

Ares Lagae

Wang Tiles in Computer Graphics

Wang Tiles In Computer Graphics Ares Lagae

**Tobias Preusser, Robert M.
Kirby, Torben Pätz**



Wang Tiles In Computer Graphics Ares Lagae:

Wang Tiles in Computer Graphics Ares Lagae, 2022-06-01 Many complex signals in computer graphics such as point distributions and textures cannot be efficiently synthesized and stored. This book presents tile based methods based on Wang tiles and corner tiles to solve both these problems. Instead of synthesizing a complex signal when needed, the signal is synthesized beforehand over a small set of Wang tiles or corner tiles. Arbitrary large amounts of that signal can then efficiently be generated when needed by generating a stochastic tiling and storing only a small set of tiles. This reduces storage requirements. A tile based method for generating a complex signal consists of a method for synthesizing the signal over a set of Wang tiles or corner tiles and a method for generating a stochastic tiling using the set of tiles. The method for generating a stochastic tiling using the set of tiles is independent of the signal. This book covers scanline stochastic tiling algorithms and direct stochastic tiling algorithms for Wang tiles and corner tiles. The method for synthesizing the signal over a set of tiles is dependent on the signal. This book covers tile based methods for texture synthesis and for generating Poisson disk distributions. This book also explores several applications such as tile based texture mapping and procedural modeling and texturing. Although the methods for constructing a complex signal over a set of Wang tiles or corner tiles are dependent on the signal, the general idea behind these methods generalizes to other kinds of signals. The methods presented in this book therefore have the potential to make the generation and storage of almost any complex signal efficient.

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Tiles in Computer Graphics Ares Lagae, 2009-05-08 Many complex signals in computer graphics such as point distributions and textures cannot be efficiently synthesized and stored. This book presents tile based methods based on Wang tiles and corner tiles to solve both these problems. Instead of synthesizing a complex signal when needed, the signal is synthesized beforehand over a small set of Wang tiles or corner tiles. Arbitrary large amounts of that signal can then efficiently be generated when needed by generating a stochastic tiling and storing only a small set of tiles. This reduces storage requirements. A tile based method for generating a complex signal consists of a method for synthesizing the signal over a set of Wang tiles or corner tiles and a method for generating a stochastic tiling using the set of tiles. The method for generating a stochastic tiling using the set of tiles is independent of the signal. This book covers scanline stochastic tiling algorithms and direct stochastic tiling algorithms for Wang tiles and corner tiles. The method for synthesizing the signal over a set of tiles is dependent on the signal. This book covers tile based methods for texture synthesis and for generating Poisson disk distributions. This book also explores several applications such as tile based texture mapping and procedural modeling and texturing. Although the methods for constructing a complex signal over a set of Wang tiles or corner tiles are dependent on the signal, the general idea behind these methods generalizes to other kinds of signals. The methods presented in this book therefore have the

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Introductory Tiling Theory for Computer Graphics Craig Kaplan, 2022-06-01 Tiling theory is an elegant branch of mathematics that has applications in several areas of computer science The most immediate application area is graphics where tiling theory has been used in the contexts of texture generation sampling theory remeshing and of course the generation of decorative patterns The combination of a solid theoretical base complete with tantalizing open problems practical algorithmic techniques and exciting applications make tiling theory a worthwhile area of study for practitioners and students in computer science This synthesis lecture introduces the mathematical and algorithmic foundations of tiling theory to a computer graphics audience The goal is primarily to introduce concepts and terminology clear up common misconceptions and state and apply important results The book also describes some of the algorithms and data structures that allow several aspects of tiling theory to be used in practice

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Cloth Simulation for Computer Graphics Tuur Stuyck, 2022-06-01 Physics based animation is commonplace in animated feature films and even special effects for live action movies Think about a recent movie and there will be some sort of special effects such as explosions or virtual worlds Cloth simulation is no different and is ubiquitous because most virtual characters hopefully wear some sort of clothing The focus of this book is physics based cloth simulation We start by providing background information and discuss a range of applications This book provides explanations of multiple cloth simulation techniques More specifically we start with the most simple explicitly integrated mass spring model and gradually work our way up to more complex and commonly used implicitly integrated continuum techniques in state of the art implementations We give an intuitive explanation of the techniques and give additional information on how to efficiently implement them on a computer This book discusses explicit and implicit integration schemes for cloth simulation modeled with mass spring systems In addition to this simple model we explain the more advanced continuum inspired cloth model introduced in the seminal work of Baraff and Witkin 1998 This method is commonly used in industry We also explain recent work by Liu et al 2013 that provides a technique to obtain fast simulations In addition to these simulation approaches we discuss how cloth simulations can be art directed for stylized animations based on the work of Wojan et al 2016

