

Digital Representations Of The Real World: How To Capture, Model, And Render Visual Reality

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http://www.bokus.com/cgi-bin/product_search.cgi?authors=Oliver%20Grau

Mar 29, 2000 terms of the distinction between analog and digital representation model it is a matter of 1987), Reality and Representation,

<http://plato.stanford.edu/entries/mental-representation/>

"Digital Representations of the Real World: How to Capture, Model, and Render Visual Reality explains how to portray visual worlds with a high degree of realism

<http://www.cg.cs.tu-bs.de/projects/reality-cg/>

we are trying to create a similar digital representation of the realistic visual environments that environment as well as in the real world.

http://www.di.net/articles/game_on_aec/

Digital Representations of the Real World: How to Capture, Model, and Render Visual Reality. by Marcus Magnor, Oliver Grau, Olga Sorkine-Hornung, Christian Theobalt

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imagery over real world objects, by projecting a digital model for virtual reality was one's representation in a virtual world,

https://en.m.wikipedia.org/wiki/Virtual_reality

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computed from the real world using provide a GPU based algorithm for real-time
render- triangles proxy for the female model. Depth Image representation admits
<http://citeseerx.ist.psu.edu/viewdoc/download?doi=10.1.1.103.8387&rep=rep1&type=pdf>

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Dan Casas is a postdoc in the Graphics, Digital Representations of the Real World:
How to Capture, Model, and Render Visual Reality
<http://dancasas.github.io/>

Kai Ruhl. PostDoc, Computer Graphics Digital Representations of the Real World: How
to Capture, Model, and Render Visual Reality in Proc. European Conference
<http://graphics.tu-bs.de/people/ruhl/>

Online model reconstruction for interactive virtual environments. We render these
visual hulls in augmented reality. The user sees the real world
<http://citeseerx.ist.psu.edu/showciting?doi=10.1.1.110.2614>

graphical icons, visual come into play in the real world. Using virtual worlds gives
companies the Real life; Projection augmented model; Reality
http://en.wikipedia.org/wiki/Virtual_world

Grau, O. and Theobalt, C., eds. Digital Representations of the Real World: How to
Capture, Model, and Render Conference for Visual Virtual Reality
http://www.bath.ac.uk/comp-sci/contacts/academics/darren_cosker/

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<https://www.crcpress.com/Psychodynamic-Neurology-Dreams-Consciousness-and-Virtual-Reality/Hobson/9781482260540>

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<http://www.cs.bath.ac.uk/~dpc/>

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<http://graphics.tudelft.nl/Publications-new/2015/GKWE15/>

foundation of knowledge about the real world that we simply computer representations that capture information model with automatic

http://en.wikipedia.org/wiki/Knowledge_representation_and_reasoning

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<http://tags.sanet.me/Render/>

how to capture, model, and render visual reality. Digital Representation of the Real World: systems used to capture, model, and render realistic

<http://www.worldcat.org/title/digital-representations-of-the-real-world-how-to-capture-model-and-render-visual-reality/oclc/904046303>

High-Quality Reconstruction from Multiview Video reconstructing dynamic representations of real-world scenes from a sparse set mapped to a digital model.

http://cs.stanford.edu/people/theobalt/SPM_2008.pdf

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<https://www.linkedin.com/pub/oliver-grau/6/27a/787>

Interactive Geometry Lab at the Department of Computer Science, "Digital Representations of the Real World: How to Capture, Model, and Render Visual Reality" and

<http://igl.ethz.ch/>

The product is called a 3D model. sprites before computers could render them in real used in constructing digital representation of mechanical models or

http://en.wikipedia.org/wiki/3D_modeling

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