



Sturning Technology

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Condition: New. Publisher/Verlag: AV Akademikerverlag | Real-Time Rendering of Non Photorealistic 3d Worlds | We introduce a new technology, "Sturning Technology 2" for artistic, non photorealistic, emotional real time rendering of 3d scenes and blending between the different emotional renderings to show the current emotional state of the viewer of the scene. The European art history with Impressionism, Expressionism and Romanticism is taken as reference for creating these emotional renderings because the painters of these areas wanted to evoke nothing more but pure emotions in just one single "frame". This technology can be used for all kinds of interactive applications but mainly for games in which the player naturally undergoes many different sensations. We believe that emotional renderings can help a lot to create a much deeper emotional gaming experience where the graphics are directly linked to the emotional state of the player. This will be even more important with the arrival of new brain computer interfaces which can directly read the feelings of the player. | Format: Paperback | Language/Sprache: english | 104 pp.

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