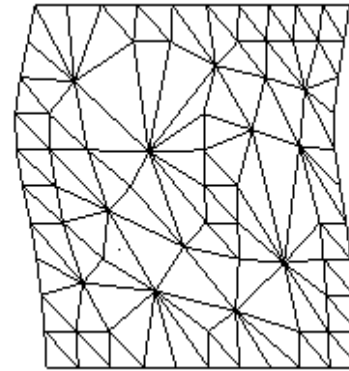




Computer Graphics, Vision and Visualization - CGV²

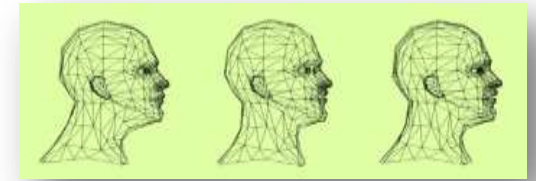
Computer Graphics, Vision and Visualization (CGV²) Research Group bridges the theory and practise of computer graphics, computer vision, imaging and computational geometric. Research work covers fundamental theory, specific enhancement algorithms to fully enhancing system applications.



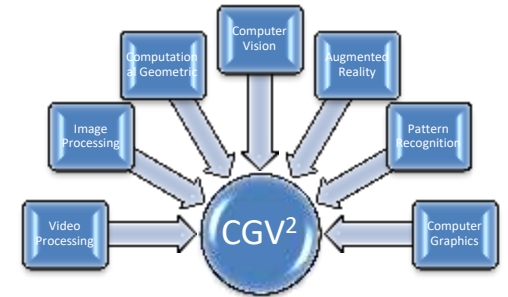
- Achievement**
- ✓ >100 works published in cited journals
 - ✓ >250 works published in proceedings
 - ✓ 10 research output filed for patent
 - ✓ 15 active research grants
 - ✓ >24 graduated research postgraduate student.



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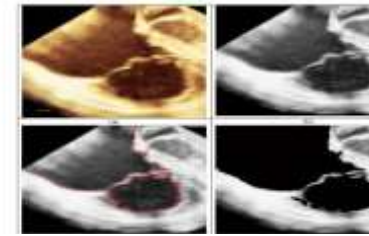
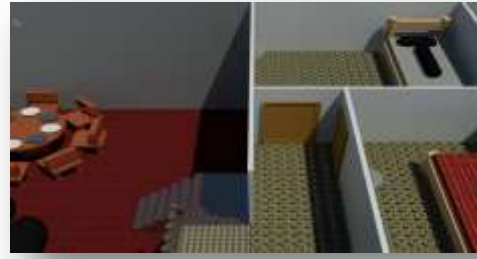


Computer Graphics, Vision and Visualization Research Group



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This team work together with enthusiasm and collaborate with each other just like a flock of bird flying south

Prof. Dr. Rahmita Wirza, A.P. Dr. Fatimah Khalid, Dr. Puteri Suhaiza, Dr. Hizmawati Madzin, Dr Ng Seng Beng

Computer Graphics

- Shading & rendering
- Geometric modeling
- Animation
- Computer games
- Virtual reality
- Augmented reality
- Computer -aided design
- Projective geometry

Visualization

- Visual analytics
- Visual representations
- Scientific visualization
- Information visualization
- Data modeling

Computer Vision

- 3D vision
- Motion detection
- Facial gesture
- Vision engineering
- Texture and colour
- Pattern recognition
- Face recognition
- Biometrics

