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High Dynamic Range Video

Karol Myszkowski
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*SYNTHESIS LECTURES ON
COMPUTER GRAPHICS AND ANIMATION*

Brian A. Barsky, *Series Editor*

High Dynamic Range Video Synthesis Lectures On Computer Graphics And Animation

Marcelo Bertalmío



High Dynamic Range Video Synthesis Lectures On Computer Graphics And Animation:

High Dynamic Range Video Karol Myszkowski, Rafal Mantiuk, Grzegorz Krawczyk, 2022-05-31 As new displays and cameras offer enhanced color capabilities there is a need to extend the precision of digital content High Dynamic Range HDR imaging encodes images and video with higher than normal 8 bit per color channel precision enabling representation of the complete color gamut and the full visible range of luminance However to realize transition from the traditional to HDR imaging it is necessary to develop imaging algorithms that work with the high precision data To make such algorithms effective and feasible in practice it is necessary to take advantage of the limitations of the human visual system by aligning the data shortcomings to those of the human eye thus limiting storage and processing precision Therefore human visual perception is the key component of the solutions we discuss in this book This book presents a complete pipeline for HDR image and video processing from acquisition through compression and quality evaluation to display At the HDR image and video acquisition stage specialized HDR sensors or multi exposure techniques suitable for traditional cameras are discussed Then we present a practical solution for pixel values calibration in terms of photometric or radiometric quantities which are required in some technically oriented applications Also we cover the problem of efficient image and video compression and encoding either for storage or transmission purposes including the aspect of backward compatibility with existing formats Finally we review existing HDR display technologies and the associated problems of image contrast and brightness adjustment For this purpose tone mapping is employed to accommodate HDR content to LDR devices Conversely the so called inverse tone mapping is required to upgrade LDR content for displaying on HDR devices We overview HDR enabled image and video quality metrics which are needed to verify algorithms at all stages of the pipeline Additionally we cover successful examples of the HDR technology applications in particular in computer graphics and computer vision The goal of this book is to present all discussed components of the HDR pipeline with the main focus on video For some pipeline stages HDR video solutions are either not well established or do not exist at all in which case we describe techniques for single HDR images In such cases we attempt to select the techniques which can be extended into temporal domain Whenever needed relevant background information on human perception is given which enables better understanding of the design choices behind the discussed algorithms and HDR equipment Table of Contents Introduction Representation of an HDR Image HDR Image and Video Acquisition HDR Image Quality HDR Image Video and Texture Compression Tone Reproduction HDR Display Devices LDR2HDR Recovering Dynamic Range in Legacy Content HDRI in Computer Graphics Software

Advances in Information and Communication Kohei Arai, 2021-04-12 This book aims to provide an international forum for scholarly researchers practitioners and academic communities to explore the role of information and communication technologies and its applications in technical and scholarly development The conference attracted a total of 464 submissions of which 152 submissions including 4 poster papers have been selected after a double blind review process

Academic pioneering researchers scientists industrial engineers and students will find this series useful to gain insight into the current research and next generation information science and communication technologies This book discusses the aspects of communication data science ambient intelligence networking computing security and Internet of things from classical to intelligent scope The authors hope that readers find the volume interesting and valuable it gathers chapters addressing state of the art intelligent methods and techniques for solving real world problems along with a vision of the future research

Image Processing for Cinema Marcelo Bertalmío,2014-02-04 Image Processing for Cinema presents a detailed overview of image processing techniques that are used in practice in digital cinema The book shows how image processing has become ubiquitous in movie making from shooting to exhibition It covers all the ways in which image processing algorithms are used to enhance restore adapt and convert moving images These techniques and algorithms make the images look as good as possible while exploiting the capabilities of cameras projectors and displays The author focuses on the ideas behind the methods rather than proofs and derivations The first part of the text presents fundamentals on optics and color The second part explains how cameras work and details all the image processing algorithms that are applied in camera With an emphasis on state of the art methods that are actually used in practice the last part describes image processing algorithms that are applied offline to solve a variety of problems The book is designed for advanced undergraduate and graduate students in applied mathematics image processing computer science and related fields It is also suitable for academic researchers and professionals in the movie industry

