Abstract

An interactive approach plays a vital role in 3D visualization. But to bring the interactive approach and their techniques on mobile device is not an easy task due to the limitations of mobile devices. But by considering the plus points of different properties of mobile devices i.e. network speed etc. it is possible to perform interactive visualization on mobile devices. This can be performed locally on mobile devices by considering local storage and can apply on remote concept by in view of mobile as client and server as storage. In this paper focus is given on various interactive techniques for local and remote visualization on mobile devices. Also discuss novel framework for 3D visualization on mobile devices.
References

- Maria Andréia F. Rodrigues, Rafael G. Barbosa, Nabor C. Mendonça, 2006. Interactive Mobile 3D Graphics for On-the-go Visualization and Walkthroughs, ACM.

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