Controllability is an essential component of a feature animation film production pipeline We conclude by pointing the reader to more advanced techniques

Information Theory Tools for Computer Graphics Mateu Sbert, Miquel Feixas, Jaume Rigau, Miquel Chover, Ivan Viola, 2022-06-01 Information theory IT tools widely used in scientific fields such as engineering physics genetics neuroscience and many others are also emerging as useful transversal tools in computer graphics In this book we present the basic concepts of IT and how they have been applied to the graphics areas of radiosity adaptive ray

tracing shape descriptors viewpoint selection and saliency scientific visualization and geometry simplification Some of the approaches presented such as the viewpoint techniques are now the state of the art in visualization Almost all of the techniques presented in this book have been previously published in peer reviewed conference proceedings or international journals Here we have stressed their common aspects and presented them in an unified way so the reader can clearly see which problems IT tools can help solve which specific tools to use and how to apply them A basic level of knowledge in computer graphics is required but basic concepts in IT are presented The intended audiences are both students and practitioners of the fields above and related areas in computer graphics In addition IT practitioners will learn about these applications

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Mathematical Basics of Motion and Deformation in Computer Graphics, Second Edition Ken Anjyo, Hiroyuki Ochiai, 2022-06-01 This synthesis lecture presents an intuitive introduction to the mathematics of motion and deformation in computer graphics Starting with familiar concepts in graphics such as Euler angles quaternions and affine transformations we illustrate that a mathematical theory behind these concepts enables us to develop the techniques for efficient effective creation of computer animation This book therefore serves as a good guidepost to mathematics differential geometry and Lie theory for students of geometric modeling and animation in computer graphics Experienced developers and researchers will also benefit from this book since it gives a comprehensive overview of mathematical approaches that are particularly useful in character modeling deformation and animation

[Virtual Material Acquisition and Representation for Computer Graphics](#) Dar'ya Guarnera, Giuseppe Claudio Guarnera, 2022-05-31 This book provides beginners in computer graphics and related fields a guide to the concepts models and technologies for realistic rendering of material appearance It provides a complete and thorough overview of reflectance models and acquisition setups along with providing a selection of the available tools to explore visualize and render the reflectance data Reflectance models are under continuous development since there is still no straightforward solution for general material representations Every reflectance model is specific to a class of materials Hence each has strengths and weaknesses which the book highlights in order to help the reader choose the most suitable model for any purpose The overview of the acquisition setups will provide guidance to a reader who needs to acquire virtual materials and will help them to understand which measurement setup can be useful for a particular purpose while taking into account the performance and the expected cost derived from the required components The book also describes several recent open source software solutions useful for visualizing and manipulating a wide variety of reflectance models and data

Mathematical Basics of Motion and Deformation in Computer Graphics Ken Anjyo, Hiroyuki Ochiai, 2014-10-22 This synthesis lecture presents an intuitive introduction to the mathematics of motion and deformation in computer graphics Starting with familiar concepts in graphics such as Euler angles quaternions

and affine transformations we illustrate that a mathematical theory behind these concepts enables us to develop the techniques for efficient effective creation of computer animation This book therefore serves as a good guidepost to mathematics differential geometry and Lie theory for students of geometric modeling and animation in computer graphics Experienced developers and researchers will also benefit from this book since it gives a comprehensive overview of mathematical approaches that are particularly useful in character modeling deformation and animation Table of Contents Preface Symbols and Notations Introduction Rigid Transformation Affine Transformation Exponential and Logarithm of Matrices 2D Affine Transformation between Two Triangles Global 2D Shape Interpolation Parametrizing 3D Positive Affine Transformations Further Readings Bibliography Authors Biographies *Gazing at Games* Veronica Sundstedt, 2022-05-31 Eye tracking is a process that identifies a specific point in both space and time that is being looked at by the observer This information can also be used in real time to control applications using the eyes Recent innovations in the video game industry include alternative input modalities to provide an enhanced more immersive user experience In particular eye gaze control has recently been explored as an input modality in video games This book is an introduction for those interested in using eye tracking to control or analyze video games and virtual environments Key concepts are illustrated through three case studies in which gaze control and voice recognition have been used in combination to control virtual characters and applications The lessons learned in the case studies are presented and issues relating to incorporating eye tracking in interactive applications are discussed The reader will be given an introduction to human visual attention eye movements and eye tracking technologies Previous work in the field of studying fixation behavior in games and using eye tracking for video game interaction will also be presented The final chapter discusses ideas for how this field can be developed further to create richer interaction for characters and crowds in virtual environments Alternative means of interaction in video games are especially important for disabled users for whom traditional techniques such as mouse and keyboard may be far from ideal This book is also relevant for those wishing to use gaze control in applications other than games Table of Contents Introduction The Human Visual System Eye Tracking Eye Tracking in Video Games Gaze and Voice Controlled Video Games Case Study I and II Gaze and Voice Controlled Drawing Case Study III Conclusion **Information Theory Tools for Image Processing** Miquel Feixas, Anton Bardera, Jaume Rigau, Qing Xu, 2022-06-01 Information Theory IT tools widely used in many scientific fields such as engineering physics genetics neuroscience and many others are also useful transversal tools in image processing In this book we present the basic concepts of IT and how they have been used in the image processing areas of registration segmentation video processing and computational aesthetics Some of the approaches presented such as the application of mutual information to registration are the state of the art in the field All techniques presented in this book have been previously published in peer reviewed conference proceedings or international journals We have stressed here their common aspects and presented them in an unified way so to make clear to the reader which problems IT tools can help