Introductory Tiling Theory for Computer Graphics Craig Kaplan,2022-06-01 Tiling theory is an elegant branch of mathematics that has applications in several areas of computer science The most immediate application area is graphics where tiling theory has been used in the contexts of texture generation sampling theory remeshing and of course the generation of decorative patterns The combination of a solid theoretical base complete with tantalizing open problems practical algorithmic techniques and exciting applications make tiling theory a worthwhile area of study for practitioners and students in computer science This synthesis lecture introduces the mathematical and algorithmic foundations of tiling theory to a computer graphics audience The goal is primarily to introduce concepts and terminology clear up common misconceptions and state and apply important results The book also describes some of the algorithms and data structures that allow several aspects of tiling theory to be used in practice Table of Contents Introduction Tiling Basics Symmetry Tilings by Polygons Isohedral Tilings Nonperiodic and Aperiodic Tilings Survey

Image Processing for Cinema Marcelo Bertalmio,2014-02-04 Image Processing for Cinema presents a detailed overview of image processing techniques that are used in practice in digital cinema The book shows how image processing has become ubiquitous in movie making from shooting to exhibition It covers all the ways in which image processing algorithms are used to enhance restore adapt and convert movi

Information Theory Tools for Computer Graphics Mateu Sbert,Miquel Feixas,Jaume Rigau,Miguel Chover,Ivan Viola,2022-06-01 Information theory IT tools widely used in scientific

fields such as engineering physics genetics neuroscience and many others are also emerging as useful transversal tools in computer graphics In this book we present the basic concepts of IT and how they have been applied to the graphics areas of radiosity adaptive ray tracing shape descriptors viewpoint selection and saliency scientific visualization and geometry simplification Some of the approaches presented such as the viewpoint techniques are now the state of the art in visualization Almost all of the techniques presented in this book have been previously published in peer reviewed conference proceedings or international journals Here we have stressed their common aspects and presented them in an unified way so the reader can clearly see which problems IT tools can help solve which specific tools to use and how to apply them A basic level of knowledge in computer graphics is required but basic concepts in IT are presented The intended audiences are both students and practitioners of the fields above and related areas in computer graphics In addition IT practitioners will learn about these applications Table of Contents Information Theory Basics Scene Complexity and Refinement Criteria for Radiosity Shape Descriptors Refinement Criteria for Ray Tracing Viewpoint Selection and Mesh Saliency View Selection in Scientific Visualization Viewpoint based Geometry Simplification Wang Tiles in Computer Graphics Ares

Lagae,2022-06-01 Many complex signals in computer graphics such as point distributions and textures cannot be efficiently synthesized and stored This book presents tile based methods based on Wang tiles and corner tiles to solve both these problems Instead of synthesizing a complex signal when needed the signal is synthesized beforehand over a small set of Wang tiles or corner tiles Arbitrary large amounts of that signal can then efficiently be generated when needed by generating a stochastic tiling and storing only a small set of tiles reduces storage requirements A tile based method for generating a complex signal consists of a method for synthesizing the signal over a set of Wang tiles or corner tiles and a method for generating a stochastic tiling using the set of tiles The method for generating a stochastic tiling using the set of tiles is independent of the signal This book covers scanline stochastic tiling algorithms and direct stochastic tiling algorithms for Wang tiles and corner tiles The method for synthesizing the signal over a set of tiles is dependent on the signal This book covers tile based methods for texture synthesis and for generating Poisson disk distributions This book also explores several applications such as tile based texture mapping and procedural modeling and texturing Although the methods for constructing a complex signal over a set of Wang tiles or corner tiles are dependent on the signal the general idea behind these methods generalizes to other kinds of signals The methods presented in this book therefore have the potential to make the generation and storage of almost any complex signal efficient Table of Contents Introduction Wang Tiles and Corner Tiles Tiling Algorithms for Wang Tiles and Corner Tiles Tile Based Methods for Texture Synthesis Tile Based Methods Generating Poisson Disk Distributions Applications of Poisson Disk Distributions **Practical Global Illumination with Irradiance Caching** Jaroslav Krivanek,Pascal Gautron,2022-05-31 Irradiance caching is a ray tracing based technique for computing global illumination on diffuse surfaces Specifically it addresses the computation of indirect illumination bouncing off one

