M.Sc.)
 - Start: Tuesday ,09.04.13 13:30; SR 014, B11
- Projects (lab and research)
 - Quality Assessment and Perception
 - TreeHugger V
- www.uni-weimar.de/medien/cg

Project: TreeHugger



tReesearch

Simulation of trees

Rendering of trees

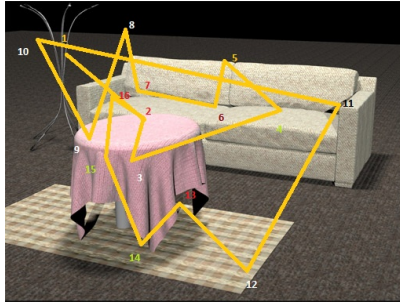
Modelling of trees

Project: TreeHugger



- C++ / OpenGL / Qt
- Rule driven plant growth (L-System vs. Particle System)
- Self-Illumination / Shadows Displacement Mapping
- Physics (Rigid body vs. Euler-Bernoulli-Beam-Model)
- Wind simulation (Navier-Stokes)
- Light in a tree

Project: Quality Assessment and Perception



- requirements / tools:
 - OpenCV
 - C++
 - eye-tracking
 - OpenGL

The end

- Hoping to see plenty of you
- For more Infos see:
<http://www.uni-weimar.de/medien/cg>