

Saliency-driven applications to graphics: Outline

- **Saliency for Efficient Rendering :**

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- K Cater, A Chalmers, G Ward, "Detail to Attention: Exploiting Visual Tasks for Selective Rendering", *Proceedings of EGSR* (2003)
- G Koulieris, G Drettakis, D Cunningham, K Mania "Context-aware Material Selective Rendering for Mobile Graphics", *SIGGRAPH 2014 Poster*, (2014).

- **Saliency for Games:**

- G Koulieris, G Drettakis, D Cunningham, K Mania, "C-LOD: Context-aware Material Level-Of-Detail applied to Mobile Graphics", *Computer Graphics Forum*, 33(4) : 41-49. (2014).
- V Sundstedt, M Bernhard, E Stavrakis, E Reinhard, M Wimmer, "Visual Attention and Gaze Behavior in Games: An Object-Based Approach", *Game Analytics : Maximizing the Value of Player Data* (Ed: MS El-Nasr, A Drachen, A Canossa), 543-583. (2013)
- MS El-Nasr, S Yan, "Visual Attention in 3D Video Games", *Proceedings of International conference on Advances in Computer Entertainment 2016*, Article 22. (2006)

- **Saliency for Video Processing:**

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- Zhicheng Lia, b, Shiyin Qina, Laurent Itti, "Visual attention guided bit allocation in video compression", *Image and Vision Computing*, 29(1) : 1–14, 2011.