diffuse object onto another The sole purpose of irradiance caching is to make this computation reasonably fast The main idea is to perform the indirect illumination sampling only at a selected set of locations in the scene store the results in a cache and reuse the cached value at other points through fast interpolation This book is for anyone interested in making a production ready implementation of irradiance caching that reliably renders artifact free images Since its invention 20 years ago the irradiance caching algorithm has been successfully used to accelerate global illumination computation in the Radiance lighting simulation system Its widespread use had to wait until computers became fast enough to consider global illumination in film production rendering Since then its use is ubiquitous Virtually all commercial and open source rendering software base the global illumination computation upon irradiance caching Although elegant and powerful the algorithm in its basic form often fails to produce artifact free mages Unfortunately practical information on implementing the algorithm is scarce The main objective of this book is to show the irradiance caching algorithm along with all the details and tricks upon which the success of its practical implementation is dependent In addition we discuss some extensions of the basic algorithm such as a GPU implementation for interactive global illumination computation and temporal caching that exploits temporal coherence to suppress flickering in animations Our goal is to show the material without being overly theoretical However the reader should have some basic understanding of rendering concepts ray tracing in particular Familiarity with global illumination is useful but not necessary to read this book

Table of Contents Introduction to Ray Tracing and Global Illumination Irradiance Caching Core Practical Rendering with Irradiance Caching Irradiance Caching in a Complete Global Illumination Irradiance Caching on Graphics Hardware Temporal Irradiance Caching Real-Time Massive Model Rendering Sung-eui Yoon, Enrico Gobbetti, David Kasik, Dinesh Manocha, 2022-06-01 Interactive display and visualization of large geometric and textured models is becoming a fundamental capability There are numerous application areas including games movies CAD virtual prototyping and scientific visualization One of observations about geometric models used in interactive applications is that their model complexity continues to increase because of fundamental advances in 3D modeling simulation and data capture technologies As computing power increases users take advantage of the algorithmic advances and generate even more complex models and data sets Therefore there are many cases where we are required to visualize massive models that consist of hundreds of millions of triangles and even billions of triangles However interactive visualization and handling of such massive models still remains a challenge in computer graphics and visualization In this monograph we discuss various techniques that enable interactive visualization of massive models These techniques include visibility computation simplification levels of detail and cache coherent data management We believe that the combinations of these techniques can make it possible to interactively visualize massive models in commodity hardware

Table of Contents Introduction Visibility Simplification and Levels of Detail Alternative Representations Cache Coherent Data Management Conclusions Bibliography **Virtual Crowds** Nuria Palechano, Norman Badler, Jan Allbeck, 2022-05-31 There are many

applications of computer animation and simulation where it is necessary to model virtual crowds of autonomous agents Some of these applications include site planning education entertainment training and human factors analysis for building evacuation Other applications include simulations of scenarios where masses of people gather flow and disperse such as transportation centers sporting events and concerts Most crowd simulations include only basic locomotive behaviors possibly coupled with a few stochastic actions Our goal in this survey is to establish a baseline of techniques and requirements for simulating large scale virtual human populations Sometimes these populations might be mutually engaged in a common activity such as evacuation from a building or area other times they may be going about their individual and personal agenda of work play leisure travel or spectator Computational methods to model one set of requirements may not mesh well with good approaches to another By including both crowd and individual goals and constraints into a comprehensive computational model we expect to simulate the visual texture and contextual behaviors of groups of seemingly sentient beings

Table of Contents Introduction Crowd Simulation Methodology Survey Individual Differences in Crowds Framework HiDAC MACES CAROSA HiDAC Local Motion MACES Wayfinding with Communication and Roles CAROSA Functional Crowds Initializing a Scenario Evaluating Crowds

Interactive Shape Design Marie-Paule Cani,Takeo Igarashi,Geoff Wyvill,2022-05-31 Providing an intuitive modeling system which would enable us to communicate about any free form shape we have in mind at least as quickly as with real world tools is one of the main challenges of digital shape design The user should ideally be able to create deform and progressively add details to a shape without being aware of the underlying mathematical representation nor being tied by any constraint on the geometrical or topological nature of the model This book presents the field of interactive shape design from this perspective Since interactively creating a shape builds on the humans ability of modeling by gesture we note that the recent advances in interactive shape design can be classified as those that rely on sculpting as opposed to sketching metaphors Our synthetic presentation of these strategies enables us to compare the different families of solutions discuss open issues and identify directions for future research

Table of Contents Introduction Sculpting Metaphors Sketching Systems Future Directions Modeling by Gesture

