Part 6

All good things come to an end…

(Bad ones, too)

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
  - 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**

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Projects VIGEC / VIDEOLAB

Thanks for your attention!

CLOSING/Q&A