



Rui Rodrigues

rui.p.rodrigues@inescporto.pt

Information Systems and Computer Graphics Unit - INESC TEC

INESC TEC | November, 2014

- 1985: Computer Graphics Group at INESC Norte (later USIG, later CSIG)
- 1990: Rendering (Augusto Sousa), Reverse Rendering (António Costa)
- 1990: Intuitive 3D modelling (Vasco Branco, João Paulo Pereira)
- 1995: Geographics Information Systems (Aurélio Pires)
- 2000: Procedural Modeling (António Coelho)
- 2004: Visualization (Alexandre Carvalho)
- 2009: Serious Games (António Coelho, Rui Rodrigues)
- 2012: Online virtual worlds (Leonel Morgado)
- 2012: Multisensorial virtual environments (Maximino Bessa, Rui Rodrigues)

Disclaimers:

- Approximate dates
- other people involved
- prior work from researchers outside the unit



Geospatial Systems / GIS



Pontos de Interesse

▼ Todas as Categorias

- Estabelecimentos de Saúde

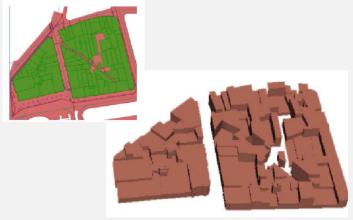
 W Hospital Geral (c/ equip. e prof.)

 W Hospital Geral
- Centro de Saúde / Unidade Basica
- Policlínica
- i...

 ✓ Outros Serviços de Saúde

 ✓ Administração Local



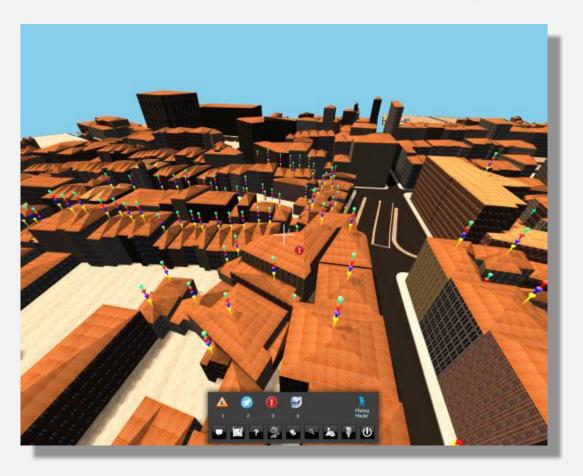






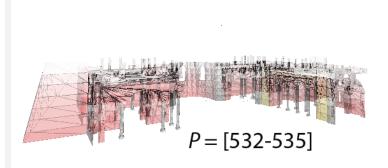
Procedural modeling

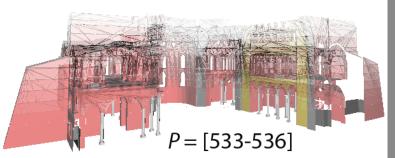
• Ex: 3DWikiU – 3D Wiki for urban environments

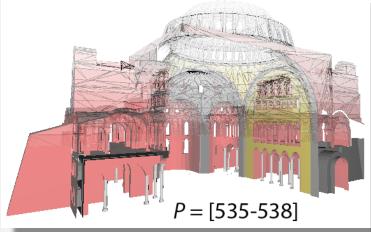


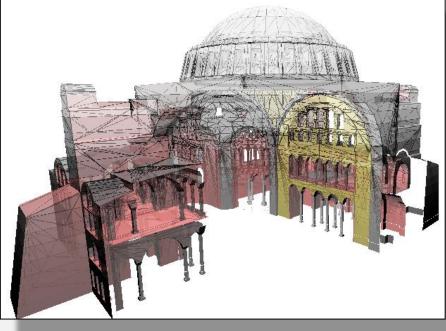


Visualization







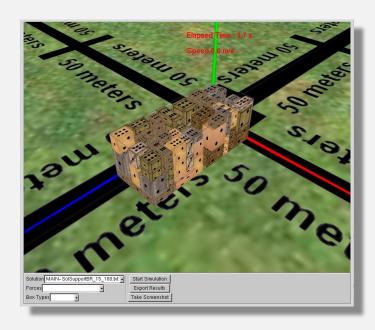




Simulation

• Ex.:

- StableCargo Dynamic simulation and visualization of cargo forces
- Multiuser Air Force Simulator







Interaction

• Ex: Real Motion-based control of avatars for training, therapy, health and fitness evaluation, leisure, ...



Game Design and Development (including Serious Games)

Ex: Games for teaching, training, rehabilitation...





Virtual and augmented reality Multi-sensorial experiences

Ex.: MASSIVE











November-2014





Rui Rodrigues

rui.p.rodrigues@inescporto.pt

Information Systems and Computer Graphics Unit - INESC TEC

INESC TEC | November, 2014