Embedded Software and Systems Laurence T. Yang,2005-12-05 This book constitutes the refereed proceedings of the Second International Conference on Embedded Software and Systems ICESSE 2005 held in Xi an China in December 2005 The 63 revised full papers presented together with the abstracts of 3 keynote speeches were thoroughly reviewed and selected from 361 submissions The papers are organized in topical sections on embedded hardware embedded software real time systems power aware computing hardware software co design and system on chip testing and verification reconfigurable computing agent and distributed computing wireless communications mobile computing pervasive ubiquitous computing and intelligence multimedia and human computer interaction network protocol security and fault tolerance and abstracts of eight selected workshop papers

Computers Helping People with Special Needs Klaus Miesenberger,Christian Bühler,Petr Penaz,2016-07-05 The two

volume set LNCS 9758 and 9759 constitutes the refereed proceedings of the 15th International Conference on Computers Helping People with Special Needs ICCHP 2015 held in Linz Austria in July 2016 The 115 revised full papers and 48 short papers presented were carefully reviewed and selected from 239 submissions The papers included in the second volume are organized in the following topics environmental sensing technologies for visual impairments tactile graphics and models for blind people and recognition of shapes by touch tactile maps and map data for orientation and mobility mobility support for blind and partially sighted people the use of mobile devices by individuals with special needs as an assistive tool mobility support for people with motor and cognitive disabilities towards e inclusion for people with intellectual disabilities At and inclusion of people with autism or dyslexia AT and inclusion of deaf and hard of hearing people accessible computer input AT and rehabilitation for people with motor and mobility disabilities HCI AT and ICT for blind and partially sighted people

NANO-CHIPS 2030 Boris Murmann,Bernd Hoefflinger,2020-06-08 In this book a global team of experts from academia research institutes and industry presents their vision on how new nano chip architectures will enable the performance and energy efficiency needed for AI driven advancements in autonomous mobility healthcare and man machine cooperation Recent reviews of the status quo as presented in CHIPS 2020 Springer have prompted the need for an urgent reassessment of opportunities in nanoelectronic information technology As such this book explores the foundations of a new era in nanoelectronics that will drive progress in intelligent chip systems for energy efficient information technology on chip deep learning for data analytics and quantum computing Given its scope this book provides a timely compendium that hopes to inspire and shape the future of nanoelectronics in the decades to come *High Dynamic Range Image Reconstruction* Asla M. Sa,Paulo Cezar Carvalho,Luiz Velho,2022-05-31 High dynamic range imaging HDRI is an emerging field that has the potential to cause a great scientific and technological impact in the near future Although new this field is large and complex with non trivial relations to many different areas such as image synthesis computer vision video and image processing digital photography special effects among others For the above reasons HDRI has been extensively researched over the past years and consequently the related scientific literature is vast As an indication that the field is reaching maturity tutorials and books on HDRI appeared Moreover this new resource has already reached interested practitioners in various application areas In this book we do not aim at covering the whole field of high dynamic range imaging and its applications since it is a broad subject that is still evolving Instead our intent is to cover the basic principles behind HDRI and focus on one of the currently most important problems both theoretically and practically That is the reconstruction of high dynamic range images from regular low dynamic range pictures Table of Contents Introduction Digital Image Imaging Devices and Calibration HDR Reconstruction HDRI Acquisition and Visualization Tone Enhancement References Biography InfoWorld ,1979-03-14 InfoWorld is targeted to Senior IT professionals Content is segmented into Channels and Topic Centers InfoWorld also celebrates people companies and projects **IEEE Proceedings of the Southeastcon** ,1992

Proceedings ,1992 **GPU-Based Techniques for Global Illumination Effects** Asla Sa,Karol Myszkowski,Laszlo Szirmay-Kalos,Laszlo Szecsi,Paulo Carvalho,Rafał Mantiuk,Grzegorz Krawczyk,Luiz Velho,Mateu Sbert,2007 High dynamic range imaging HDRI is an emerging field that has the potential to cause a great scientific and technological impact in the near future Although new this field is large and complex with non trivial relations to many different areas such as image synthesis computer vision video and image processing digital photography special effects among others For the above reasons HDRI has been extensively researched over the past years and consequently the related scientific literature is vast As an indication that the field is reaching maturity tutorials and books on HDRI appeared Moreover this new resource has already reached interested practitioners in various application areas In this book we do not aim at covering the whole field of high dynamic range imaging and its applications since it is a broad subject that is still evolving Instead our intent is to cover the basic principles behind HDRI and focus on one of the currently most important problems both theoretically and practically That is the reconstruction of high dynamic range images from regular low dynamic range pictures Table of Contents Introduction Digital Image Imaging Devices and Calibration HDR Reconstruction HDRI Acquisition and Visualization Tone Enhancement References Biography **The Computing Teacher** ,1990

