



# INI-GraphicsNet

## Main Core Competencies

- Agent Technology
- Animation
- Augmented Reality
- Avatars
- Computer Supported Cooperative Work (CSCW)
- Computer Vision
- Data Exchange
- Graphical Information Systems (GIS)
- Graphical User Interface
- Human Computer Interaction (HCI)
- Imaging
- Image Processing
- Internet, Intranet
- I\*net-based Learning and Training
- Mobile Computing
- Modeling
- Multi/Hyper Media
- Multimedia Data Bases
- Networking, Telecommunication
- Neuronal Nets and Evolutionary Algorithms
- OO-Framework and Compound Document Architecture
- Perceptual Computing
- Printing & Publishing
- Product Data Technology (PDT)
- Radiosity & Raytracing
- Secure Image Communication
- Security Technology
- Simulation
- Telework, Telecooperation, Telelearning
- Video Computing
- Visual Computing
- Virtual Reality
- Visualization

## Main Application Domains

- Automotive industry
- Architecture, Interior decoration, design
- Bank and insurance business
- Biotechnology
- Air and space travel systems
- Chemical and pharmaceutical industry
- Cultural Heritage
- Education and training
- Entertainment
- Facility management
- Marketing and advertising
- Mechanical engineering
- Medicine and medical technologies
- Microelectronics
- Mobile information systems
- Online services and new media
- Pollution control
- Print machines
- Public administration
- Publishing trade
- Ship construction
- Social and public health, support of older and disabled persons
- Software industry
- Telecommunication, networking and service providers
- Telematics
- Telework Technologies
- T.V. Stations
- Tourism
- Transport and Traffic

Computer Graphics is the technology with which pictures – in the general sense (synthetic graphics as well as grayscale and color images) – are generated or acquired, managed, displayed, and processed in an application-oriented manner by means of computers, and with which pictures are also correlated with non-graphical application data. The term »com-

puter graphics« also implies the computer-aided integration and handling of these pictures synchronized with other data types; e.g., audio, text and video (multi-media systems), the advanced dialogue techniques associated with these data types and their secure communication and transfer over networks.

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