to solve which specific tools to use and how to apply them The IT basics are presented so as to be self contained in the book The intended audiences are students and practitioners of image processing and related areas such as computer graphics and visualization In addition students and practitioners of IT will be interested in knowing about these applications Table of Contents Preface Acknowledgments Information Theory Basics Image Registration Image Segmentation Video Key Frame Selection Informational Aesthetics Measures Bibliography Authors Biographies Rethinking Quaternions Ron Goldman,2022-05-31 Quaternion multiplication can be used to rotate vectors in three dimensions Therefore in computer graphics quaternions have three principal applications to increase speed and reduce storage for calculations involving rotations to avoid distortions arising from numerical inaccuracies caused by floating point computations with rotations and to interpolate between two rotations for key frame animation Yet while the formal algebra of quaternions is well known in the graphics community the derivations of the formulas for this algebra and the geometric principles underlying this algebra are not well understood The goals of this monograph are to provide a fresh geometric interpretation for quaternions appropriate for contemporary computer graphics based on mass points to present better ways to visualize quaternions and the effect of quaternion multiplication on points and vectors in three dimensions using insights from the algebra and geometry of multiplication in the complex plane to derive the formula for quaternion multiplication from first principles to develop simple intuitive proofs of the sandwiching formulas for rotation and reflection to show how to apply sandwiching to compute perspective projections In addition to these theoretical issues we also address some computational questions We develop straightforward formulas for converting back and forth between quaternion and matrix representations for rotations reflections and perspective projections and we discuss the relative advantages and disadvantages of the quaternion and matrix representations for these transformations Moreover we show how to avoid distortions due to floating point computations with rotations by using unit quaternions to represent rotations We also derive the formula for spherical linear interpolation and we explain how to apply this formula to interpolate between two rotations for key frame animation Finally we explain the role of quaternions in low dimensional Clifford algebras and we show how to apply the Clifford algebra for R^3 to model rotations reflections and perspective projections To help the reader understand the concepts and formulas presented here we have incorporated many exercises in order to clarify and elaborate some of the key points in the text Table of Contents Preface Theory Computation Rethinking Quaternions and Clifford Algebras References Further Reading Author Biography **Stochastic Partial Differential Equations for Computer Vision with Uncertain Data** Tobias Preusser,Robert M. Kirby,Torben Pätz,2022-06-01 In image processing and computer vision applications such as medical or scientific image data analysis as well as in industrial scenarios images are used as input measurement data It is good scientific practice that proper measurements must be equipped with error and uncertainty estimates For many applications not only the measured values but also their errors and uncertainties should be and more and more frequently are taken into

account for further processing This error and uncertainty propagation must be done for every processing step such that the final result comes with a reliable precision estimate The goal of this book is to introduce the reader to the recent advances from the field of uncertainty quantification and error propagation for computer vision image processing and image analysis that are based on partial differential equations PDEs It presents a concept with which error propagation and sensitivity analysis can be formulated with a set of basic operations The approach discussed in this book has the potential for application in all areas of quantitative computer vision image processing and image analysis In particular it might help medical imaging finally become a scientific discipline that is characterized by the classical paradigms of observation measurement and error awareness This book is comprised of eight chapters After an introduction to the goals of the book Chapter 1 we present a brief review of PDEs and their numerical treatment Chapter 2 PDE based image processing Chapter 3 and the numerics of stochastic PDEs Chapter 4 We then proceed to define the concept of stochastic images Chapter 5 describe how to accomplish image processing and computer vision with stochastic images Chapter 6 and demonstrate the use of these principles for accomplishing sensitivity analysis Chapter 7 Chapter 8 concludes the book and highlights new research topics for the future

