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Plenoptic cameras -

Digital Representations of the Real World: How to Capture, Model, and Render Visual Reality, A K Peters/CRC Press - 2015

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

Render - SoftArchive -

Digital Representation of the Real World: How to Capture, Digital Representation of the Real World: How to Capture, Model, and Render Visual Reality by Marcus A

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

Dr.-Ing. Kai Ruhl - Computer Graphics Lab - TU -

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/>

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Dan Casas -

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/>

3D Reconstruction | CG Universit t Siegen -

In Digital Representations of the Real World: How to Capture, Model, and Render Visual Reality, AK Peters / CRC Press, 2015, pages 133 - 150

<http://www.cg.informatik.uni-siegen.de/en/3d-reconstruction>

Psychodynamic Neurology: Dreams, Consciousness, -

and Virtual Reality Psychodynamic Neurology: Dreams, Consciousness, and Our dreams are a mixture of anticipated virtual as well as remembered real

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

graphics.tu-bs.de -

{Cloth Modeling}, publisher = {{TBA}}, booktitle = {Digital Representations of the Real World: How to Capture, Model, and Render Visual Reality}

<http://graphics.tu-bs.de/publications/RWVC2014clothmodel.bib>

High-Quality Reconstruction from -

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

Prof. Dr. Juergen Gall - uni-bonn.de -

, Reconstruction of Human Motion, Digital Representations of the Real World: How to Capture, Model, and Render to Visual Representation Bonn). 37th German

<http://www.iai.uni-bonn.de/~gall/>

How Amazon Could Drive Blended Reality Into The -

Jul 23, 2015 and software to render and model fabrics of real and digital. So blended virtual reality/AR starts to to capture the world in

<http://techcrunch.com/2015/07/24/how-amazon-could-drive-blended-reality-into-the-living-room/>

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

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

How the best new video games turn real life into -

Nov 13, 2014 and investigating ways to make their digital representations seem sure the gameplay and visual match reality move in the real world.

<http://www.foxnews.com/tech/2014/11/14/how-best-new-video-games-turn-real-life-into-digital-form/>

Oliver Grau | LinkedIn -

Digital Representations of the Real World: How to Capture, Model, and Render Visual Reality (Link) A K Peters/CRC Press May 2015. Digital Representations of the Real

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

3D modeling - Wikipedia, the free encyclopedia -

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

Reality CG - Computer Graphics Lab - TU -

"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/>

Darren Cosker's Home Page -

EngD in Digital Entertainment. NEW: I Facial Capture and Animation in Visual Effects Darren Cosker, Peter Eisert and Volker Real World: How to Capture, Model

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

Lorenz Rogge | LinkedIn -

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

Depth Images: Representations and Real-time -

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>

igl | Interactive Geometry Lab | ETH Zurich -

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/>

Oliver Grau's Home Page | Main / HomePage browse -

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

<http://www.megalithic-visions.org/oliver/>

Darren Cosker | University of Bath -

Grau, O. and Theobalt, C., eds. Digital Representations of the Real World: How to Capture, Model, and Render Conference for Visual Virtual Reality

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<http://yasukilb.space/1482243814-Digital-Representations-Real-World-Capture/>

Virtual world - Wikipedia, the free encyclopedia -

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

Game On for A/E/C - DesignIntelligence -

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/

Real-time Rendering of Massive Unstructured Raw -

Oct 21, 2012 Ruggero Pintus, Enrico Gobbetti, and Marco Agus Nowadays, 3D acquisition devices allow us to capture the geometry of huge Cultural Heritage (CH) sites

<http://www.youtube.com/watch?v=wfzrymcBnWU>