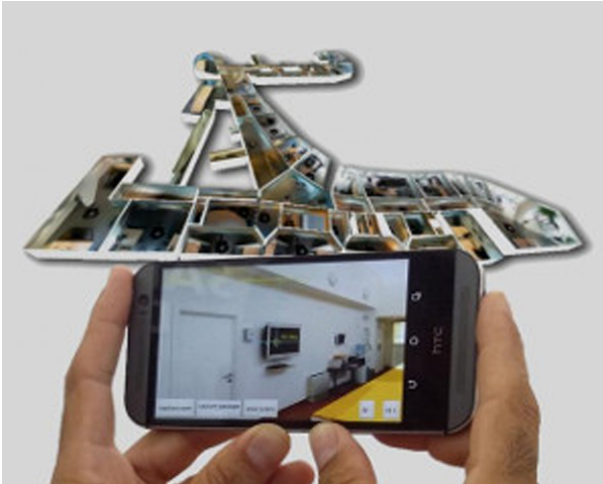


# Mobile Graphics

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This half-day tutorial provides a technical introduction to the mobile graphics world spanning the hardware-software spectrum, and explores the state of the art and key advances in specific application domains, including capture and acquisition, real-time high-quality 3D rendering, and interactive exploration.