Geometric Continuity of Curves and Surfaces Przemysław Kiciak, 2022-05-31 This book is written for students CAD system users and software developers who are interested in geometric continuity a notion needed in everyday practice of Computer Aided Design and also a hot subject of research It contains a description of the classical geometric spline curves and a solid theoretical basis for various constructions of smooth surfaces Textbooks on computer graphics usually cover the most basic and necessary information about spline curves and surfaces in order to explain simple algorithms In textbooks on geometric design one can find more details more algorithms and more theory This book teaches how various parts of the theory can be gathered together and turned into constructions of smooth curves and smooth surfaces of arbitrary topology The mathematical background needed to understand this book is similar to what is necessary to read other textbooks on geometric design most of it is basic linear algebra and analysis More advanced mathematical material is introduced using elementary explanations Reading Geometric Continuity of Curves and Surfaces provides an excellent opportunity to recall and exercise necessary mathematical notions and it may be your next step towards better practice and higher understanding of design principles

GPU Ray Tracing in Non-Euclidean Spaces Tiago Novello, Vinícius da Silva, Luiz Velho, 2022-05-31 This book explores the visualization of three dimensional non Euclidean spaces using ray tracing techniques in Graphics Processing Unit GPU This is a trending topic in mathematical visualization that combines the mathematics areas of geometry and topology with visualization concepts of computer graphics Several conditions made this a special moment for such topic On one hand the development of mathematical research computer graphics and algorithms have provided the necessary theoretical framework On the other hand the evolution of the technologies and media allows us to be immersed in three dimensional spaces using Virtual Reality The content of this book serves both experts in the areas

and students Although this is a short book it is self contained since it considers all the ideas motivations references and intuitive explanations of the required fundamental concepts Heterogeneous Spatial Data Giuseppe Patanè, Michela Spagnuolo, 2022-05-31 New data acquisition techniques are emerging and are providing fast and efficient means for multidimensional spatial data collection Airborne LIDAR surveys SAR satellites stereo photogrammetry and mobile mapping systems are increasingly used for the digital reconstruction of the environment All these systems provide extremely high volumes of raw data often enriched with other sensor data e g beam intensity Improving methods to process and visually analyze this massive amount of geospatial and user generated data is crucial to increase the efficiency of organizations and to better manage societal challenges Within this context this book proposes an up to date view of computational methods and tools for spatio temporal data fusion multivariate surface generation and feature extraction along with their main applications for surface approximation and rainfall analysis The book is intended to attract interest from different fields such as computer vision computer graphics geomatics and remote sensing working on the common goal of processing 3D data To this end it presents and compares methods that process and analyze the massive amount of geospatial data in order to support better management of societal challenges through more timely and better decision making independent of a specific data modeling paradigm e g 2D vector data regular grids or 3D point clouds We also show how current research is developing from the traditional layered approach adopted by most GIS softwares to intelligent methods for integrating existing data sets that might contain important information on a geographical area and environmental phenomenon These services combine traditional map oriented visualization with fully 3D visual decision support methods and exploit semantics oriented information e g a priori knowledge annotations segmentations when processing merging and integrating big pre existing data sets Geometric and Discrete Path Planning for Interactive Virtual Worlds Marcelo Kallmann, Mubbasir Kapadia, 2022-05-31 Path planning and navigation are indispensable components for controlling autonomous agents in interactive virtual worlds Given the growing demands on the size and complexity of modern virtual worlds a number of new techniques have been developed for achieving intelligent navigation for the next generation of interactive multi agent simulations This book reviews the evolution of several related techniques starting from classical planning and computational geometry techniques and then gradually moving toward more advanced topics with focus on recent developments from the work of the authors The covered topics range from discrete search and geometric representations to planning under different types of constraints and harnessing the power of graphics hardware in order to address Euclidean shortest paths and discrete search for multiple agents under limited time budgets The use of planning algorithms beyond path planning is also discussed in the areas of crowd animation and whole body motion planning for virtual characters Digital Heritage Reconstruction Using Super-resolution and Inpainting Milind G. Padalkar, Manjunath V. Joshi, Nilay L. Khatri, 2022-06-01 Heritage sites across the world have witnessed a number of natural calamities sabotage and damage from visitors resulting

