Title (en)

A UNIFIED SURFACE MODEL FOR IMAGE BASED AND GEOMETRIC SCENE COMPOSITION

Title (de)

EINHEITLICHES OBERFLÄCHENMODELL FÜR BILDBASIERTE UND GEOMETRISCHE SZENENZUSAMMENSTELLUNG

Title (fr)

MODELE DE SURFACE UNIFIE POUR COMPOSITION DE SCENE GEOMETRIQUE ET FONDEE SUR L'IMAGE

Publication

EP 1579391 A4 20090121 (EN)

Application

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Priority

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Abstract (en)

[origin: WO2004042659A1] A system and method (figure 1A, item 11) for the real-time composition and presentation of a complex, dynamic, and interactive experience by means of an efficient declarative markup language (figure 1A, item 12). Using the Surface construct, authors can embed images or full-motion video data (figure 1A, item 20) anywhere they would use a traditional texture map within their 3D scene. Authors can also use the results of rendering one scene description as an image to be texture mapped into another scene (figure 1A, item 28). In particular, the Surface allows the results of any rendering application to be used as a texture within the author's scene (figure 1A, item 28). This allows declarative rendering of nested scenes and rendering of scenes having component Surfaces with decoupled rendering rates figure 1A, item 26F).

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Citation (search report)

- [A] US 2002052891 A1 20020502 - MICHAUD JEFFREY H [US], et al
- [A] US 5982350 A 19991109 - HEKMATPOUR SHARAM [AU], et al
- See references of WO 2004042659A1

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