Background

- Founded in 2008
- Part of Faculty of Electrical Engineering
- **Czech Technical University** in Prague
People & Collaborators

- Academic Staff [13]
- PhD students [10]
- Administration and Technical support [4]
Research Topics

Computer Graphics
- Rendering
- Cartoon Animation
- Compression & Optimization

Human Computer Interaction
- Specialized interfaces
- Handicapped users
- User modeling and simulation
Real-Time Rendering - Visibility


EG 2013 Lab Presentations – CTU Prague
Real-Time Rendering - Shadows

Data Structures For Ray Tracing


BTF Compression

Vlastimil Havran, Jiří Filip, Karol Myszkowski: *Bidirectional Texture Function Compression Based on Multi-Level Vector Quantization*. CGF 2010.
Resources for Researchers

- Langweil model of Prague
  Scientific data available

  http://d cgi.felk.cvut.cz/en/research/langweil/main

- World’s fastest max-flow/min-cut solver:

  GRIDCUT
  Source code & Benchmark:
  http://gridcut.com
Conclusion

- Thank you for your attention!

http://dcgi.fel.cvut.cz

Funding

- **ARGIE** *(Global Illumination for AR in General Environments)* – Grant Agency of CR (GA CR)
- **OPALIS** *(Optimal Algorithms for Image Synthesis)* – GA CR
- **V3C** *(Visual Computing Competence Center)* – Technology Agency of CR
- **VERITAS** – 7th FP EU
- **ToonPaint** – EU Marie Curie