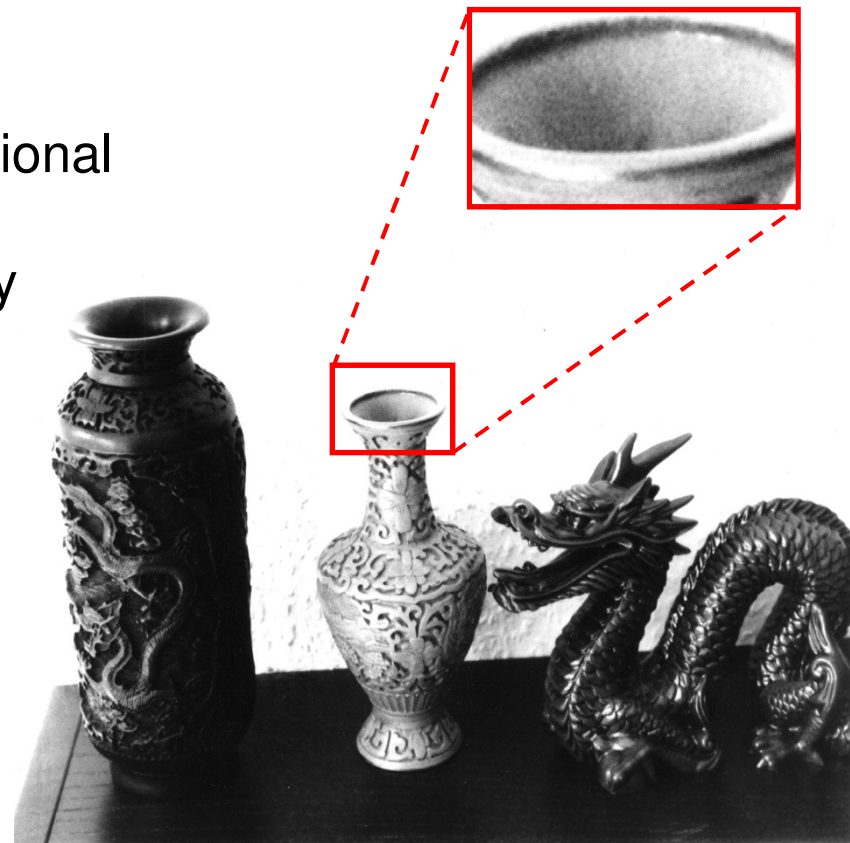
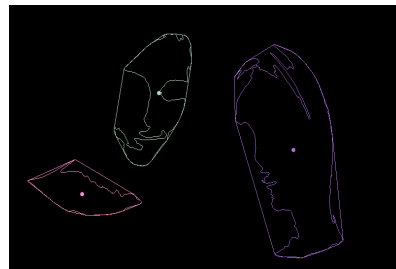


Perception and Analysis of Quality in Images

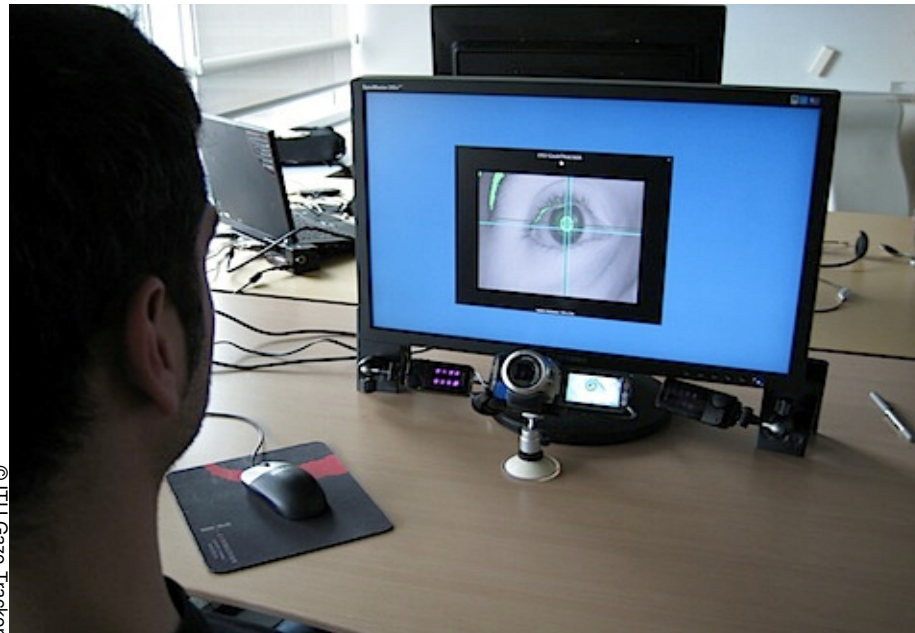
M. Sc. Banafsheh Azari,
CoGVis/MMC, Faculty of Media
Bauhaus-University Weimar

