

CRS4 Visual Computing Overview

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CRS4: Center for Research, Development, and Advanced Studies in Sardinia



- **Focus on ICT & computational sciences RTD**
- **Leading computational & bioprocessing facilities**
- **Located in the POLARIS S&T Park (Sardinia)**
- **Operational since 1992**
- **Staff of 187 people (Jan 2013)**

CRS4: Visual Computing Group

- **Main activities**
 - Visual Computing RTD
 - 3D scanning + applications
- **Staff (early 2013)**
 - **Director:** Enrico Gobbetti
 - **Main lab:** Marco Agus, Marcos Balsa Rodriguez, Fabio Bettio, Alberto Jaspe Villanueva, Fabio Marton, Gianni Pintore, Ruggero Pintus, Antonio Zorcolo
 - **TT/3D scanning lab:** Roberto Combet, Emilio Merella, Alex Tinti
 - **Secretariat:** Katia Brigaglia, Cinzia Sardu



CRS4: Visual Computing Group

- **Externally funded research program**
 - Many EU projects (4FP-7FP) and national projects
 - Industrial projects from GEXCEL, DIES, ENEL, ...;
- **Active presence in the scientific community**
 - Many scientific collaborations: ISTI-CNR, U. Zurich, U. Rostock, Chalmers U., JHU APL, ..., Holografika, Diginex, Gexcel, ...
 - Over 150 refereed publications
 - IPCs, journal editor, conference organization (EG2012, EGPGV2012, 2013), active in EG community
- **Software products and technology transfer**
 - “Industrial software”: point cloud, surgical simulators, sciviz tools,
 - “Public software”: geoviewing, neuroimaging tools, ...
 - 3D scanning (mostly for medicine / cultural heritage)
- **Educational Activities**
 - University courses; PhD students; Tutorials; ITNs, ...

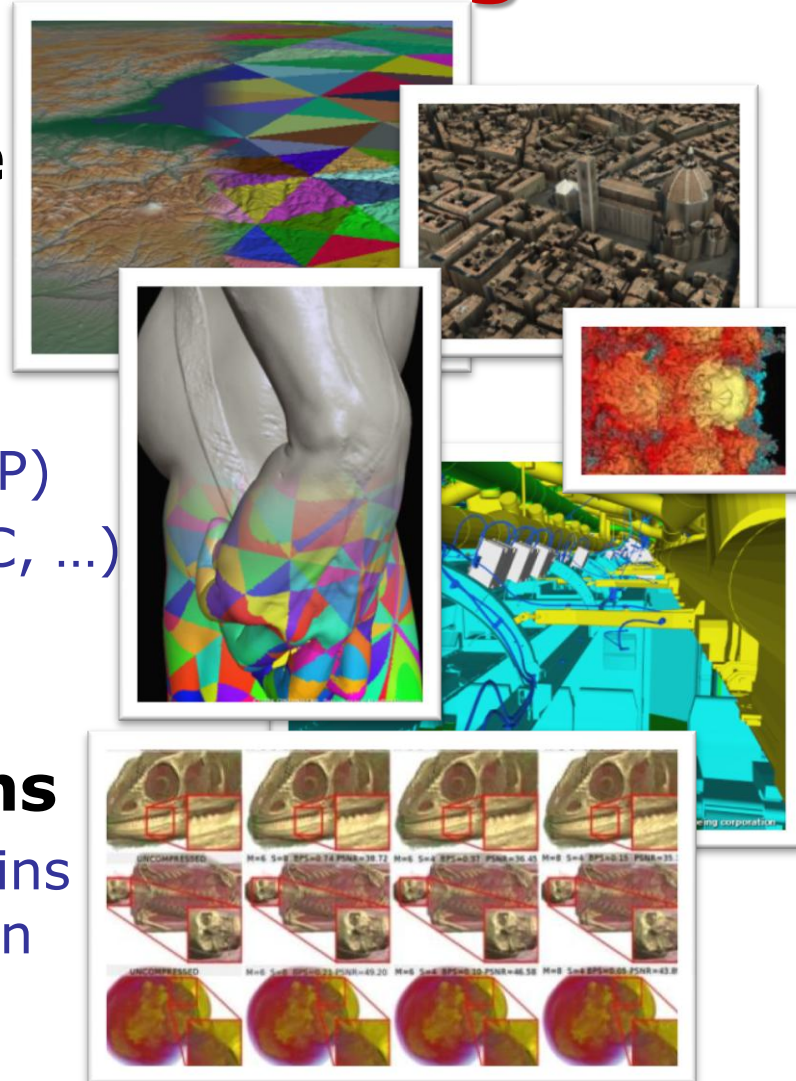
Massive acquisition & processing...

- **3D scanning pipeline (color and geometry)**
 - Point cloud management, 3D registration, streaming MLS, ...
 - (Semi-)Automatic Registration of Photographs to 3D Geometry
 - Streaming framework for seamless photo blending on massive point clouds and triangle meshes
- **Real-time capture & 3DTV**
 - GPU accelerated decoding, depth estimation, and high quality rendering on a multiprojector light-field display



