

# Handling large data sets

Wolfgang Strasser

University of Tuebingen, Germany

The visualization of large models of real-world objects like cars, aircrafts etc. is a major challenge in animation and virtual reality applications. The availability of new and powerful data acquisition techniques increases the size of models and the describing data sets even more. Despite of the high performance of modern graphics hardware relevant scenes cannot be visualized in real time without the use of special data reduction techniques. The talk will address reduction algorithms for parameterized as well as non-parameterized objects. Resulting problems concerning image quality will be shown and possible solutions will be given.