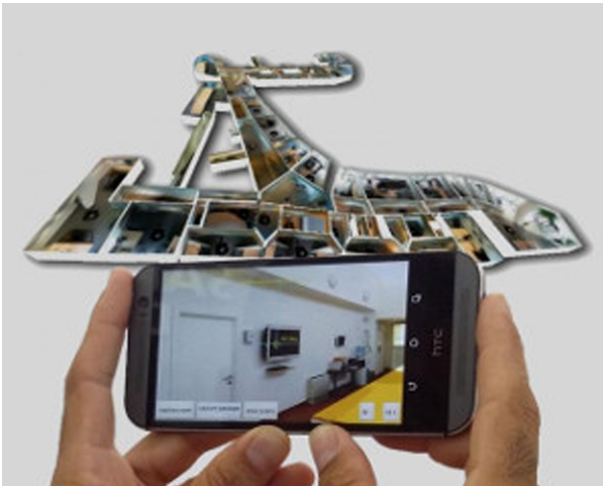


Mobile Graphics

Agus, M.; Gobbetti, E.; Martona, F.; Pintore, G.; Vazquez, Pere-Pau



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.