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Altri autori (Persone)	ChengIrene
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Nota di contenuto	Contents; 1. Introduction; 2. Adaptive Bandwidth Monitoring for QoS Based Retrieval A. Basu, I. Cheng, L. Ying and Y. Yu; 3. Wireless Protocols A. Khan; 4. Overview of 3D Coding and Simplification I. Cheng and L. Ying; 5. Scale-Space Filtering and LOD - The TexMesh Model I. Cheng; 6. Adaptive Online Transmission of Photo-Realistic Textured Mesh I. Cheng; 7. Perceptual Issues in a 3D TexMesh Model I. Cheng; 8. Quality Metric for Approximating Subjective Evaluation of 3D Objects A. Basu, I. Cheng and Y. Pan; 9. Perceptually Optimized 3D Transmission over Wireless Networks I. Cheng and A. Basu 10. Predictive Schemes for Remote Visualization of 3D Models P. Zanuttigh and G. M. Cortelazzo 11. A Rate Distortion Theoretic Approach to Remote Visualization of 3D Models N. Brusco, P. Zanuttigh, D. S. Taubman and G. M. Cortelazzo; 12. 3D Content Creation by Passive Optical Methods L. Ballan, N. Brusco and G. M. Cortelazzo; 13. 3D Visualization and Compression of Photorealistic Panoramic Backgrounds P. Zanuttigh, G. M. Cortelazzo and L. MacDonald; 14. A 3D Game - Castles G. Xiao, Z. Cai, L. Ying and A.

Basu; 15. A Networked Version of Castles D. Lien, M. McElhinney, L.

Ying and A. Basu

16. A Networked Multiplayer Java3D Game - Siege E. Benner, J. Kostek,

L. Ying and A. Basu17. Collaborative Online 3D Editing I. Cheng, M.

Bates and A. Basu

Sommario/riassunto

The topics discussed in this book broadly cover four categories:
networking issues in online multimedia; joint texture-mesh
simplification and view independent transmission; view dependent
transmission and server-side rendering; content and background
creation; and creating simple online games.
