

Date/Time: November 17, 2011

Title: 3D Technology and 3D Content Design

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Abstract:

In recent years after the huge success of James Cameron's Avatar, people are excited about the 3D display technology. Film industries have released an increased amount of high-quality 3D movies in theaters. The consumer electronics market is also jumping on 3D with TVs and gaming systems. This talk presents a brief overview of the 3D history, principles of human 3D perception, 3D display technology, and 3D content generation. It will also discuss on current research trends in 3D technology and the status of 3D content production industry.