



Computer Graphics, Vision and Visualization Research Group

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

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 students.



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 Color
- Pattern Recognition
- Face Recognition
- Biometrics
- Biomedical Engineering (exoskeleton)
- Image Processing



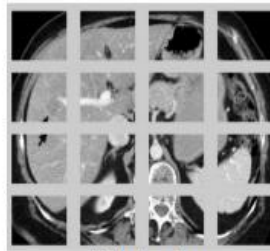
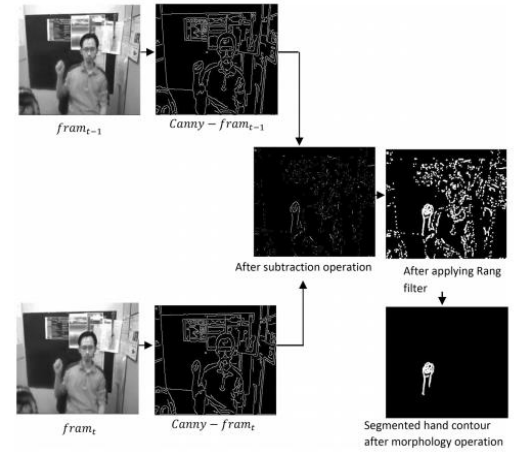
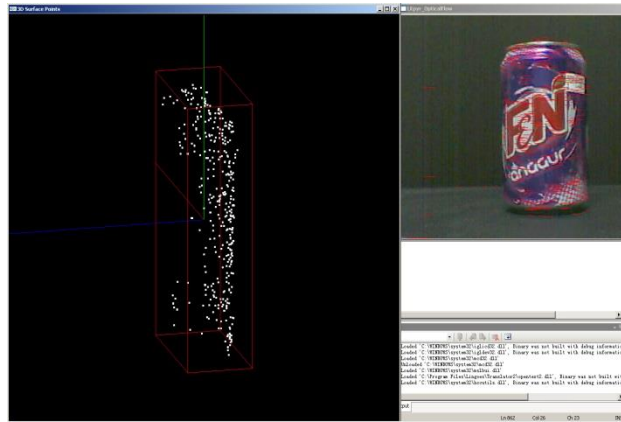
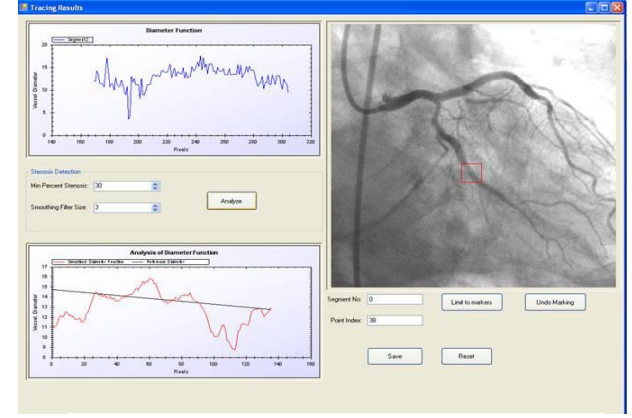
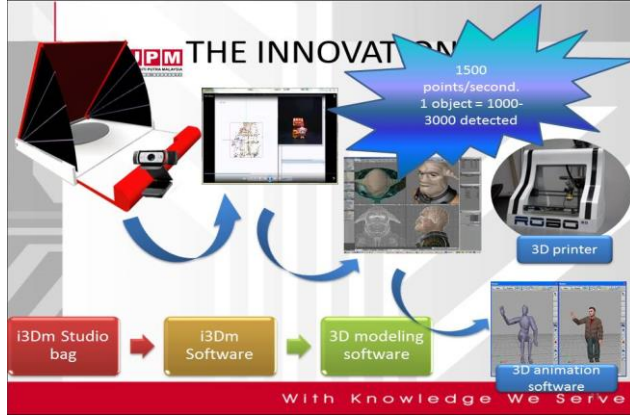
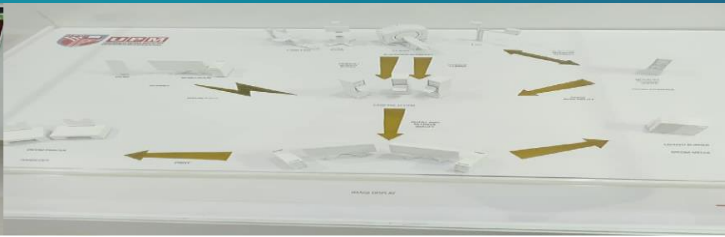
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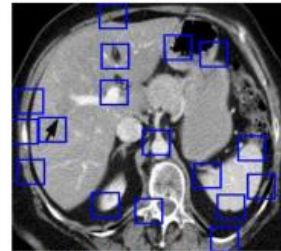
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Computer Graphics, Vision and Visualization



(a) 4x4 patches



(b) interest points block



The exoskeleton is attached parallel to human



