Geometry, texture and visual perception in computer graphics modeling

Ken Anjyo

OLM Digital

Abstract: This talk describes a few traditional approaches in computer graphics for texture modeling, which include deterministic or stochastic interpolation techniques, such as those for fractals and natural texture. We will then demonstrate several texture synthesis examples in our digital production workplace. In addition we would like to discuss how to increase a sense of reality or immersion that should be derived from 3D computer generated imageries.