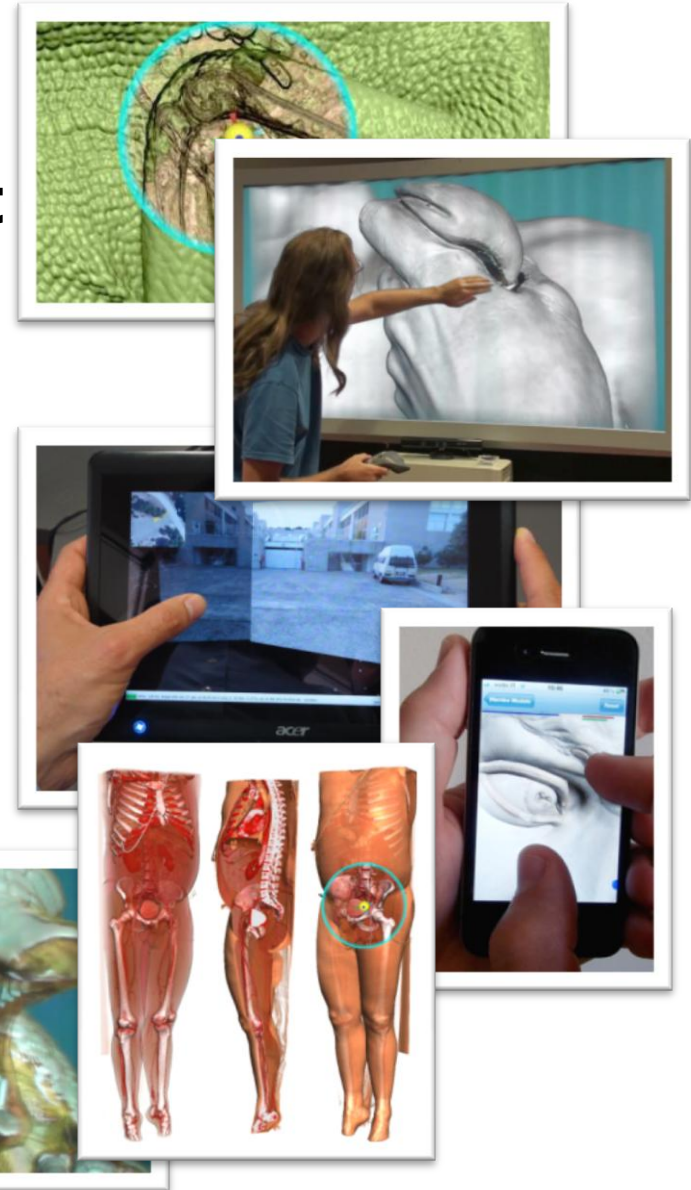
Massive distribution & rendering...

- **Multiresolution representations & adaptive renderers**
 - Terrains (*-BDAM)
 - Urban models (*-Blockmaps)
 - Dense meshes (Tetrapuzzles, AQP)
 - General surfaces (Far Voxels, LPC, ...)
 - Volumes (MOVR, COVRA, ...)
 - ...
- **Compressed representations**
 - Wavelet-based compressed terrains (C-BDAM...), compression-domain DVR (COVRA), quad patches, ...



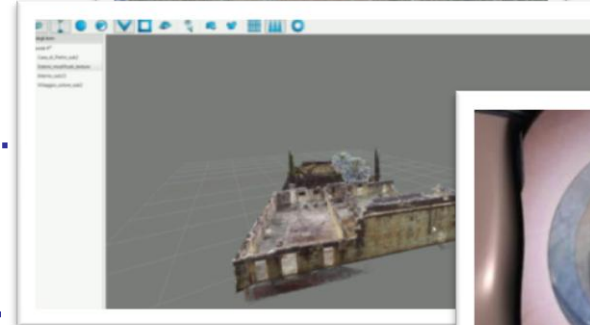
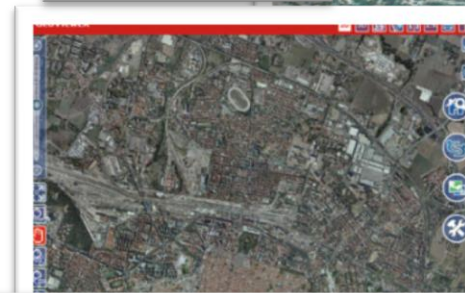
Massive exploration...

- **Specialized solutions for light field displays**
 - Parallel surface renderers
 - GPU volume renderers
 - Multi-view illustrative techniques
- **Specialized solutions for mobile devices**
 - Adaptive quad patches, compressed clouds & surfaces
- **User interfaces**
 - FOX constrained model manipulation,
...



Technology transfer...

- **Cultural heritage campaigns & apps**
 - Mostly 3D scanning – acquisition, archival, valorization
- **Italian geoviewing systems**
 - Open source, Emilia Romagna & Sardegna regional system
- **Point clouds management software**
 - Gexcel R3 products and more...
- **Surgical simulators**
 - DIES cataract surgery trainer...
- **... and more...**



Extramural funding & projects

- **EU (FP4-FP7)**
 - 1996-2012: 13 projects (~4.5M€ funding)
- **Industry**
 - 1996-2012: ~0.8M€ (TT, geoviewing, surgical sim., point clouds, Cultural Heritage)
- **National/regional grants**
 - 1996-2012: ~3.2M€
- **Current projects**
 - **DIVA**: Data Intensive Visualization and Analysis. Funded by (EU ITN)
 - **INDIGO**: Innovative Training and Decision Support for Emergency Operations. (EU FP7 STREP)
 - **GEXCEL-MPCMV**: Massive Point Cloud Management and Visualization (Gexcel)
 - **RATMAN-RER3D**: Rapidly Adaptive Terrain Models Available on the Net: Reuse (S.IT)
 - **MONTEPRAMA1**: 3D digitization of the Mont'e Prama statues (MIBAC)

For more information: www.crs4.it/vic/
... AND MORE!