Panel: What’s in the Cards ...

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What Kind of Cards?

- Special Hardware Cards?
- Consumer Graphics Cards?
- Playing Cards?
What’s in the Cards in 1999?

INTERNATIONAL WORKSHOP ON VOLUME GRAPHIC

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Swansea, UK
The Nine Questions Posed for VG99

1. Primitives
2. Rendering
3. Theory (and Practice)
4. Global illumination
5. Deformation and animation
6. Data acquisition
7. Image/Vision techniques
8. Hardware
9. Applications and Impact
Klaus Mueller has gone through the 9 questions in his overview, and I in general agree with all Klaus said.

I did not have the time to go through the questions any way, as by the time I spoke, there was only 30 minutes left and it is necessary to keep sufficient time for discussions.

Hence I moved directly onto the questions for the future development.
What is NOT in the Cards in 2005?

- Physics and optics
- Volume scene graphs
- Discrete ray tracing (close to be in the card)
- Volume data acquisition (vision techniques, grand challenging data set)
- Deformation and direct manipulation
- Time-varying data (what do we really want to see?)
- Data, Data, Data → Scalability
  - speed, memory, GPU, transfer function design, visual representation