

Final Remarks

This course provided a concise introduction to non-photorealistic rendering: generation of artistic imagery and perceptually effective scientific visualization. We began with a survey of both historical and contemporary examples of the use of NPR, followed by an explanation of fundamental algorithms. We have also presented a few approaches at the forefront of NPR research including example-based rendering methods for automatic generation of artistic imagery and hardware-accelerated parallel techniques for achieving interactive high-resolution rendering.

Although we could not cover all the topics in detail with 3.5 hours, we believe we have addressed the most relevant issues and trends of applying non-photorealistic rendering to scientific applications and art, and provided pointers to future research. In Friday's Painting and Non-Photorealistic Graphics session you will also learn about some exciting new research results.

A collection of sixteen papers is attached to the end of the course notes which sample the state-of-the-art NPR techniques relevant to the individual lecture topics presented here. In addition, the comprehensive bibliographies provided in each chapter should be a good starting point for searching further information about recent development of related technologies. For those who are just entering this exciting research area, you may want to check out Gooch & Gooch's book "Non-Photorealistic Rendering" and the two NPAR proceedings first.

Thank you for your attendance and enjoy the rest of the conference. Please feel free to contact me for further information.

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