

EG 2017 Tutorial 4

Mobile Graphics

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WELCOME TO THIS TUTORIAL!

Subject: Mobile Graphics

- **All you need to know to get an introduction to the field of mobile graphics:**
 - Scope and definition of “mobile graphics”
 - Brief overview of current trends in terms of available hardware architectures and research apps built on top of them
 - Quick overview of development environments
 - Capture, with focus on data fusion techniques
 - Rendering, with focus on rendering massive/complex surface and volume models
- **TUTORIAL NOTES AVAILABLE AT**
www.crs4.it/vic/eg2017-tutorial-mobile-graphics

Speakers

- **Marco Agus**
 - Research Engineer at KAUST (Saudi Arabia) and Researcher at CRS4 (Italy)
- **Enrico Gobbetti**
 - Director of Visual Computing at CRS4 (Italy)
- **Fabio Marton**
 - Researcher at CRS4
- **Giovanni Pintore**
 - Researcher at CRS4
- **Pere-Pau Vázquez**
 - Professor at UPC, Spain

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Projects VIGEC / VIDEOLAB

Schedule

13:30-13:35	0. Introduction	Enrico
13:35-13:45	1. Evolution of Mobile Graphics	Marco
13.45-14:00	2.1 Mobile Graphics Trends / Hardware	Pere-Pau
14.00-14:15	2.2 Mobile Graphics Trends / Applications	Marco
14:15-14:40	3. Graphics Development for Mobile Systems	Marco
14:40-15:00	4. Mobile Metric Capture and Reconstruction	Enrico
15:00-15:30	BREAK	-
15:30-15:35	5.1 Scalable Mobile Visualization / Introduction	Enrico
15:35-15:50	5.2 Scalable Mobile Visualization / Massive Meshes	Fabio
15:50-15:55	5.3 Scalable Mobile Visualization / Lighting Precomput.	Fabio
15:55-16:10	5.4 Scalable Mobile Visualization / Smart Shading	Pere-Pau
16:10-16:25	5.5 Scalable Mobile Visualization / Volumes	Pere-Pau
16:25-16:30	6. Closing and Q&A	ALL

Next Session

EVOLUTION OF MOBILE GRAPHICS