Image quality assessment

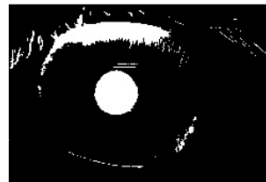
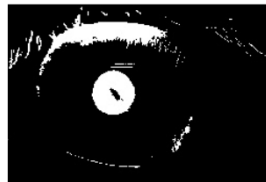
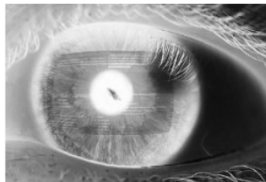
- Determination of parameters indicating image quality.
- Quality evaluation from functional analysis
- Automatic definition of quality measures.



Develop an eye tracker using normal webcams

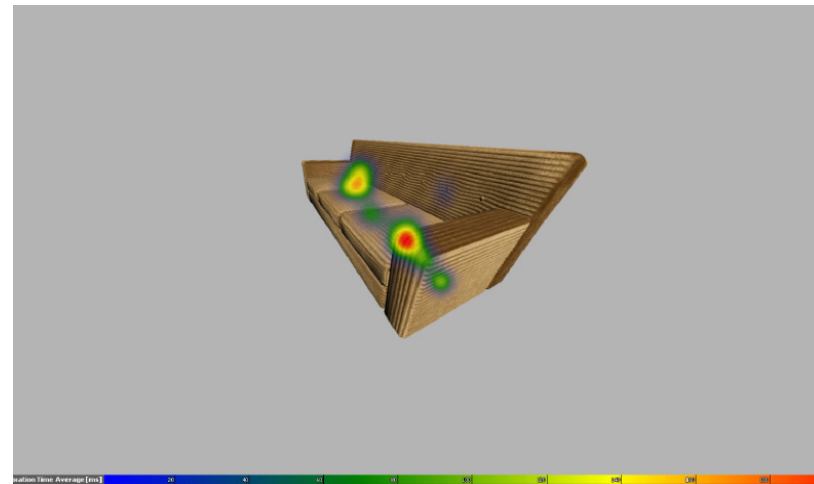
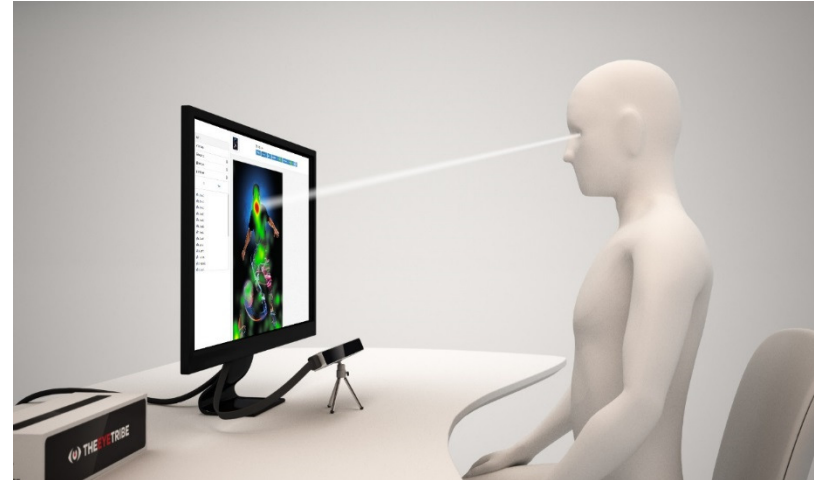


© ITU Gaze Tracker



Perception of Image Quality

- Experiments with high quality renderings
- Where do people look?
- When do they perceive quality?
- How long does it take?



TreeHugger - Genesis



tResearch

Simulation of trees

Rendering of trees

Modelling of trees

TreeHugger - Genesis



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

TreeHugger - Genesis

Orga

- 3 weeks: tReesearch / get into the code
- 2 weeks: more tReesearch / talk
- 8 weeks: coding
- summaery
- after summaery: documentation

Thank you

- Thank you for your attention
- Some more information:
banafsheh.azari [at] uni-weimar.de
<http://uni-weimar.de/medien/cg>

End

+++ Ende - The end - Finis - Fin - Fine +++ Ende - The end - Finis - Fin - Fine +++