



School of Integrated Technology (SIT)

SIT SEMINAR

- Energy Technology(ET)
- Culture Technology(CT)
- Intelligent Robotics Technology(RT)
- Common Subject

Friday, April 7th, 2017, 14:30 P.M.
Room No. 105, RISE bldg. 1st Floor

(Host: Prof. Moon, Bochang / Language: English)

Scalable Graphics Techniques

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Large-scale geometric models are commonly used in various graphics applications in movies, games, and CAD. Relying only upon hardware advance is not enough to handle such models interactively.

Furthermore, a huge amount of images and videos are also commonly used for many graphics applications.

In this talk, I will present various orthogonal approaches, heterogeneous parallel computing, cache-coherent layout, adaptive techniques, and data compression methods, to design scalable graphics algorithms. We will discuss these techniques in various applications including ray tracing, collision detection, and motion planning. I will also discuss scalability issues of large-scale image search.