in their present ruined condition Many sites are now restricted to reduce the risk of further damage Yet these masterpieces are significant cultural icons and critical markers of past civilizations that future generations need to see A digitally reconstructed heritage site could diminish further harm by using immersive navigation or walkthrough systems for virtual environments An exciting key element for the viewer is observing fine details of the historic work and viewing monuments in their undamaged form This book presents image super resolution methods and techniques for automatically detecting and inpainting damaged regions in heritage monuments in order to provide an enhanced visual experience The book presents techniques to obtain higher resolution photographs of the digitally reconstructed monuments and the resulting images can serve as input to immersive walkthrough systems It begins with the discussion of two novel techniques for image super resolution and an approach for inpainting a user supplied region in the given image followed by a technique to simultaneously perform super resolution and inpainting of given missing regions It then introduces a method for automatically detecting and repairing the damage to dominant facial regions in statues followed by a few approaches for automatic crack repair in images of heritage scenes This book is a giant step toward ensuring that the iconic sites of our past are always available and will never be truly lost

An Introduction to Verification of Visualization Techniques Tiago Etienne, Robert M. Kirby, Cláudio T. Silva, 2022-06-01 As we increase our reliance on computer generated information often using it as part of our decision making process we must devise tools to assess the correctness of that information Consider for example software embedded on vehicles used for simulating aircraft performance or used in medical imaging In those cases software correctness is of paramount importance as there is little room for error Software verification is one of the tools available to attain such goals Verification is a well known and widely studied subfield of computer science and computational science and the goal is to help us increase confidence in the software implementation by verifying that the software does what it is supposed to do The goal of this book is to introduce the reader to software verification in the context of visualization In the same way we became more dependent on commercial software we have also increased our reliance on visualization software The reason is simple visualization is the lens through which users can understand complex data and as such it must be verified The explosion in our ability to amass data requires tools not only to store and analyze data but also to visualize it This book is comprised of six chapters After an introduction to the goals of the book we present a brief description of both worlds of visualization Chapter 2 and verification Chapter 3 We then proceed to illustrate the main steps of the verification pipeline for visualization algorithms We focus on two classic volume visualization techniques namely Isosurface Extraction Chapter 4 and Direct Volume Rendering Chapter 5 We explain how to verify implementations of those techniques and report the latest results in the field of verification of visualization techniques The last chapter concludes the book and highlights new research topics for the future

Sound Synthesis, Propagation, and Rendering Shiguang Liu, Dinesh Manocha, 2022-03-24 This book gives a broad overview of research on sound simulation driven by a variety of applications

Vibrating objects produce sound which then propagates through a medium such as air or water before finally being heard by a listener. As a crucial sensory channel, sound plays a vital role in many applications. There is a well-established research community in acoustics that has studied the problems related to sound simulation for six decades. Some of the earliest work was motivated by the design of concert halls, theaters, or lecture rooms with good acoustic characteristics. These problems also have been investigated in other applications, including noise control and sound design for urban planning, building construction, and automotive applications. Moreover, plausible or realistic sound effects can improve the sense of presence in a virtual environment or a game. In these applications, sound can provide important clues such as source directionality and spatial size. The book first surveys various sound synthesis methods, including harmonic synthesis, texture synthesis, spectral analysis, and physics-based synthesis. Next, it provides an overview of sound propagation techniques, including wave-based methods, geometric-based methods, and hybrid methods. The book also summarizes various techniques for sound rendering. Finally, it surveys some recent trends, including the use of machine learning methods to accelerate sound simulation and the use of sound simulation techniques for other applications, such as speech recognition, source localization, and computer-aided design.

Virtual Crowds Mubbasir Kapadia, Nuria Pelechano, Jan Allbeck, Norm Badler, 2022-05-31. This volume presents novel computational models for representing digital humans and their interactions with other virtual characters and meaningful environments. In this context, we describe efficient algorithms to animate control and author human-like agents having their own set of unique capabilities, personalities, and desires. We begin with the lowest level of footstep determination to steer agents in collision-free paths. Steering choices are controlled by navigation in complex environments, including multi-domain planning with dynamically changing situations. Virtual agents are given perceptual capabilities analogous to those of real people, including sound perception, multi-sense attention, and understanding of environment semantics, which affect their behavior choices. The roles and impacts of individual attributes, such as memory and personality, are explored. The animation challenges of integrating a number of simultaneous behavior and movement demands on an agent are addressed through an open-source software system. Finally, the creation of stories and narratives with groups of agents, subject to planning and environmental constraints, culminates the presentation.

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Wang Tiles In Computer Graphics Ares Lagae Introduction

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