Abstract

3D multimedia provides an exclusive mix of multimedia and communication design process, design of 3D animation media and virtual reality, and 3D media connected with real and virtual studio and on-location multimedia evolution. It not only focuses on the practice and theory of the technical tools and techniques required for creating 3D, but also on the creative art and design aspects of digital media, collective real and virtual reality media through the creation of design and technology skills, understanding and knowledge. The introductory International Workshop on Hot Topics in 3D multimedia was held in Singapore, in July 2010, in association with the IEEE International Conference on Multimedia. This Conference was sponsored by four different IEEE societies; International Conference on Multimedia and Expo is the IEEE flagship conference on Multimedia Technology. Hot3D was an animated workshop participated, with a remarkable compilation of papers screening different aspects of 3D multimedia Technique. Therefore, this report assembles some of the consequences offered at the workshop that will be more effective in future.

References
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Index Terms

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Keywords

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