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Table of Contents High Dynamic Range Video Synthesis Lectures On Computer Graphics And Animation

1. Understanding the eBook High Dynamic Range Video Synthesis Lectures On Computer Graphics And Animation
 - The Rise of Digital Reading High Dynamic Range Video Synthesis Lectures On Computer Graphics And Animation
 - Advantages of eBooks Over Traditional Books
2. Identifying High Dynamic Range Video Synthesis Lectures On Computer Graphics And Animation
 - Exploring Different Genres
 - Considering Fiction vs. Non-Fiction
 - Determining Your Reading Goals
3. Choosing the Right eBook Platform
 - Popular eBook Platforms
 - Features to Look for in an High Dynamic Range Video Synthesis Lectures On Computer Graphics And Animation
 - User-Friendly Interface
4. Exploring eBook Recommendations from High Dynamic Range Video Synthesis Lectures On Computer Graphics And Animation

- Personalized Recommendations
 - High Dynamic Range Video Synthesis Lectures On Computer Graphics And Animation User Reviews and Ratings
 - High Dynamic Range Video Synthesis Lectures On Computer Graphics And Animation and Bestseller Lists
5. Accessing High Dynamic Range Video Synthesis Lectures On Computer Graphics And Animation Free and Paid eBooks
 - High Dynamic Range Video Synthesis Lectures On Computer Graphics And Animation Public Domain eBooks
 - High Dynamic Range Video Synthesis Lectures On Computer Graphics And Animation eBook Subscription Services
 - High Dynamic Range Video Synthesis Lectures On Computer Graphics And Animation Budget-Friendly Options
 6. Navigating High Dynamic Range Video Synthesis Lectures On Computer Graphics And Animation eBook Formats
 - ePub, PDF, MOBI, and More
 - High Dynamic Range Video Synthesis Lectures On Computer Graphics And Animation Compatibility with Devices
 - High Dynamic Range Video Synthesis Lectures On Computer Graphics And Animation Enhanced eBook Features
 7. Enhancing Your Reading Experience
 - Adjustable Fonts and Text Sizes of High Dynamic Range Video Synthesis Lectures On Computer Graphics And Animation
 - Highlighting and Note-Taking High Dynamic Range Video Synthesis Lectures On Computer Graphics And Animation
 - Interactive Elements High Dynamic Range Video Synthesis Lectures On Computer Graphics And Animation
 8. Staying Engaged with High Dynamic Range Video Synthesis Lectures On Computer Graphics And Animation
 - Joining Online Reading Communities
 - Participating in Virtual Book Clubs
 - Following Authors and Publishers High Dynamic Range Video Synthesis Lectures On Computer Graphics And Animation
 9. Balancing eBooks and Physical Books High Dynamic Range Video Synthesis Lectures On Computer Graphics And Animation
 - Benefits of a Digital Library
 - Creating a Diverse Reading Collection High Dynamic Range Video Synthesis Lectures On Computer Graphics And Animation
 10. Overcoming Reading Challenges
 - Dealing with Digital Eye Strain

- Minimizing Distractions
- Managing Screen Time
- 11. Cultivating a Reading Routine High Dynamic Range Video Synthesis Lectures On Computer Graphics And Animation
 - Setting Reading Goals High Dynamic Range Video Synthesis Lectures On Computer Graphics And Animation
 - Carving Out Dedicated Reading Time
- 12. Sourcing Reliable Information of High Dynamic Range Video Synthesis Lectures On Computer Graphics And Animation
 - Fact-Checking eBook Content of High Dynamic Range Video Synthesis Lectures On Computer Graphics And Animation
 - Distinguishing Credible Sources
- 13. Promoting Lifelong Learning
 - Utilizing eBooks for Skill Development
 - Exploring Educational eBooks
- 14. Embracing eBook Trends
 - Integration of Multimedia Elements
 - Interactive and Gamified eBooks

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