

# Mobile Graphics

## Siggraph Asia 2017 course

**Marco Agus, KAUST & CRS4**

**Enrico Gobbetti, CRS4**

**Fabio Marton, CRS4**

**Giovanni Pintore, CRS4**

**Pere-Pau Vázquez, UPC**

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# WELCOME TO THIS HALF-DAY COURSE!

# 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 of top of them
  - Quick overview of development environments
  - Rendering, with focus on rendering massive/complex surface and volume models
  - Capture, with focus on data fusion techniques

# Speakers (in alphabetical order)

- **Marco Agus (1,2)**
  - Research Engineer at KAUST (Saudi Arabia)
  - Researcher at CRS4 (Italy)
- **Enrico Gobbetti (1) - Organizer**
  - Director of Visual Computing at CRS4 (Italy)
- **Fabio Marton (1)**
  - Researcher at CRS4
- **Giovanni Pintore (1)**
  - Researcher at CRS4
- **Pere-Pau Vázquez (3)**
  - Professor at UPC, Spain

(1) [www.crs4.it/vic/](http://www.crs4.it/vic/)

(2) <https://vcc.kaust.edu.sa>

(3) <http://www.virvig.eu/>



# Funding



**Center for Research,  
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**King Abdullah University  
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**Polytechnic University of  
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# Schedule

|     |   |          |
|-----|---|----------|
| 5'  | 0. Introduction and outline                                   | Enrico   |
| 15' | 1. Evolution of Mobile Graphics                               | Marco    |
| 20' | 2.1 Mobile Graphics Trends / Hardware                         | Pere-Pau |
| 15' | 2.2 Mobile Graphics Trends / Applications                     | Marco    |
| 15' | 3. Graphics Development for Mobile Systems                    | Marco    |
| 5'  | 4.1 Scalable Mobile Visualization / Introduction              | Enrico   |
| 30' | 4.2 Scalable Mobile Visualization / Massive Meshes            | Fabio    |
| 15' | BREAK   | -        |
| 5'  | 4.3 Scalable Mobile Visualization / Intro to complex lighting | Enrico   |
| 10' | 4.4 Scalable Mobile Visualization / Lighting Precomputation   | Fabio    |
| 20' | 4.5 Scalable Mobile Visualization / Smart Shading             | Pere-Pau |
| 15' | 4.6 Scalable Mobile Visualization / Volumes                   | Pere-Pau |
| 10' | 5.1 Mobile Metric Capture and Reconstruction / Introduction   | Enrico   |
| 30' | 5.2 Mobile Metric Capture and Reconstruction / Case studies   | Gianni   |
| 15' | 6. Closing and Q&A  | ALL      |

**Next Session**

# **EVOLUTION OF MOBILE GRAPHICS**