**Introduction**

- Virtual Touring – Navigating inside a scene by:
  1. Generating movies taken from the real scene.
  2. Constructing a model of the scene with
     - Digitized 3D models and render the scene: 3D games, VR (Virtual Reality)
     - A reduced model of the scene.
- Problems:
  1. Not worked if the scene is a novel one.
  2. Tedious and expensive.

**Alternative solutions?**

- Image based Rendering approach
  - Using single or multiple images of a scene as input.
  - Extract 3D information (with algorithms and manual input) from the input images and create the scene’s model.
  - Produce the animation by navigating inside the model.
Examples

- Morphing

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glTIP

- Image based rendering technique introduced in this workshop – glTIP
- Input: Image / Photo / Painting
- Output: Virtual touring of the scene

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Things you should have learnt after the workshop

- Use glTIP to produce 3D animations from an image.
- Basic techniques for using image processing software.
- Use your creativity and imagination to make your animation interesting and applicable in real life.
- Cooperation with your teammates.
- Presentation skills.

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