A Field Interpolated Texture Mapping Algorithm for Skeletal Implicit Surfaces

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(a) Previous algorithm with a single parametric surface.

(b) Previous algorithm with a separate parametric surface.

(c) New algorithm with parametrization defined on the primitives.
A sample vlab screen

A physically-based experiment carried out in the vlab environment
Interactive 3D Landscape Visualization: Improved Realism through use of Remote Sensing Data and Geoinformation

P. Hirtz, H. Hoffmann, D. Nüesch
Rendering Optimal Solar Shadows using Plural Sunlight Depth Buffers

K. Tadamura, X. Qin, G. Jiao, E. Nakae
Fig. 1: Time-dependent parametric cardiac surface model: 8 sections

Fig. 2: With 16 sections

Fig. 3: More detailed model
Volume Decimation of Irregular Tetrahedral Grids

A. Van Gelder, V. Verma, J. Wilhelms

Figure 8. Decimation using area error. Left: no decimation; Middle: 30%; Right: 45%.

Figure 9. Comparison of meshes. Left: no decimation; Right: 50% decimation.

Figure 10. Comparison of the surface of the grid. Left: no decimation; Middle: 30% decimation with detail-based decimation only; Right: 30% decimation with geometry-based decimation only.

Figure 11. Left: 30% detail-based error; Right: 30% geometry-based error.