

# Digital Representation Of The Real World: How To Capture, Model, And Render Visual Reality

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**machine learning books - taylor & francis** - Machine Learning Books. Digital Representations of the Real World How to Capture, Model, and Render Visual Reality.

**representation (arts) - wikipedia, the free** - like contemporary media, intervenes between the viewer and the real, Representation is simply the process in which such meanings are constructed.

**darren cosker | university of bath** - Grau, O. and Theobalt, C., eds. Digital Representations of the Real World: How to Capture, Model, and Render Conference for Visual Virtual Reality

**game on for a/e/c - designintelligence** - we are trying to create a similar digital representation of the realistic visual environments that environment as well as in the real world.

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