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The Algorithmic Beauty of Cities

By Lars Krecklau

Shaker Verlag Okt 2013, 2013. Taschenbuch. Condition: Neu. Neuware - Nearly everyone of us is surrounded by synthesized virtual environments every day, although it is not always obvious. For example, most graphics in any commercial seen on street posters, on web banners, or in short clips on television contain artificial content and special visual effects to make the communicated message impressive and memorable. In some cases, a certain degree of realism is requested for the virtual environment, especially, if it is mixed with real world content. Present rendering algorithms allow for the production of synthetical images that are hard to distinguish from pictures which were taken from the real world. Even with commodity hardware, high quality renderings can be finished in reasonable time. There are many applications in practice which benefit from virtual environments. For example, many film productions use digital copies of real world locations like famous cities to easily include artificial content (e.g. crowds of people), to allow for complex camera trajectories (e.g. falling from the sky to the street level), or to simulate large scale effects (e.g. a heavy destruction of the scene). This digest of new possibilities would be very expensive or even infeasible without using...



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