

Visual Information Systems

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Objectives

- Give the fundamentals to understand and design information systems based on images (vector or raster), and visual symbols, i.e.
 - in terms of contents
 - in terms of modeling
 - in terms of access and querying

Systems of Visual Information

Visual Systems of Information

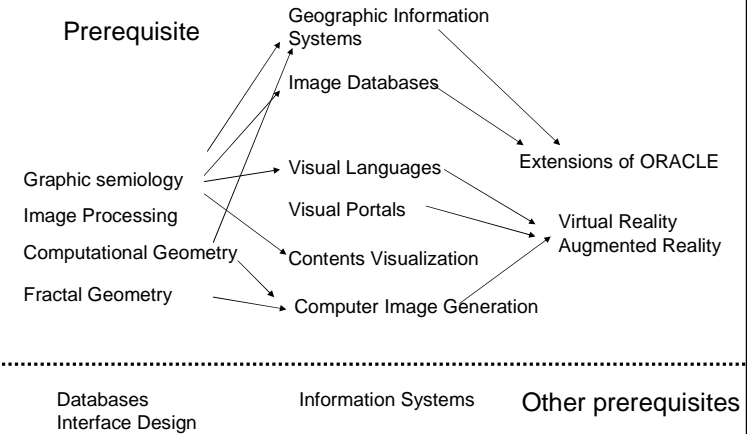
Basic Definitions (1/2)

- Computer Graphics
- Imagery
- Human Vision
- Color Systems
- Graphic Semiology
- 2D and 3D Modeling
- Visualization of MM data and documents

Basic Definitions (2/2)

- Computer Image Generation
- Virtual Reality
- Augmented Reality
- Immersion
- Image Database
- Visual Languages
- Visual access to DB
- Metaphors

Visual Information Systems



Cours 3IF (2008-09)

- 1 – Visions de l'espace
- 2 – Introduction à la géométrie algorithmique euclidienne
- 3 – Introduction au traitement d'images
- 4 – Introduction à la géométrie fractale
- 5 – Introduction à la synthèse d'images
- 6 – Introduction aux systèmes d'information géographiques

Course 4IF (2009-10)

- 1 – Introduction to Graphic Semiology
- 2 – GIS: Data Modeling
- 3 – GIS: Data Processing
- 4 – Introduction to Geo Web
- 5 – Virtual 3D Cities
- 6 – Introduction to Image Databases
- 7 – Visual Access to Multimedia Databases
- 8 – Visual Portals to Multimedia Information

Rapid Bibliography

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Reminder

- Computer Graphics
- Imagery (Image Processing)

Quadtree

